

# Portal



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

**GDUK**  
**EURO**  
**EVENT REPORTS**

an insight into **WAMP**

**Reviews FROM**  
**STUDIO 38**  
**REAPER**  
**MDP**  
**DARK SWORD**  
**& MIERCE**  
**MINIATURES**



**Wamped**  
**NEWS**



ISSUE 27 Sept/Oct 2012



# Wamp

## 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>

Wamp  
wampforum.com



# Wolf

By megazord\_man  
Winner: Hasslefree Painting contest 2012



# welcome to issue 27

## CREDITS

WAMP Founder, OGL and Co-Editor

**Brett Johnson**

Layout & Co-Editor

**Shane Rozzell**

Cover Image

Wolf

**by magazord\_man**

Proof Readers

**Martyn Dorey**

**Ian Pursey**

Review Editor

**Randy Shea (Cregan Tur)**

Review Team

**MaGie**

**NeatPete**

**Cregan Tur**

**Captain Sprout**

**Darklord**

**Shane Rozzell**

Contributors

**WAMPERS of the World**

**united:)**

Find us at

[www.wampforum.com](http://www.wampforum.com)

[www.wampforum.com/portal](http://www.wampforum.com/portal)

Contact Portal at

[portal@wamp-forum.com](mailto:portal@wamp-forum.com)



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Well folks it's all happening at Wamp at the moment, more contests underway than I can keep track of (including our massive end of year spectacular Wamped! III). On top of our contest craziness there's lots going on behind the scenes that will be revealed soon to you all. It's quite hard to keep secrets but there's some exciting stuff coming up for Wamp.

The dark nights are here and for many of us the painting shows are winding down for the year and we start to make our annual plans for miniature painting domination next year. Whether you're already planning how to power to Salute glory or win the elusive first Golden Demon there's always a sense of excitement and anticipation as we dare to wonder what could be. We plan elaborate diorama's or clever duel's or dream of a freehand filled beauty that will wow everyone that gazes upon it. Alas for most of us our best laid plans often fail to reach the lofty heights we planned in our mind but it doesn't matter. So often we get too caught up with results and forget why we paint in the first place – because we love it! It's the process we like. For some it's the childlike joy of opening that new blister that invokes Christmas memories of long ago, for others it's sawing and hacking bits of and adding something new to create that unique piece. It's the slapping of paint onto the fresh primer that gets the juices flowing. Whatever the reason it brings us joy and a welcome distraction from the trials of life. It's an escape from reality as we bring these fantastical creations to life, giving them personality and projecting something of ourselves into them. So we might not achieve what we hoped for all those months ago but we can have a good time trying and those dreams are important. They make us push ourselves forward and improve our painting. It makes us tackle a new technique or perfect an old one and the satisfaction of that can be as great as glory from a contest. There's nothing quite like the personal pride of handing our work to our peers and them saying 'love it'

Keep dreaming folks and keep pushing and if you want the whole of Wamp is there to help you

Cheers, Brett

(Oh and a cheeky request! If any of you could help out the Wampstore by liking it on Facebook that would be brilliant. The link is on the Wampstore ad at the end of this issue.)



# NEWS

**For all the very latest industry news check out [wampforum.com](http://wampforum.com)**

Welcome to issue number 27 of Portal, the number one E-Magazine dedicated to miniature painting. This issue is another biggy packed full of the lovely things that bring meaning to our happy, geeky lives. We have two excellent event reports from the biggest shows in the UK. Also, Because it's that time when we get asked the annual question "What do you want for Christmas?" in this issue we are brimming with reviews and new releases. We also have news of two big painting contests, WAMPEDIII and Kingdom Death so we hope

you're planning on entering both of these. We also have the second part of an interview with Brett Reavis in Tim Fitch's view from the hill which is always a good read. And as promised we begin our terrain tutorials in earnest kicking off with a nice little ruined building to get your skills up to speed. There is also a nice bit of inspiration with the "Super J" miniature and we have Maya Morland (Valloa) tell us all about herself in Meet the WAMPER and as always we leave the last word to Scott Radom, our favourite Canadian.



Well the retool of the line is moving forward. However we still have a lot of metal left that needs to shift so we have decided to liquidate all metal stock currently in hand. To make this happen we have marked down EVERYTHING in the store by 40%. This sale will run until November 1st. The metal is in stock but my quantities have run low in the last month. So don't expect supplies to last very long.

Some figures will be retooled in plastic and some will be discontinued entirely. I am not sure how long the retool will take so if you have had your eye on anything in the shop and have been waiting for a big sale to snap it up now is the time.

The discontinued items will be listed in the discontinued / last stock section of the store. Shipping rates are NOT included in the discount.

To access this discount simply type in "metal" in the coupon code dialog box at checkout. Thanks everyone for your continued support and enthusiasm!

Cheers, Tre'



"Christmas is coming, the goose is getting fat, but there's not a lot of cheer, and MH doesn't like that!"

Miniature Heroes will be running a special offer from the 28th October to the 2nd November on Reaper products. The difference is we want you to tell us what products you'd like to see in the special offer. Just

contact MH either via email, the [MH facebook page](#), or through the forum and I'll add your choices in. Initially the deal is 10% off the rrp in the MH shop. But if I get 150 likes or more on the Facebook page I'll double it to 20%.

So come on, grab a little bit of Christmas cheer from the UK's premier Reaper Outlet."



## The three Kurganova sisters are now ready for the battlefield!

First there was Kapitan Ivanka Kurganova. Now there is her younger sister Kommander Malinka Kurganova, and her older sister Admiral Olga Kurganova.

You can purchase each separately, or get your hands on the Kurganovas Limited Edition Box which contains

- the 3 Kurganova sisters,
- Charlie, their fearless, cigar-smoking, war bulldog,
- a brand-new additional optional arm for Ivanka.

Charlie and Ivanka's new arm version are ONLY available as part of the Kurganovas Limited Edition Box.

The Limited Edition box has been designed to be a hot deal, since it's almost 3 Euros less expensive than buying the 3 minis separately, and you've got Charlie and the special variation for Ivanka as well! But don't miss out: there are only 1000 boxes, and then they're gone...

Not only that, but as always, we begin this pre-order campaign with a Special Launch Deal:

For Olga, Malinka as well as the Limited Edition box, be one of the first 100 purchases and get them at our special low launch price before they revert to pre-order pricing.



## Introducing: Hangar 18 Miniatures HiDef Tabletop Photo Backdrops



Hangar 18 Miniatures proudly presents our first product line: High Definition Tabletop Photo Backdrops for Miniatures. Our HiDef photo backdrops are printed on an 11 x 17 in. durable yet flexible fabric that is water resistant and does not produce glare. If a backdrop gets dirty, you can simply wipe it with a damp cloth. This fabric can also be ironed or steamed to smooth it back when it gets wrinkled. Iron the backdrop face down on the ironing board.

The first set comes with 6 different studio quality textures, from the classic portrait background to the modern grungy texture. These photo backdrops will enhance the photos of your miniatures, making them look like they've been taken in a professional photo studio setting. No more spending time removing the plain background and replacing it with the digital background in Photoshop.



### Stats Box

Portal downloads	80,711
Memberships	2322
WAMP posts	190,727
Wiki Pages	286
Blogs	48

### 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](#).

#### Demonn vs NeatPete challenge VOTING

#### Waghorn41 vs kdlynch - Gunslinger

#### Synthet vs waghorn41 - VOTING

#### Darklord v NeatPete - Rackham Dwarf

#### Pete McF v Darklord - Theme Free

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

This is to let all you good folk on Portal know that we have launched an Indiegogo campaign on the occasion of our 10 year business anniversary. That's right, we've been in business for ten years now.

And to let everybody share in the celebrations, we decided to release a special set of limited edition miniatures. We made it a crowdfunding campaign so you can choose how deeply you would like to get involved. One important bit up front: postage is free. Worldwide.

So what can you get? Well, the core consist of a set of five miniatures, all of whom have left their special mark on the world of Freebooter's Fate. Yes, these characters come with character cards and equipment cards as well, which means you can use them in games of Freebooter's Fate as well. The basic set will be available on Indiegogo and - albeit at a higher price - in normal retail thereafter for the rest of our anniversary year. The really interesting advanced option(s), the one(s) with the bonus bits and everything, that/those will only be available on Indiegogo.

# OFFICIAL REVIEW

By MaGie

## Iron Heart Sentries

Manufacturer	
Studio38	
Material	Resin
Price	\$15.00
Contact	
<a href="http://www.figurines-studio38.com">www.figurines-studio38.com</a>	
Other Information	
For use with Alkemy rules.	
Ratings	
Quality	9 Nice proportions and high quality resin.
Assembly	8 Some mould lines and very few air bubbles.
Value	7 Decent deal I would say.



For this review, I am taking a look at the two “Iron Heart Sentries” miniatures. These minis are part of the Empire of the Jade Triad: Humans of the triad of Jade Empire are the oldest Mornea nation. Their long history includes many martial teachings and scientific advances, including one that has changed the face of the world: Alchemy.

**T**he sentries are packed in a blister packaging, and each consists of: the main body, a right and left arm, a scabbard. Also included are two 25mm scenic gaming bases.

the charging mini, because his left arm seems to be in rather strange position when looked at from certain angles.

One of the two minis has a rather statuesque standing position, while the other is in a charging position. The proportions are very good; while this is not so clear on the box art the pictures of the actual casts do show this. I’m not a big fan of

The miniatures are made of a light grey dull resin that carries detail incredibly well. The belt buckles and armour have very crisp edges and also the faces show great cast quality. I have only found a few air bubbles that are easily fixed. Some minor mould lines are visible on the







pinning is probably not necessary for these parts.

Funnily enough, one of the two sentries seems to be missing the left part of his moustache. I can't make sure if this is also the case on the box art. So either you consider his moustache lost in a fight, a fashion statement, or you should try to paint or sculpt it on yourself.

The blister pack contains two bases. One base with stones and a bone, and one with a dragon face (this last one is not included on the box art, however). The details on the bases are very good,

and also the cast quality is super.

From a painters' point of view, I think there are plenty of options for these miniatures. There are not so many large areas, so freehand is probably not very suitable for this miniature. But I can see a lot of options for creating great non metallic metals, and bold colours. But I think true metallics will probably look even better on these minis, and you have plenty of spots where you can apply some interesting rust effects. I can also envision some nice fabric/texture effects on some of the cloths. Too bad there is not more skin showing, because I think a tattoo would also look very nice on these guys.

sides of the miniatures, but they should be easily removed, which is also eased by the workability of this resin. Only the mould line on the left side of the standing miniature is quite strong and will require some green stuff to be fixed nicely. Additionally, the swords are not bent at all, and seem to be quite solid.

The separate arms can easily be glued onto the miniature, as the corresponding parts fit together very well. Considering the light material,



## Ratings

**Quality:** Nice proportions and high quality resin that captures details really well

**Assembly:** Some mould lines and very few air bubbles. Pieces fit well together.

**Value:** For 15 dollars, you get two highly detailed resin miniatures that really stand strong together. Decent deal I would say.

**Overall:** Great quality miniatures. Cast quality is really high for miniatures designed for gaming. So if you're looking for some nice samurai warriors, also for display painting, these minis are a good option.

# VIEW from the HILL

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

## Collectors Spotlight *Brett Reavis*

The internet has spoilt us miniature collectors. It provides not only a platform for new boutique companies, but a way for us to access a whole wealth of stuff we never had access too before. We take for granted the ability to buy from the far corners of the world, and have it turn up at our door a short time later.

**H**owever those of us of a certain age remember what it was like before the internet. A time when you had a local games shop, if you were lucky, and UK based mail order. There were probably some brave souls that might have ordered from abroad, but it certainly wasn't a straightforward process.

But it wasn't until I started chatting with Brett Reavis about his interview article that I began to realise just how well off we in the UK had been. Game Workshop products were relatively easily available to us. Most toy shops had a small selection of miniatures and perhaps the odd game. But in the US, they were like gold dust. Yes they had home grown companies like Ral Partha and Grenadier, but if you

wanted what you saw in the gaming magazines, there were only two solutions. Try and order it, or make it yourself.

With this article I hope to explore a bit more what it was like in the US in the early days, and how some collectors got over the problem of never having the correct miniatures.

**So Brett, with over 12,000 miniatures in your collection, they must have been easy to get at some point?**

OK, first off, per your earlier question, I have to admit that I may not have actually counted every miniature in my lead mountain, although I did try to at one time; but since then I have tried to organize it, for 3 days one time, hardly eating, getting separated from my son and nephew, while they discovered an old collection of elephants w/howdahs and Roman onager miniatures I had forgotten; and then there are the ones, others say, I only imagine, like a set of early Grenadier Gladiators, early Grenadier Sumerian battle cars, or a large box of McEwen Dreenoi and other Star Guard figures, for example, which I could never find.

**“Sometimes I think we need to get back to “Forbidden Planet” style, wholesome spacefarers with quests of Beowulfian rescue and images of new hope.”**

But things tended to collect back then, a sack of Mongols, Byzantines or a collection of D&D bards that somebody gave me and I kept thinking I might use; the horses or the heads in a conversion. I would mix Minifigs with Hinchliffes or Garrisons and add some Ral Parthas with mixed heads and horses.

This approach was frowned upon by some, but often had a nice effect, and sometimes I was only trying to achieve something, allowed on an army list, that you couldn't buy, like a unit of Successor Greeks riding small elephants, on their necks, saddled like a horses, without howdahs, wearing Phrygian helmets, fighting w/pikes in conjunction with archers.

Strangely, you might find, in my lead mountain, sadly, a sack of headless Tom Meier elf archers or, 2H sword, elf cavalry (w/o horses), because their heads have been placed on Hinchcliffe English Civil War mounted dragoons to make Paolo Uccello, Italian style, harquebusier mercenaries for Henry VIII's army (see: Henry VIII-2). I loved those neo-classical Italian renaissance helmets, way, before Citadel came out with their excellent mounted reiters, etc. After that happened, it was easy to mimic Paolo Uccello paintings with Citadel Wars of the Roses figures on voluptuous horses with golden apple trees orchards in the background (see: Conversions-Historical-1).

But in the 70s, there was no White Dwarf with figures one wanted. If you got bored with Hinchcliffe Napoleonics, Greeks, Imperial Romans, very basic colonials and 100 years war medievals and were looking for "fantasy", there were several "magazines" with interesting stories and ads, games without good figures and good figures without good rules.

From the viewpoint of early miniature collecting in north Texas, I think the first step was the magazines/comic books/media, like Combat, Monster and Eerie mag. etc. (late 60s) and from the historical side, the development of miniature wargames, had to



develop in historical games first, as seen in Currier and Miniature Wargames mag.; in the UK comics you had 2,000AD w/ Judge Dredd, Rogue Trooper and Stronty. I think these early UK comic book sci-fi fantasies were key to the development of miniature sculpting and collecting in the UK, not to mention WWII. I can't remember anything like these, dark, post apocalyptic stories coming out in the US. They were a catalyst for the sci-fi and fantasy games to come, requiring more interesting futuristic apocalyptic or "dark future" miniatures. In the US we had Conan the Barbarian, Lord of the Rings, which had been a very popular read in the late 60's and developed into D&D, and Star Trek, Star Wars and sci-fi novels which developed into sci-fi related games (lots of legal issues with using other peoples ideas) and more Star Trek/Star Wars type aliens, not the "D&D"ish elves, dwarves and orc aliens to come in 40K.

This dark apocalyptic future idea has taken off; now we've added zombies. We seem to be losing the more stable, positive view of the future that we saw in Star Trek and Star Wars, which has gotten boring; and not just in miniature wargames but fashion and movies as well. The dark apocalyptic future idea is more interesting, and keeps getting darker. Hummm... anyway...

Sometimes I think we need to get back to "Forbidden Planet" style, wholesome spacefarers with quests of Beowulfian rescue and images of new hope.

Back then, the way we knew what was available was from the miniature magazine ads (US (TSR, Gren. RP etc.) & UK (Hinchliffe, Minifig, Essex, Citadel etc.)) for mail order (like Miniature Wargames mag.(historical) and TSR Dragon mag. (fantasy)), Heritage appeared ((mid 70s) I was lucky in that), then there were little shops with limited miniature stock (US & UK imports) trying to make it work; along with developing local groups of wargamers; this went on for a while...

As for ordering UK figures mail order, from articles in the early miniature/wargame magazines, 1/3 of the time nothing came back, where, in the UK, you had a much different, more diverse selection of figures hanging on the rack in shops, especially after Citadel came out in 1979 (WD #11). UK catalogs were hard to get in the US and



given that, I wasn't one who liked to order something from a written description of even a bad photo (which was all there was back then). Quality wasn't consistent so one was taking a chance.

**So despite what would come later, initially gamers in the US were limited to basically historical miniatures?**

Yes, but Ral Partha, Grenadier, Archive and Heritage came out with fantasy figures in the late 70's; and then Asguard in late 79-80. Originally, most of the figures one bought wouldn't even stand up, without the vents, flashing and sprue lines being cut off (thick chunks). The bases, which were the top of the casting, on some figures were half missing or so roughly cast, you had to be a bit into modelling, glue it to something and bend it straight and repair the miscast parts, to make it stand up; but the lead was soft and pliable. For single figures, used in skirmish or D&D games, a penny was cheaper than a washer for a good flat base; or you could cut a base from card or plastic sheet. It may sound strange, but it was great to have this, these roughly cast figures, as they were, as a starting point; a catalyst to the imagination.

Hinchliffe had small and Minifig had larger square bases, designed to be glued on card strips in 2s and 4s for historical units. Ral Partha had large round and Grenadier had organic or free form bases (often half missing). All were 25mm tall, but Hinchliffe, originally focused on historical were thinner and nicely detailed, Minifig, also historical, were squattier and posed more "Egyptian style".

The first fantasy figures I saw were by Ral Partha and Grenadier in the late 70's, with Ral Partha, finely detailed, classic fantasy, and better proportioned, as you have said before, and Grenadier a little chunkier and stranger (like Citadel); bigger heads, hands and weapons: like a sorceress, attacking, with a baby dragon sitting on her head or heroic fighters wearing armour from a mix of historical periods (see: Old Grenadier-1). The best/most popular of these early fantasy figure lines were hard to find along with figures from unusual historical periods.

I remember everybody got excited when Hinchliffe came out with English Civil War figures (still mid 70s) and painted up contingents for games. I enjoyed watching the games down at the shop but I was buying figures in Arlington and north Dallas (1974: the year Heritage built their foundry and started casting Hinchliffe figures in Dallas), to take back to Austin and paint Welsh, converted, replacing short or composite bows with wire longbows and spears, and some extra shields made from plastic sequins, using Hinchliffe Roman, Byzantine and Viking figures: AR9 Roman Artilleryman (unarmed), AR20 Byzantine javelin-man, AR18, AR21 Byzantine light archers, AV1, 2, 3 Vikings. 50% of the figures were converted in the original army. It was a good "peasant" type army, or mercenary force, that worked in a lot of different periods for games with Norman style armoured units added for later periods. Late 70s, not sure, Asguard figures (historical and fantasy) started coming out about this time (79-80) and they had many figures that worked well, I thought, with my not too historical, Welsh army.

There were "non-magic fantasy" campaigns using historical figures in non-historical situations: like the Valley Campaign, Blackwater Swamp or Thunder River, where somewhat historical based Norman/Viking/Scottish lords with a large Welsh mercenary force invade a fiord somewhere in the Baltic Sea and create alliances with locals and other invading forces for pre-Hanseatic land development and political control. Heritage had released the Blackmoor campaign, Judge's Guild, The first fantasy campaign in 1977... and at some point historical gamers, who didn't want magic used, Dismay, Magic Developed. My first fantasy unit was a retinue of Max Carr gargoyles. In the Dunsuire Campaign I asked the Gamemaster if I could hire a contingent of artisan sculptors, which was granted and I set them to sculpting large angels, clad in silver sheet, mounted on the watchtowers at Wellingford Castle and White Horse Keep on which I kept glowing fire light by night; which kept certain confused enemies away. All this, in my way thinking, strange as that may have been, created the need for a lot of miniature conversions.



The first sci-fi figures I bought were by Grenadier; great figures, considering when they came out. I still enjoy looking at these which represent memories of fun times wargaming right after Star Wars (Episode IV, A New Hope) came out. Heritage started coming out with fantasy and sci-fi lines with rules in the late 70s (see: StarCommandos Boxcover). I painted several of the figures on the Boxcover of the



Galactic Grenadiers - Star Commandos, for my friend Max Carr and was always doing conversions like using John Carter, Warlord of Mars figures to make Jedi knights; playing out the idea of the other Jedi, the back-story that came before Star Wars Episode IV. That's when I started developing the idea of 'The Unknown Star' and pulling all the other sci-fi stories, I liked, together for a back-story for sci-fi wargaming.

And then came the big UK organizations (like Wargames Foundry and Games Workshop) with dependable/reliable transactions, etc; ...well, you usually got something for your money; and the new dark apocalyptic future, "Forever War" idea (a great book by Joe W. Haldeman) and eventually with D&Dish elves, dwarves and orc aliens was a brilliant idea because it stayed away from legal copyright issues; but still, in the UK, you had the Citadel figures hanging on the rack, catalogs and WD magazine, eventually with slotta bases and better miniature photos in colour, were continually hard to get in the US and given that, when mail ordering they often sent alternate figures to what you wanted. However, I had good luck ordering from Citadel historicals and Wargames Foundry.

When the First Citadel Compendium came out in 1983-84 in the US, it stood out because of the cover art and I really liked all the figures using different heads for unit animation, like the Citadel historicals had done, and bought 75% of the boxed sets available in that magazine, and received them all by mail order, the bigger

companies were getting more dependable, but, I guess I didn't read enough magazines because, I didn't even know what the Regiments of Renown and the later scenario figures were back then, in the late 80s (until around 2004 when I discovered miniatures on eBay) and it became obvious, back then, that there were figures available in the UK that weren't available in the US. In the late 80's, I would send a zerox of the figure from WD magazine "Heavy Metal" article, they would tell me it was a conversion; and then the next issue there were 2 more winning paint jobs on the same figure (limited release). So I would make one from the closest thing I could get.

**So your skill at converting has really been born of both necessity, because you couldn't get what you wanted. And imagination, because some of what you wanted wasn't even available?**

Well, yes, there was the problem of seeing something in a magazine and not being able to get it, but before that, I didn't really expect anything and enjoyed creating something different from what was available. I really enjoy the converting as much as the painting.

**With this in mind, how did you approach those first conversions? I suspect there wasn't much in the wargaming magazines of the time about how to convert, so was it just a case of trial and error? What materials were available, milliput? Glue? Etc.**

By the time I was into converting miniatures I had been through several modelling phases, with typical static plastic models and sniffing glue, which were often fragile, sometimes not meant to move but sit on the shelf and sometimes meant to move (or fitted with firecrackers for demolition); fast moving slot car models, which required constant durable, efficient, solid repair to allow movement and resist vibration; as well as traditional (armature type) sculpture and moulds in clay, plaster and wax.

I do remember basic "chopping & swapping" magazine articles on converting miniatures, swapping heads, "heads on sticks" as we called it, or making a dismounted figure into a mounted figure by "chopping & swapping" two figures cut



at the waist and how to do the doweled connection with a pin drill and piano wire; but there was always the need for a bit more strength or a correction, when these swaps were made; a little more hair or collar modification around the neck, or straps, belts and pouches around the waist. These corrections were often left undone or corrected with milliput or Greenstuff. The Greenstuff often did well and held if it was in a somewhat protected location on the figure. My experience with milliput was not good as it cracked and fell out of the connection. Of course, one always had a tube of superglue to try and patch broken parts back together during a game.

I knew enough about how to use the different 2 part epoxies, ways to make pinned and solid connections and to resist vibration, but had never worked with Greenstuff and, although I could draw and sculpt pretty well, had no confidence in making a small 25mm

miniature figure from scratch. However, I enjoyed modifying figure poses and thought converted wargaming miniatures should be solid and durable.

Superglue (Loctite Quick Set or Super Bonder) had come out in the 60's and I was very good at gluing my fingers together and cutting them apart with an exacto-knife, without drawing blood, but, although most people used only Superglue, I quickly decided it wasn't durable enough (good for quick set). A lot of people used milliput but I didn't really like it or other putties, because of their cracking and lack of strength.

Although Green Stuff modelling putty was stronger than other putties (good for small protected parts), if I really wanted it strong, out on the edge of the figure, my favorite is still a 2 part epoxy called J-B Weld "tougher than steel" epoxy, as it is advertised (based in Sulphur Springs, Texas), which also, like Loctite, came out in the 1960s, internationalized, opening its European hub in London, England, in 1990. I'm surprised I never heard people talk about it in the UK, although it's not advertised as a modelling putty/epoxy, probably because "timing" is critical. It took a while to figure it out; a lot of trial and error. At first I just used it to correct miscast figures or to make a strong "chopped & swapped" or doweled connection and then built it up in thin layers. But this takes time with several glueing stages. Then I discovered the putty or modelling-stage-timing.

Once the 2 parts are mixed and applied around, say, a complex, doweled connection between two modified metal parts with plastic spacer chunks or pieces of tin sheet, you let it dry for about two hours and it's like fine sculpt-able putty. Using knives or sculpting tools you can form draping cloth, reinforce tin cloaks, sculpt feathers, hair or facial detail at this stage. Then, when it dries, it holds its shape and it's carve-able and file-able like lead or pewter; after a coat of priming paint it's "tougher than steel". Well, maybe not steel but really hard stuff. Sculpt a hand around a piano-wire spear, a mechanical eye on the end of a steel guitar string or hair on top of a head. Drop it, and it usually stays together. But you still have to make good decisions about pins and bracing. Sometimes it's better to build it up in layers; make a strong connection, carve it down, and then add the detail on top; roughed up with a pin-file it bonds to itself.



**I have to admit I'd not heard of J B Weld until you mentioned it. I'd never considered using a glue not only to bond items together, but to repair and sculpt with too. I would imagine this is new concept to most people reading this article.**

**So now for example, you have a miniature to want to**

**convert, lets say the Kremlo miniature. Talk us through what you do in order to bring the image in your mind into reality.**

The J-B Weld is light grey when it dries and usually looks like a, slightly different colour, vein going through a joint or limb or the figure after it cures. The converted Kremlo, shown in the last article, has J-B Weld all over it.

The figure provided for Kremlo is like the drawing in the article, a very nicely done drawing of Kremlo, the orphan slann, standing with his two step brothers Ven and Sven Stoutback looking like they are "waiting for a train"... but Kremlo likes to hang out and drink with the berserkers, and that is what he is doing at the beginning of the story when the young, painted, BlueSpineSpicks, in their sporadic, spawning cycle, ruthlessly attack the fishwives, who are repairing their nets, down by the sea, on the Skeggi beach. The slaughter of the fishwives sends Kremlo and the berserkers into a blood-rage and they charge down, in their drunken condition, out of the village of Skeggi into the first battle of the scenario. Kremlo is the leader; as his brothers Ven (or Ben) and Sven are away hunting with their dad, Harold Stoutback, Chieften of the Norse village of Skaggi. All the other berserkers, provided by Citadel, for this scenario are in attack action poses, as described above, but Kremlo is standing, "looking good", looking like he's "waiting for a train"; I wanted him to look like he was leading the charge. "it's his mum down there"! (well, step-mum, and I'm not sure about that. Was Chief Harry Stoutback's wife a fishwife?). anyway...



Kremlo's upper arms have been cut, doweled and re-attached at new angles which require patches on the axe handle, right thumb, right face and both upper arms with shaped and carved J-B Weld, as well as the entire left hand which is a plastic sprue hand with frog moulds and sword pommel made from layered J-B Weld. The tongue is a piece of scrap-lead 'vent', shaped super-glued, coated in J-B Weld and shaped like a long frog tongue. The base was cut between the legs; the left foot-fin was carved off the base and re-doweled, glued and epoxied with J-B Weld.

On the Skeggi Fishwives I made the wicker baskets from Green Stuff but the more delicate smoking pipes are made with wire and J-B Weld; carved and drilled to make the pipe-bowl while holding the pipe-stem in place.



The original McDeath Tortoise Dragon is a small figure that doesn't look big enough to swallow several Scottish warriors (but that's what makes it Fantasy) which is what it's suppose to do in McDeath Scenario 2 - Loch Lorn, battle at the Keyler Inn; and I wasn't happy with the lanky pose of the Reaper Tortoise Dragon which was about



the right size; so I cut it up and re-posed it; correcting all the joints, adding newly exposed haunch-scales, with J-B Weld. Don't get me wrong, I think the original Citadel, McDeath Tortoise Dragon is a great little figure, and I would use it as the monster comes out of Lach Lorn up on the beach, disturbed by the squeaky wheeled wagon, the noisy bagpipes, or the skirmish in front of the Keyler Inn and Maltery, but then, change it to the larger model as it shakes off the water like a wet dog and morphs into the monster that will consume several men; then, when the roll is made, it is satisfied, gets small and wanders back into the lake. "...but, but, how does it do that?";... "it's Scottish magic!"

As for the stickiness, I guess it takes a lot of patience to deal with that, you have to 'wait', go do something else for a while, which I've gotten use to and it's a learned technique; in order to get a super hard rebuilt joint, pose, texture or hairdo. You have to wait until it's not sticky, usually 2 hours, during which time I usually go back and check it, push it back into the shape, as it wants to run down. Sometimes you have to set the figure at the right angle for it to dry to the modelling consistency. You can dip a tool into turpentine/mineral spirits to help it not stick, use a tooth pick or something you can wipe off. The original dollop of epoxy has to be generally the right amount for the shape or void you want to fill and can be held in place better sometimes with bits of plastic. For example, if I want to make a torso, or arm or leg longer, then I dowel the two pieces together, bend to the right angle, glue with thick superglue/gap filler, and then add small bits of plastic into the void, add more gap filler glue and let that dry overnight. Then, after the superglue is dry, when I have time, mix the J-B Weld on a piece of card and add the dollop over the construction so that it runs all through it, wait 2 hours and sculpt at the modelling phase, you can test the mix on the card first with a knife; you may have to wait and check it again; if it is still to wet it will loose its shape a little bit; you can also add more of the soft mix at this point with your knife; so then you need to wait another 10 or 15 minutes to touch up the modelling; then, when your finished modelling and it seems to be set, let it cure overnight and carve or file as required. The plastic bits will have become one with the J-B Weld and it all can be carved and filed together.

**So this was all pre-internet. Now that it's possible for you to get the miniatures you want easier, do you still find the same urge to convert and create your own?**

I think I'll always have the urge to convert. I get inspired by paintings and sketches. Some of the figures for Vor didn't seem to be in scale with others released for the same game. So, I converted them to look like the game rule book cover art or sketches in it. Often the figures I start with are great sculpts before I start converting, and others were designed to be converted along with bits you can buy separately like, heads, arms, weapons, shields and fur cloaks. One of my favorite things to look for is old metal shields from Citadel boxed sets and I really liked the way you could buy parts of figures by mail from Games Workshop. Also conversion articles in the "glossies" (magazines) have gotten a lot more interesting (see Vor-7, Vor-7b and Chaos Space Marine 2 & 3). I'll read one and want to try it although I usually end up not being able to get some part recommended or wanting to modify the idea, so I'll come up with something unique.

In conclusion I'd just to thank Brett for his time and trouble for this second interview, and for letting us in to a few of his converting secrets. I'm also very grateful for the wealth of supporting photographs which he has kindly supplied. If you want to see more, click [here](#).

# 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](http://www.stormfiregames.co.uk)

# WARHAMMER CHAOS IN THE OLD WORLD



In honour of the new 40K Chaos release I decided that now is a good time to highlight Chaos in the Old World, a 3-4 player war game set in the Warhammer Universe, specifically the Old World. Each player will control the minions of one of the four Chaos Gods in an attempt to ruin and corrupt the Old World in the name of your devious patron before anyone else does.



**Overview**

Lets start with the important aspect first; winning the game. The game ends when one of the following occurs

1. Each faction has their own dial which will be advanced by performing specific actions in the name of your God. At the end of each track is a victory mark, any player reaching the end of the track will end the game.
2. Somebody crosses the pre-determined victory point goal, at the end of that turn the players check to see who is furthest past and that player is crowned the winner.
3. The deck of "Old World" cards which represent events going on in the Old World is depleted. In this case the denizens of the Old World have resisted the taint and destruction of your efforts for so long that they have won and you all lose.

Each player will take control of their faction specific units and attempt to corrupt and slaughter in the name of their deity. Anyone worried about the darker side of pillaging and slaughter being too dark need not worry, the majority of the time you are attacking each other's cultists and warriors and when you do attack the "innocents" of the Old World it's just a peasant token nothing too dark.

Each turn players will get a number of "power points" to spend on summoning and moving minions as well as playing pesky cards to aid your minions, harm other people's minions or just get in the way. That's right this game has a massive amount of "I'll just put that in there so you can't run away from the Bloodthirster" and it rocks. I'm not one for games that have an unnecessary amount of interfering in each other's fights but this game does it superbly, especially as Tzeentch and Slaanesh get the most. During every game there will be moments where Khorne joins the party and you have 2 choices stand and fight (and die) or run away and being the acolyte of a demonic god you choose secret option number 3 stop the guy next to you from running away and then run yourself, (very much, don't outrun the lion, just trip your friend then leave at a leisurely pace)

**Components**

The components are, as always with Fantasy Flight Games, first rate. The cultists do tend to lose their chaos symbol atop their banner pole but aside from this the sculpts are unique to the game and you can instantly tell them apart. The individual forces of each faction come in specific colour plastic so if you don't want to paint them then you don't have to. However once painted their bad boys look amazing.

The board itself is gorgeous, the board is made to look like a map of the Old World made from skin stitched together. The cards are a really good thickness and the tokens



are a good size to be able to easily see where cultists have been during the game. The dials move perfectly well just like Battlestar or X-wing if people have played those. The board itself is quite large, you're looking at being similar size to Arkham Horror as it folds out into 6 but it easily fits onto a dining table and looks beautiful. The dice are good and chunky 16mm which feel substantial when rolled.

My favourite component has to be the individual player

boards. Each has a universal back so you can pick gods randomly and on the front you have all the info you need for the game. Stats for your minions, summary of your special abilities and objectives, turn order summary including what happens in each phase as well as a resource management row for spending your power points. This chart is fantastic. As the guy who reads the rulebooks and explains the games and has to answer all the rulings questions for my game, the game somebody else in the room is borrowing off me and the game that's going on next to me I love the fact that 90% of the questions which come up in a first play through of this game can be answered just by reading the turn summary in front of you. It is a sanity saver.





**Gameplay**

Now here’s where the game is amazing the end game conditions are really interesting – the game has a pre-determined player order; Khorne, Nurgle, Tzeentch and Slaanesh. This is the player order for each turn, first Khorne acts then Nurgle then Tzeentch and then Slaanesh then back to Khorne. This order also effects the end game, if Khorne advances his dial to Victory the same turn as Slaanesh then you check in order; has Khorne won? Yes then game over and Khorne wins. Unfair you say? Well it’s not for two simple reasons

1. You work for a Chaos God how often do you think the word “Fair” is used in your job description?
2. All the Chaos gods have different conditions for advancing their dials and different amounts of advancements to reach a victory. The Slaanesh dial is about half as long as the Nurgle one for example.

The individual differences in play style and abilities is where this game will seduce you, every player gets cultists which all have the same stats but can all be upgraded in unique ways, more on upgrades later. Each player gets “warriors” which behave completely differently for each god as you would expect, demonettes are difficult to dislodge but don’t roll many attack dice whereas bloodletters attack like crazy but have very little staying power. Finally you get a greater demon, each is again unique per faction as expected and will cause a headache in combat no matter what.

A specific example of the differences between factions is their dial advancement conditions, Khorne gets a token each time they kill a model in a different area. Easy you say? Try killing Tzeentch when they have the ability to teleport away. Nurgle get it for corrupting “populous” areas so you know they are going to camp down in one of those areas. Tzeentch get tokens for corrupting areas with warp stones and Slaanesh attempt to corrupt the nobles and heroes of the Old World. Now where this gets really interesting is that anyone who has a token, no matter how many gets one dial advancement then if a single player has more tokens than any other player then they get a second turn of the dial. In a tie no-one gets the bonus turn. This leads to really interesting situations where you leave guys to be eaten by Khorne to stop Nurgle getting more turns or Khorne leaves Tzeentch alone for a turn to go stop Slaanesh getting a 3<sup>rd</sup> turn of double dial advancement. This quasi-diplomacy is really fun and helps give you focus for your attacking rather than just attacking arbitrarily. All of this prevents everybody from competing over the same areas and resources like many multi-player war-games descend into.

The turns themselves flow very well with players taking it in turns to take actions, different actions cost different amount of points so some turns you spends points as slowly as possible trying to get your opponents to commit all of their resources then running away afterwards. Other turns you spend big quickly to grab an advantage in an area before too many cards are played there. This means that you are always planning for what to do during the round but stops the game suffering from analysis paralysis.

The combat system is simple and lethal. Roll a number of D6 equal



gets more dial advancement tokens for doing it so that works. But if a new Khorne player doesn't realise this then by the time they do it might be too late as Nurgle has already spread too far and is ruining too many areas. This is a criticism that sorts itself out in the best way, by playing the game more and more (my favourite way to fix problems) but it is worth noting it may be difficult for the new guy to the group to get into this game if you've all played it loads before.

### Conclusions

I love this game, the ability to customise your faction using upgrade cards (told you I'd come back to those) which you unlock by advancing your dial really give this game a lot of replay ability. I've seen one Khorne player go for super-up bloodletters and another go for combat cultists and both work but you wouldn't be able to do both during the same game easily and that's something that really adds to the replay value. Speaking of which I think I should point out the numbers, 4 factions, 3 different win conditions and multiple ways to play each of those factions to achieve victory. I've played this game over 30 times and am still enjoying the different ways to play. An expansion has been released; the Horned Rat which brings in a 5<sup>th</sup> playable factions the Skaven. This expansion also brings in new decks of cards for the 4 original factions which give you completely different ways to play each of them.

If you're looking for a fun, combat heavy area control game that plays differently every-time and is dripping with theme this is it. One final point that should be made; this game is still great for those without knowledge or fan-boy levels of love for the Games Workshop universe. The rulebook has a short section describing each Chaos God as well as a few tips for your first time playing them. I play this with people who have no experience of GW and they love it as much as those who have been playing for too long to mention in polite company. Hope you enjoy and remember Dice for the Dice God.

to your attack value, 4 and 5's are hits and 6's are exploding hits where they are rerolled to see if they can generate additional hits. This means even a lowly horror could kill the keeper of secrets but good luck with that. Attacker chooses what to kill and cultists die a lot as they corrupt areas if they survive combat.

Overall the game lasts about 2 hours, first 2 games maybe a little longer and if you play with the same group it will drop down to about an hour and a half. This is a really good time length as there is very little down time as the longest you will be sat without anything to do or consider is if others are fighting it out, in which case your cultists are probably alive and safe somewhere else, job done.

There is no player elimination in this game as if you are wiped from the board you just buy new minions next turn and can spawn the first ones anywhere, a massive advantage in being able to start all the way on the other side of the board from the guy who just nobbled you. I'm looking at you Khorne, it's always you and you know it.

### Criticisms

The biggest one has already been mentioned; the cultist models. It's a shame but most people on Board Game Geek have stated that they are finding between a quarter and half of their cultists have broken symbols and there's nothing a store can do about it as you have to contact the manufacturer. This being said I have lost about 3 symbols and genuinely don't care (and I usually go nuts about broken and damaged components) because the model still looks awesome and functions perfectly, you can still instantly tell it's a cultist.

The only other criticism I have is that each of the factions have role in the game and when playing with a group of people who have played it a similar amount this is fine but a new guy to the group can have trouble being "advised" who to attack and not knowing who is giving an unbiased opinion. For example Nurgle spreads and spreads quick, Khorne is the best suited to cull Nurgle plus Khorne



**OFFICIAL REVIEW**

# Issithill, Agitator of Khthon

By Cregan Tur

Manufacturer	
Mierce Miniatures	
Material	Resin
Price	£19.99
Contact	
<a href="http://www.mierce-miniatures.com">www.mierce-miniatures.com</a>	
Other Information	

Ratings		
Quality	10	Very good sculpt with a lot of interesting details. Good character in the figure and a nice pose.
Assembly	8.5	Assembly was very quick and easy- a beginner will have no problems at all
Value	8	A good price for a very good miniature



When this snake warrior arrived in the mail I must confess my first thought was: "Didn't I kill thousands of this guy and his friends in the desert area of Diablo II?"



Then my second thought was: "Wow, this thing is DETAILED! No wonder so many people like Banelegions." Not that this is a Banelegions piece. Issithill, Agitator of Khthon, is part of the Darklands series from the same company. First impressions were quite good, but does this miniature stand up under close scrutiny?

Issithill is one of the larger monster miniatures I have ever worked with and it comes in 11 pieces: the body, main tail trunk, end of the tail, large bladed staff with right hand, left arm with sword, neck, head, 2 pennant spikes for the back of the armour, blade for the butt of the staff, and ribbons for the staff. There is also a plain, recessed 60mm base made of the same material as the rest of the figure.

This is a resin figure and most of the small pieces came on sprue. To my delight, this resin is extremely easy to work with. To get rid of even the largest gate tag all I needed was my sharp hobby knife which shaved away the excess material in a few short swipes. However, because it is so easy to remove this resin you are going to want to be careful, otherwise you'll remove too much.

I could not find any evidence of air bubbles in the resin, which is fantastic. In fact, I did not see any problems with the resin on the figure. The blade of the sword did snap off with a little pressure, but all it took was some super glue to reattach it and now it's stronger than before.

While all the parts fit together well, you will need some green stuff to fill in around the joins to make it look seamless. This is especially true with the tail and head. Experienced green stuff users won't have any problems, but less experienced hobbyists may have a little trouble. Thankfully, none of the join areas are in awkward places which means you don't have to worry about having to resculpt any details. The sculptor made some very smart decisions about where to split the model because every join comes together with a straight bit of detail, like a leather strap or hard edge of the armour.

The details on this sculpt are really amazing. Every ridge of the snake's belly and every scale has been painstakingly detailed. The armour is dented and scarred, showing that this is one snake that's not afraid of battle. Even the ridges in the snake's open mouth are carefully sculpted and I am amazed that they came out



so well in casting. There are also a number of riveted leather straps that hold the monster's armour in place and a few shrunken head trophies along his sides. This is a very dangerous beast and the sculpt does a very good job of communicating that in pose as well as in the details.

The plain recessed base was a bit of a surprise and, honestly, a little bit of a disappointment. When I saw how detailed the miniature was through the packaging I was excited to see what kind of base it might have. After thinking about it, though, I see it more like a blank canvas- it's a base that will be very easy to work with for attaching Issithill and you have plenty of room to do whatever custom work you choose. This means that you can choose to base him however you want.

If you want to paint this miniature, then you're going to want the time to do a good job because this guy deserves a great paint job. There are a lot of different textures to contend

with: metal, scales, ridges, leather, and cloth. There's even a little flesh, if you count the shrunken heads. There's not much to speak of when it comes to open spaces or areas where one could do freehand design without having to deal with some detail, but I'm sure that would be a fun challenge for someone who wants to paint an emblem on the armour or a tattoo on the snake's scales.

Some less experienced painters might be intimidated by the size and level of detail on Issithill, but he's a good value for the price, meaning that he would be a good starter piece for someone wanting to get into big monsters.

While there are some other snake warriors available from other ranges, none of them are this well sculpted, except perhaps for the other snake warrior from Darklands. Issithill is definitely more of a hero unit than the other figure due to his commanding pose. I'm honestly not sure if this guy could be used as a proxy in any miniature wargames, but he would make an exceptionally scary encounter in a roleplaying game. Until Darklands releases its wargame I feel that this is more of an artistic or competition miniature, but it's something that will be cherished by anyone who buys it; it's that good.



Gorgon Standard Bearer  
Maelstrom Games 2011

### Ratings

**Quality:** Amazing detail on a very unique piece. Great resin cast. Sword blade snapped off at hilt, but easy to reattach. Plain base leaves room for custom work.

**Assembly:** Resin is very easy to work with. Because of the level of detail, experienced hobbyists will be more comfortable. Gap filling needed at all of the large join areas.

**Value:** Very reasonable price for a very high quality miniature.

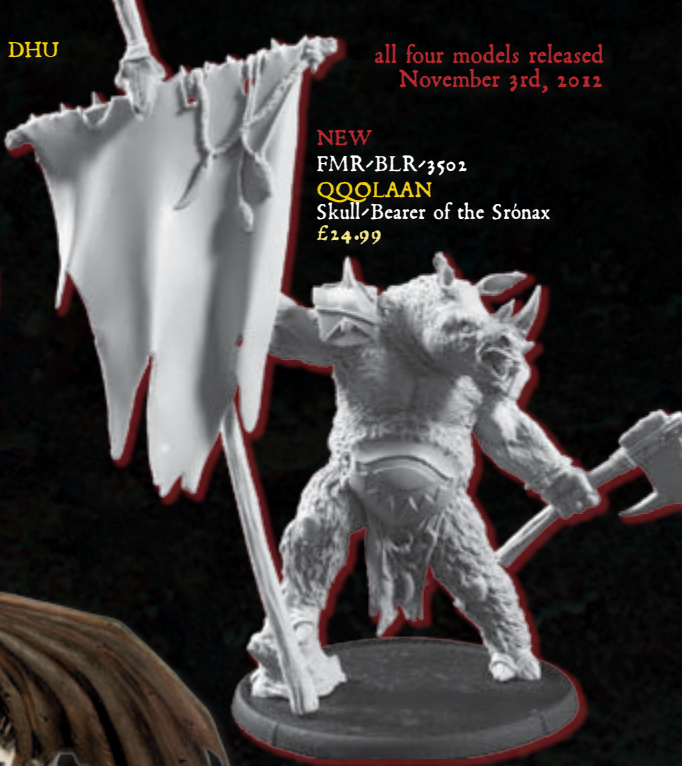
**Overall:** Issithill is a great example of imagination and fine sculpting on a grand scale. The price is reasonable and you are getting a very nice work of art for your money. As I have said before, more experienced hobbyists will be more comfortable with this figure, but he's also a good one for people to learn on because of the excellent planning that was done when the sculpt was broken down for production. If you're looking for something unique and fun to work on, then look no further.

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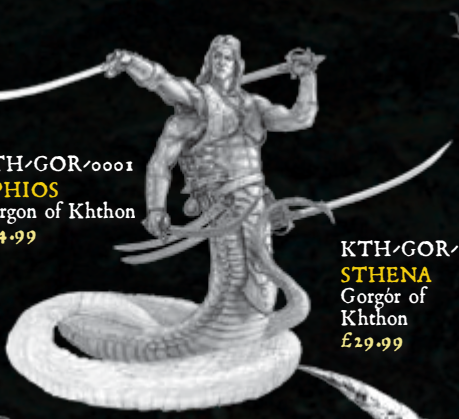
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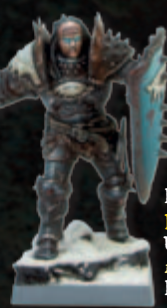
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# Awesome Terrain

*by Marko Paunovic (aka Demonn)*

In this article, we'll deal with making a simple terrain. It will cover all the steps needed in completing a small terrain for table-top while explaining the most usual techniques in terrain-building. Although it is primarily made for beginners, I think many modelers will find it useful. as using the techniques explained below, you can make even the most intricate scenery.

**O**n your piece of high density styrofoam draw an irregular shape with a marker pen, which will form the shape of your terrain (Figure 1).

Try to save as much of the material as possible. Take a scalpel blade and perpendicular to the high density styrofoam surface pull the blade of the knife to cut you base. When you cut it, it should look like Figure 2.

Now cut the edges of your base at an angle around and then two more times every time at a lower angle like in steps 1-3 in Figure 3.

Then smooth all the irregularities with sandpaper. Eventually, your finished base should look like the example in Figure 4.

This concludes the manufacture of the base of the terrain.

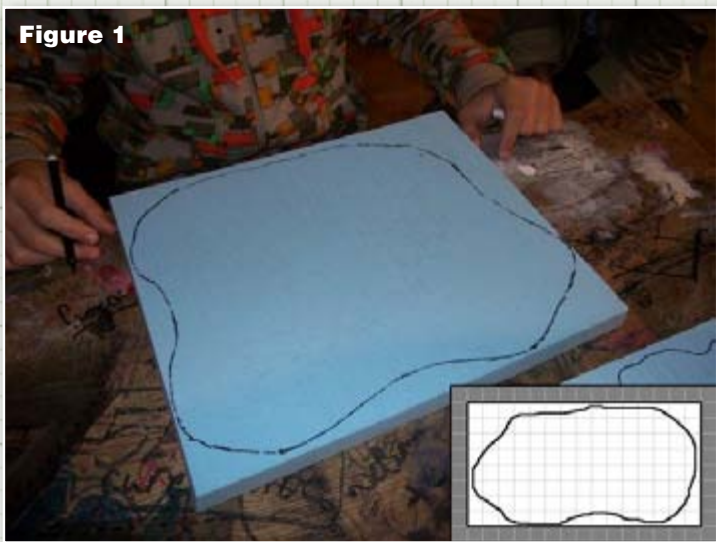
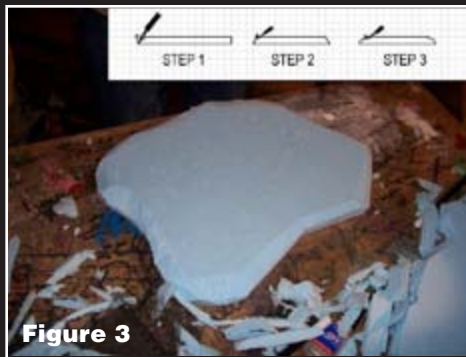


Figure 1





**Texturing**

Spread the newspaper over your work surface. Then, over the base of the terrain, apply the PVA glue with a brush (lightly soaked in water). Once you have covered the entire base with the PVA glue sprinkle sand or gravel as you wish.



Cork, broken up into pieces to represent the stone road. If you use it, you first paste it to your base so the fine sand can fill the gap between the "stone" tiles. (Figure 5)

Larger sand, for the grassy or "ordinary" earthy sections (Figure 6)

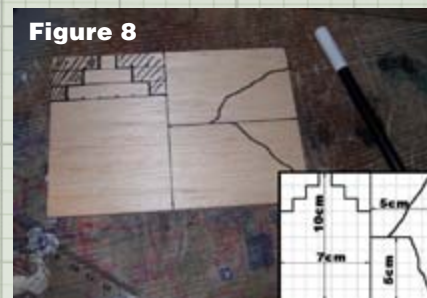


Fine sand - the paths and roads, the cliffs and mortar on buildings (more on it later) as in Figure 7.

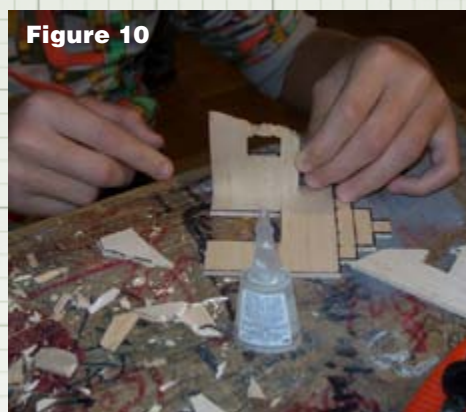
**Constructing a ruin/house**

On your piece of balsa wood (5mm thick) draw the shape of the walls (in this case a whole wall for the front and the two destroyed walls as in figure 8). with a marker pen.

Then draw a hole on the front wall for the door, and then using a scalpel blade cut the hole out. To make a window on the collapsed walls, draw the outlines of the windows and cut as shown in Figure 9.



Stab wire pins in your walls from below so that protrude from the walls on their lower side. Then paste using PVA glue your walls to the selected location on the base of the terrain, and the pins can be used for connecting the walls to make the hold better (as in Figure 10). Make sure that the pins do not break through the wall!



Once the walls are glued together, apply a thin layer of watered-down PVA glue and pour the chinchilla sand (finest gravel sand I could find) over it. It is great for emulating the texture of the mortar/ façade.

**Detailwork**

Next come the basic details that you can put on your building in

order to bring some life into your structures such as window and door frames, door and windows themselves.

**Window frames**

From a wooden slat 2x5mm cut two pieces of 2cm and two pieces of 2,5 cm, and glue as shown in Figure 11.

**Door Frame**

From the same strip cut another piece of 3cm length and glue over the hole for the door at the front of the building (Figure 11).

**Doors and windows**

To make the door (size as the hole for the door to your house) cut one piece of 2.5 x4cm out of 2mm thick balsa wood and glue to the front face of the building to look like an open door or glue it on the floor so that it gives the impression of a demolished door.

For windows you need a piece of balsa 2x1, 5cm and glue it on one side of the window.

When you're done with both, take a ball pen (you will ruin your ball pen so use an old one if handy) and draw on the balsa wood along the wood grains to make the "rack" that the window and the door are comprised of (figure 12).



Figure 11



Figure 12

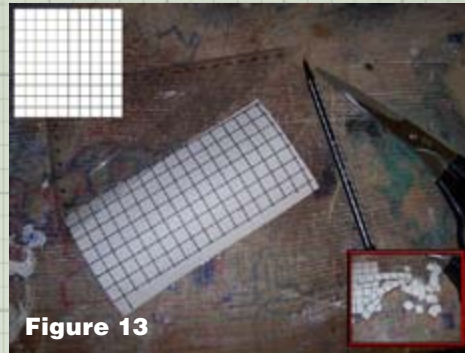


Figure 13

**Creating roof tiles**

On a piece of cardboard draw a network of 1x1cm squares (ten rows and ten columns should be enough for a build like this). Use scissors to cut the cardboard into

strips (following the line), then cut each strip into 10 pieces. The last two strips (or 20 pieces" tile") additionally make a cut to get chipped tiles as in figure 14.



Figure 14

Then you paste tiles on the other two pieces of cardboard or thin balsa (1.5

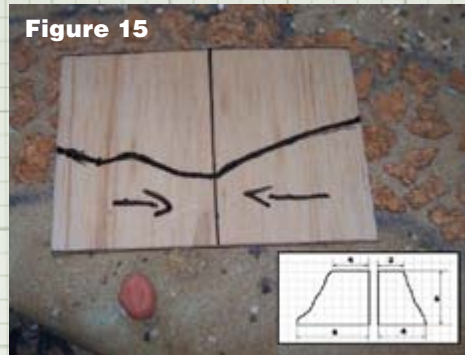


Figure 15

mm), which you previously cut to approximately the size as in figure 15 and 16.

Use PVA glue to glue the tiles. Be careful to glue the chipped tiles along the edges of surfaces.

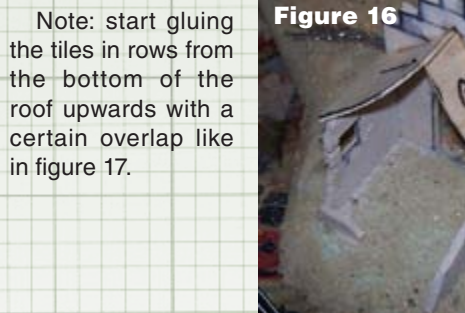


Figure 16

Note: start gluing the tiles in rows from the bottom of the roof upwards with a certain overlap like in figure 17.

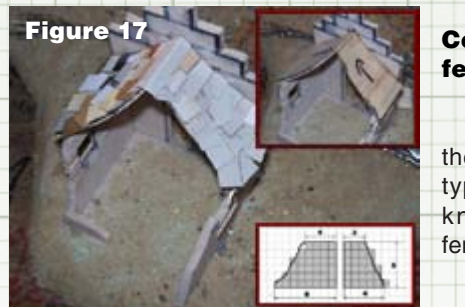


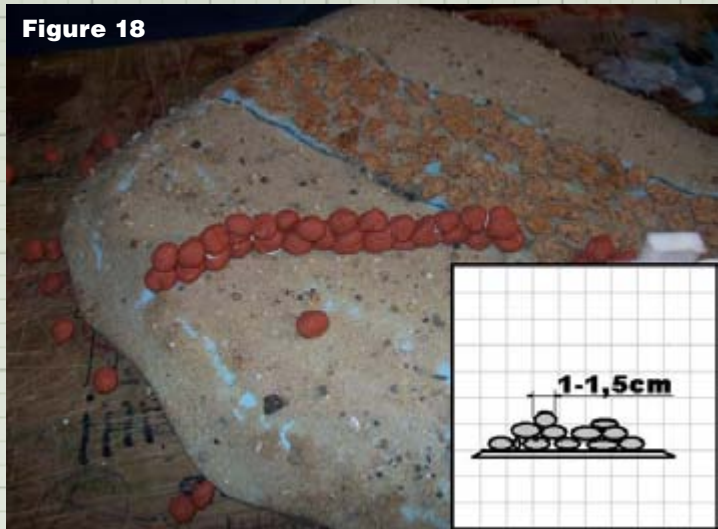
Figure 17

**Construction of the fences**

This section describes the construction of three types of barriers: stone, knitted and wooden fences.

**Stone fence**

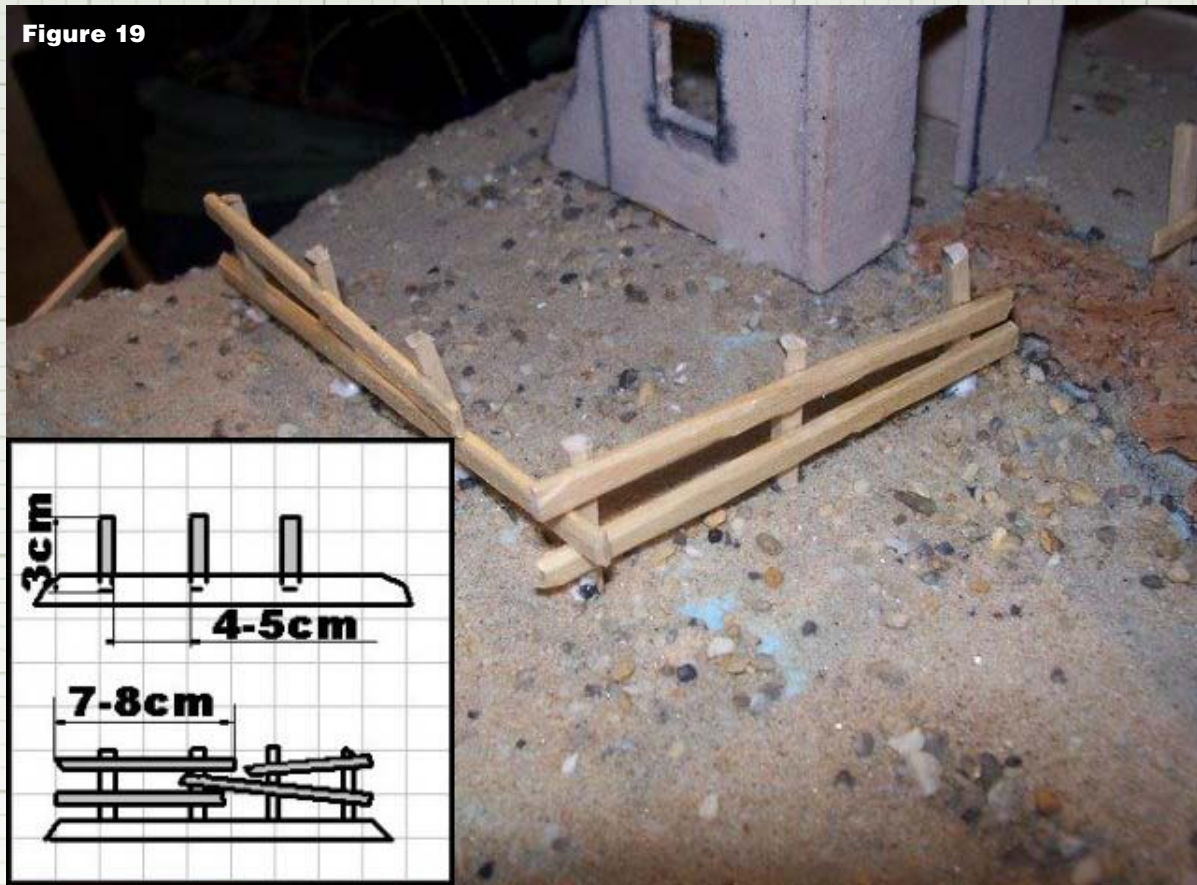
From clay make fiftyish pebbles of approximately 1cm size. Allow to dry. Then, paste in two or three lines in the shape of the wall as shown in Figure 18



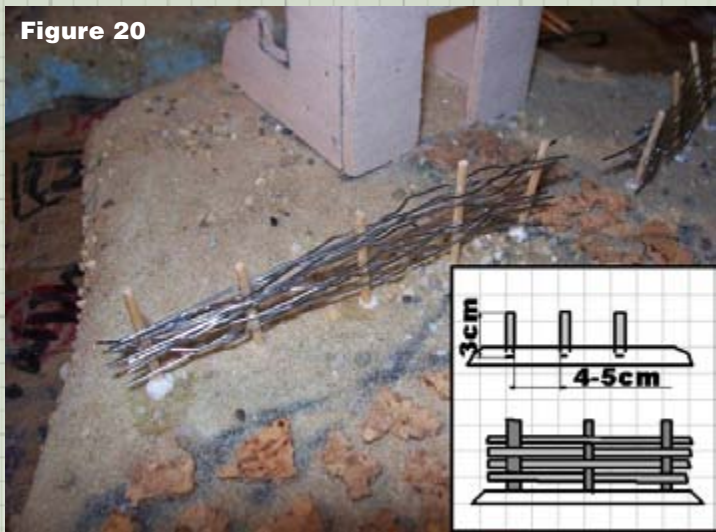
**Figure 18**

**Wooden fence**

Cut the pieces of slats 3x3, 4x4 or 5x5cm (depending on the size of the fence) in lengths of 2-3cm. Stick (or just paste) them in the terrain base at equal intervals (approximately 4-5cm). Out of 2x3 or 2x5cm slats cut several pieces of 7cm in length, and this should be enough to cover the length of the fence in two rows, as shown in Figure 19



**Figure 19**



**Figure 20**

**Woven fences**

It is similar to building the wooden one, but instead of square slats, take something round (eg sticks or toothpicks) and cut them into pieces of 3cm in length. Thrust them into the ground at a distance of 4-5cm to each other. Then take a large paper clip and straighten them with pliers (do not have to be perfectly straight.) When you have completed intertwine one at a clip around the vertical holder (toothpick / kebabs): one around the left eye and another to the right, then back to the left side, while the top line should start from the opposite side like figure 20

**Painting**

Spread a newspaper or otherwise protect your work area. Take the black spray and spray the entire terrain (undercoat). Spray in a well-ventilated area. Let the paint dry.

When dry (about half an hour later), take a large brush paint the earthen part of the base in dark brown. Use the drybrush technique. Then take a lighter shade and repeat.

Rocky parts (like road or stone fence) paint using the same method just in shades of gray (but in the end still hover with white).

For the walls of the house, first paint them



21b. basecoat



21c. drybrush



21d. finished paint job

22a. 5mm static grass



22b. 7mm static grass



22c. finely ground  
Sponge/foilage



22d. tree



brown with a wet brush (Figure 21b - basecoat) and then drybrush light brown and finally a mixture of light brown and white to get the look of plaster (figure 21c).

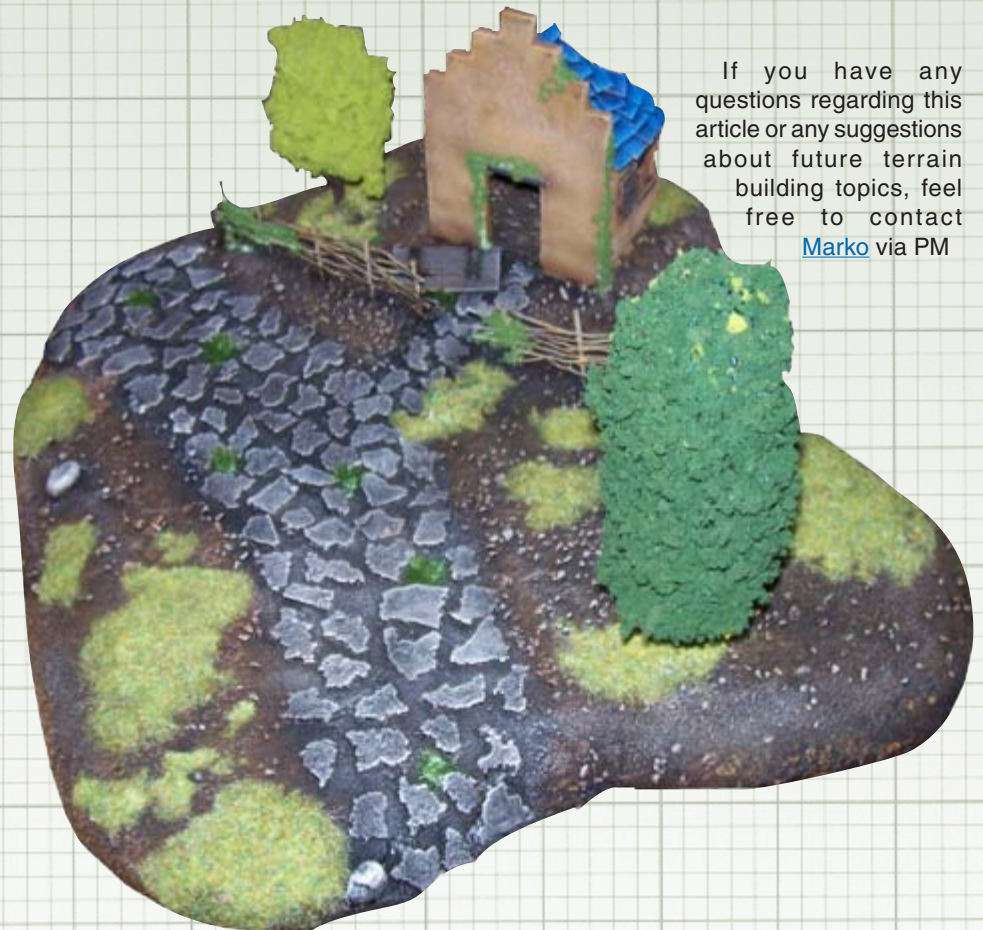
The roof tiles should first be drybrushed brown and then a mixture of brown and red, adding more red with each successive layer until you end up with pure red.

At the end drybrush the details (doors, windows etc.) dark brown.

### Flocking

Spread the newspaper to protect the work area. Over the would-be grassy parts of the terrain put the PVA glue (with a brush). Then sprinkle the short static grass over it (Figure 22a). Allow to dry for about ten minutes and then shake off the rest on the newspaper and thus you can return the excess grass back in the bowl. In a few holes between the paving stones on the road apply PVA glue with the smallest brush to create a blob. Between two fingers take the 7mm static grass to form a tuft and thrust it vertically in the PVA blob (Figure 22b). On several spots on the desired facade paste finely ground sponge like ivy using PVA (Figure 22c). Then paste the tree using superglue on the flat part of the field, and after a few minutes go over the wood base with PVA and glue the short static grass (Figure 22d). In the end, your finished terrain should look like figure 23.

If you have any questions regarding this article or any suggestions about future terrain building topics, feel free to contact [Marko](#) via PM



# WAMPED

Returning for its third year in a row, it's time, once more for our famous end of year, multi-sponsor painting contest, WAMPED. The WAMPED contest is the best way to sign off the year and try and bag yourself a heap load of goodies in the process.

## Sponsors so far



## Categories

- **Fantasy:** any number of miniatures up to 40mm size on a single display.
- **Sci-Fi:** any number of miniatures up to 40mm size on a single display.
- **Historical:** any number of miniatures up to 40mm size on a single display.
- **Steampunk:** any number of miniatures up to 40mm size on a single display.
- **Large Scale:** Anything over and including 40mm miniatures and busts regardless of genre.

We'll also have spot prizes for the most number of entries and best new comers.

There will also be a "Best in Show" award which will be voted for separately and comprise of all the miniatures that placed 1st to 3rd in the above categories. The BOS Winner will have its own prize allocation as well as the prizes for winning a specific category.

## Contest Time Line

This year the contest will run from 1st October until 6pm UK time on the Thursday 31st Jan 2013. WAMP subscribers get one extra week ending 6pm, UK time on Thursday 7th February 2013.

# KINGDOM DEATH

ADVENTURES INTO THE ABYSS



It's contest time again and we welcome back a firm favourite, the much anticipated Kingdom Death. Yes, they're back, back with the biggest single prize we offer in our Wamp Specials.

## Deadlines

**23rd December 2012 4pm (UK Time)**

and for supporters

**30th December 2012 4pm (UK time)**

## Prizes

The winner receives a copy of every new release from Kingdom Death for a whole year! AND, every person that enters will receive a \$25 credit from Kingdom Death (1 per person)

## The Rules

- 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 800 pixels wide by 2500 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). These miniatures are eligible for the WAMPED contest.
- You give Wamp, Portal Magazine and Kingdom Death permission to use your pictures for publicity, but you retain ownership.
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be conducted by public vote
- Submissions must be posted to the Kingdom Death 2012 Gallery when it's put up.
- Credit is eligible at [kingdomdeath.com](http://kingdomdeath.com) and is valid for 12 month's from issue. You must provide high quality images of your entry to be eligible. Credit is limited to 1 per person.

Last years winner by lacton



## Final Word

Kingdom Death do some awesome miniatures so we hope you'll support them by making this contest better than last years. Don't forget \$25 just for entering! Tell all your friends

# visit the **Eye of the Storm**

the UK's premier wargaming venue, open 10am-6pm all week!



The **Eye of the Storm** stocks all the usual suspects – from **Games Workshop** to **Privateer Press** – with a growing range of independents, hobby products such as **Vallejo** and **The Army Painter** as well as historical games and miniatures, including **Warlord Games**, **Perry Miniatures**, **Victrix**, **Great War Miniatures**, **Rules of Engagement**, **Artizan Designs** and much more!

With the same discounts available in-store as online at [eye-of-the-storm.co.uk](http://eye-of-the-storm.co.uk) – from 10-15% off RRP – and **free postage** worldwide, there's absolutely no reason why you shouldn't visit the **Eye of the Storm** for your own version of wargaming heaven!



## events at the **Eye of the Storm**

for more information visit [www.eye-of-the-storm.co.uk](http://www.eye-of-the-storm.co.uk)

**Sat 20th – Sun 21st October**

Independent Warhammer 40,000 tournament – TICKET ONLY

**Warp Quake**



**Sat 27th – Sun 28th October**

Eye of the Storm Warhammer Fantasy tournament – TICKET ONLY

**Mansfield Maul VI**



**Sat 3rd – Sun 4th November**

Independent Flames of War Grand Tournament – TICKET ONLY

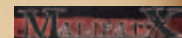
**Sturm über Europa**



**Sat 3rd – Sun 4th November**

Independent Malifaux Grand Tournament – TICKET ONLY

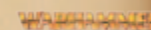
**Malifaux Grand Tournament**



**Sat 10th – Sun 11th November**

Independent Warhammer Fantasy tournament – TICKET ONLY

**No Holes Barred**



**Sat 17th – Sun 18th November**

Independent Epic UK tournament – TICKET ONLY

**Epic UK Grand Tournament**



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**is wargames night! All wargaming systems welcome.**

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# SCALE75

1:35  
SCALE



The casualty toll



101st AIRBORNE DIVISION 1944





# Tartar Miniatures



Sculptor

## TAURUS MINIATURES



Contact



Mujer Fauno





Sherlock Holmes and Dr. Watson



Jacobite Highlander, Culloden Moor, 1746



Veda-Ann



Krystal



Jared

**DAWN OF THE APOCALYPSE**



Ginger



Jessica

6 KNIGHT MODELS



ARAGORN



ZOMBIE HUNTER

SERGEANT-BLACKART



Roosevelt

ANDREW C. RAE PRESENTS Statuesque MINIATURES



Rosa of the Resistance

# MIERCE MINIATURES



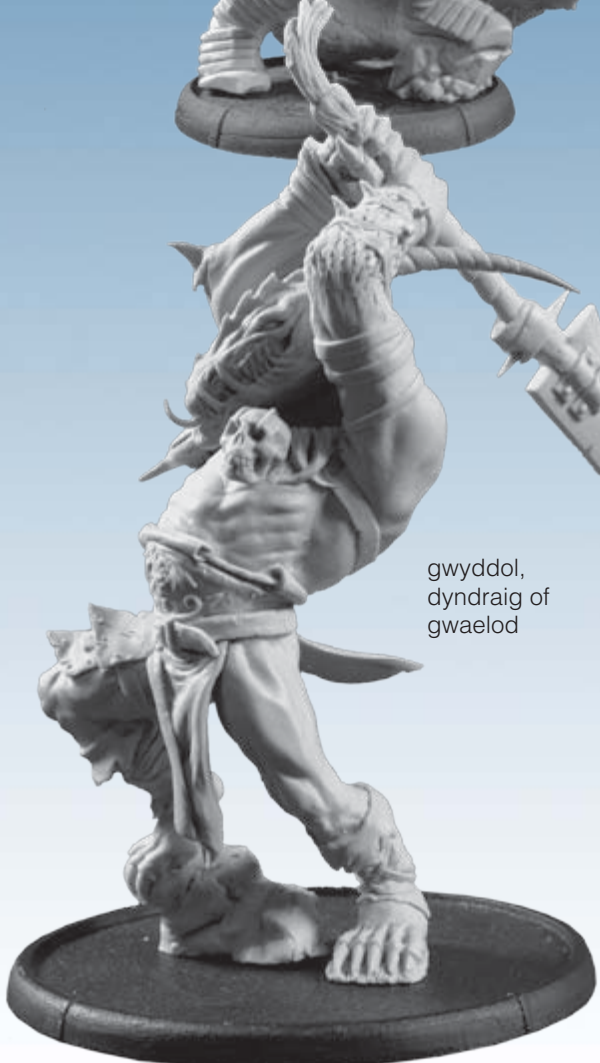
carrowek of carn dhu,  
war-drune on foot



órorqaan, gultain  
of the srónax



gwyddol,  
dyndraig of  
gwaelod



issithill, agitator  
of khthon



**OFFICIAL REVIEW**

# WGM: The Old Gnome

by **Shane Rozzell**

Manufacturer	
War Griffon Miniatures	
Material	Resin
Price	£25.00
Contact	
<a href="http://www.modeldisplayproducts.co.uk">www.modeldisplayproducts.co.uk</a>	
Other Information	
Sculpted by Raul Fernandez Romo. Boxart painted by Adrian Hopwood.	
Ratings	
Quality	9.75 Excellent sculpting and casting.
Assembly	9.5 No pinning is needed what-so-ever and all the mouldlines are easy to reach.
Value	9.75 Excellent sculpt at a very good price.



**War Griffon Miniatures is a range of miniatures produced by Model Display Products which is owned by WAMP's very own Martyn "The Welsh Wizard" Dorey (aka wargriffon).**



WGM has an eclectic range of miniatures which include some 54mm fantasy figures sculpted by Steve Buddle and Rob Lane and some Busts and larger scale miniatures from various sculptors. The Old Gnome was, I think the first bust WGM produced.

Now, I have a little history with this guy as it was me who first spotted the sculpt and introduced Martyn to it and I'm bloody glad I did because I wanted to paint it as soon as I saw it. It took a while for Martyn to procure it and get it into production but finally I managed to get my eager hands on it and having seen the superb boxart painted by Adrian Hopwood (The Basement) I had already planned what I was going to do to mine which included a small conversion.



The Old Gnome is cast in grey polyurethane resin to a very high standard. There are a few mould lines but like all resin miniatures a few scrapes with a sharp craft knife and they're history. The bust comes in three parts, the main Body with a separate right forearm and separate pipe. If you're going to paint this as is intended then it might be better to attach the pipe to the forearm and keep them separate from the main torso until painted.

One of the areas where I had to be careful, while prepping the bust, was behind his left ear because there was a slight rough area here but a small file then some 600grit wet and dry soon sorted that out.



The main thing about this is the amount of work that has gone into the sculpting. Raul has managed to give the Old Gnome a ton of character as well as lots of details which could be quite daunting to the beginner but don't let that put you off. The segments of cloth that make up his hat all have different textures sculpted into them. The chips in his nails show he's hard working and this can also be seen in not only his demeanour but also the worn clothing, rangy arm and an almost knowing, understanding look on his face. It really is something to behold. One of my favourite things is all the stitching that shows his clothes are old and have been mended many times. Also the small stone that is tied to his hat to weigh the pipe down

### My Conversion

I knew I was getting a copy of the bust and I also knew I wanted to do a conversion to it but what to do? Well, while I was at my Dads wedding last year it came to me. On the table, as part of the wedding feast decorations where these small plastic jewels. I still hadn't managed to meet up with Martyn to grab the bust so I wasn't sure of the size of gem I needed so I went around and like a thief, and much to my partner's and families shame, grabbed a load of them from various tables.

When the bust finally arrived it was a pretty simple conversion to do. Firstly I chopped the end of the pipe off then drilled and inserted a thin wire. I then drilled into the corner of his mouth and glued the pipe into place. Next with a small amount of magic sculpt I added

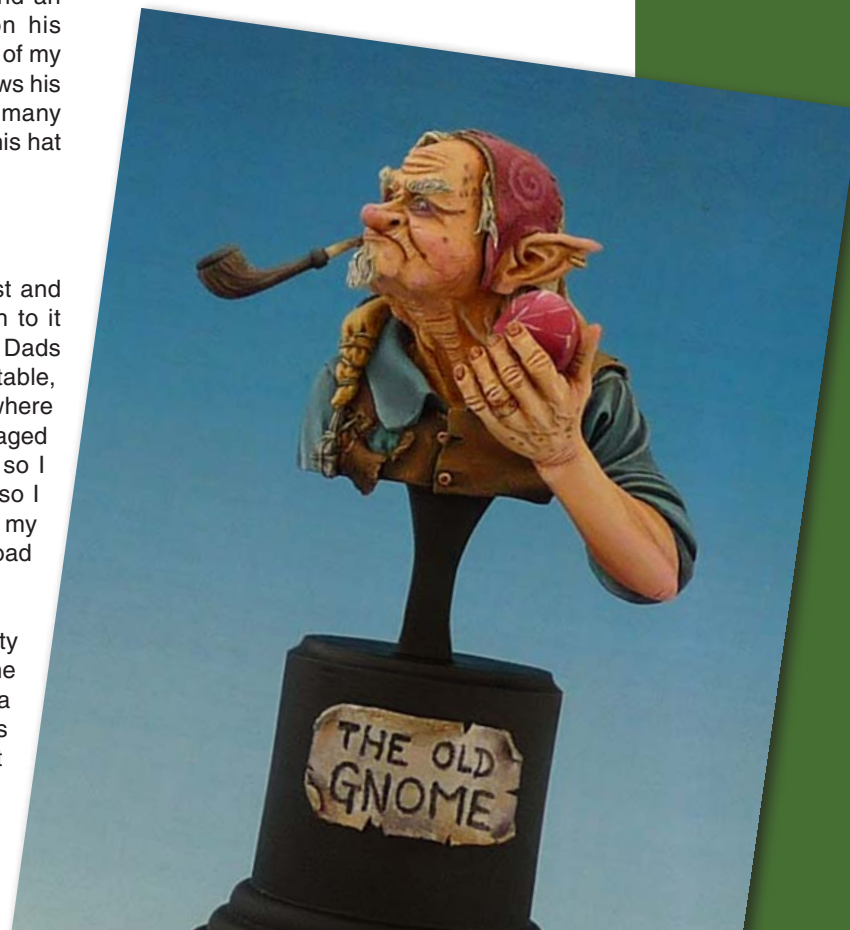
a raised bit of lip that covered the new joint. The next part was even easier. I just choose a gem that sat into The Old Gnomes hand well, drilled into it and the palm of his hand and fitted the gem.

### Painting

The style of this kind of sculpt and the sheer amount of detail lets the painter be a bit more free, but like all larger scale miniature you have to be a lot more accurate and smoother with your blends than you do when painting smaller scale stuff. Like always I started off painting the eyes then moved on to painting his skin tones as there are some hard to reach area around the inside of the shirt collar. Look carefully for the skin blemishes and make sure you paint them as moles and signs of ageing.

After I finished the skin areas I moved onto his waistcoat, shirt and hat then the gem. The last thing to paint are the small details such as all the stitching and the stone hat weight.

This guy took me just over a month to paint and I really enjoyed every part of the process. I entered him into WAMP2012 and was pleased to win Silver with him. I will go back and redo the gem as it's the only area I'm not happy with and it was also picked up in the judging so it needs a bit of re-working as I plan on entering him into another contest early next year.



### Ratings

**Quality:** excellent sculpting and casting. One or two mouldlines to deal with but working at this scale in resin is a pleasure.

**Assembly:** a testament to the skill of Raul Fernandez Romo the separate parts fit together brilliantly. Because of this it made my conversion much easier. Without converting, no pinning is needed what-so-ever and all the mouldlines are easy to reach and remove.

**Value for Money:** I could easily see this bust selling for a lot more money if it was produced by a company with a much higher profile. MDP has done a sterling job of bringing an excellent sculpt to the market at a very good price.

**Overall:** The Old Gnome is my favourite bust to date and I wouldn't hesitate to paint again which I can't say about many of the other miniatures I have painted. If you haven't got one then I have one question for you. Why? It really is that good.

# MEET THE WAMPER

**Real Name:** Maya Morland

**Alias:** Valloa

**Website:** <http://valloasvale.com> & <http://morlandstudios.com>

**Wamp member since:** 08-12-2009



**Bio:** Maya Morland is an award-winning miniature painter and artist who resides in Jasper, Alabama. She is currently a partner in and co-owner of Morland Studios. Since 2007, Morland Studios produced forensic art for law enforcement, fine art for collectors, and fine crafts for fairs. Maya sculpted and produced miniature bases as part of Morland Studios under Valloa's Vale and painted miniature commissions. In 2010, Morland Studios began producing fine metal and resin miniatures for collectors and games in 32mm, 64mm and 200mm.

Homeschooled in education, she was a docent at the Eighteenth Century and the Alabama Indian Exhibits at the Alabama State Archives in Montgomery at the age of twelve. From the age of twelve and up, she worked closely with the archaeologists of Auburn University and Auburn University at Montgomery on their joint archaeology sites where she participated in the archaeology digs and lab. At fourteen, she received a research grant from the National Endowment for the Humanities for research in archaeology. She authored a chapter in two books by the joint archaeologists that is soon to be published. She received her undergraduate degree in Anthropology with a concentration in Archaeology.

She received early training in oil painting in the 1980's, but found graphite and coloured pencil to be her mediums of choice for rendering archaeological artifacts when she returned to drawing several years later. In 1998, she was a partner in Wyvern, LLC, a successful game store that carried one of the largest miniature collections in the U.S. After Wyvern closed, Maya trained as a forensic artist in 2005, and after several years of painting and selling 25mm metal miniatures, she re-entered the fine art world in 2007. Since then she has entered several art shows, winning numerous prizes. Four of her works were selected for purchase by the Retirement Systems of Alabama's permanent collection in the Renaissance Montgomery Hotel & Spa. Her works are in the Nall Collection, the Hudnall Collection and in private collections in Alabama, Europe and Australia.

Artist Statement -

Archaeology has had the greatest influence on my artwork. In archaeology, realistic renderings of artifacts are essential and I find that I prefer to be as realistic as possible in my drawing. After discovering that coloured pencil was well-suited to my style of hyper-realism and attention to detail it became my favorite medium. It is my primary goal to have my drawing imitate the real thing and my

works are often mistaken for photographs.

When I paint fantasy miniatures, I tend to paint in a far less hyper-realistic style and it opens the door to being able to do colour schemes and themes not found in nature. I find that this gives me a nice change from the hyper-realistic style of my drawing.

**Paint, sculpt or game?** Painting!!

**Favourite mini company?** Well, obviously, I'd have to say my own! Not much point in having a company if I didn't love the stuff we produce!! My favorite "not mine" miniature company is a tie between Guild of Harmony and Freebooter Miniatures. I love pretty much every figure from both of those companies. Gorgeous, gorgeous stuff.

**Favourite sculpt?** Our upcoming Justitia, hands down. She's one of those miniatures that can take challenging painting techniques well, but gorgeous enough in a classical sense that it'd be hard to get frustrated while painting her. I love figures like that.

**How long have you been in the hobby?** Almost as long as I can remember. I first discovered miniatures in the 80s, that seems like forever ago.

**How often do you visit Wamp?** Several times a day.

**Best thing about Wamp?** The community, without a doubt. There is a lot of sharing of knowledge, techniques and experiences that span multiple painting styles without being biased towards only one. If you want to know how someone achieved an effect, did a base, what tools they are using, etc. , you are far more likely to get an honest and helpful answer here. It's also one of the few uncensored forums where you can freely comment on your experiences with companies and people, good or bad, without being censored because you mentioned a specific company or person. That is something that I think is invaluable with folks new to the hobby when they are searching out reliable online or local game shops to buy from, what tools are good/bad etc.

**Tell us something interesting about you?** Well, I have personally excavated over 300 infant burials ahead of a gravel company's bulldozers. While graduate students were learning to lay out grids and excavate adult remains under the watchful eyes of an archaeologist, I was given all the tiny and delicate burials to excavate by myself. I excavated more burials in 4 years than most archaeologists do in their careers. I think that is the most interesting thing about me, beyond the few years I spent running special events in an online game called DragonRealms.







# SUPER J

## Superhero FARA Charity Miniature

Our hobby has a good record when it comes to helping charities, Frothers, The Newbold Challenge and WAMPS 'Little Angles' are just a few examples and here is another worthy cause where we can all help.

**T**his gaming mini was made in the image of our son Jason and his best pal, Snakie. Jason was born with a rare genetic disease called Friedreich's Ataxia. This is a degenerative disease that attacks many areas of the body, including the brain, spinal cord and heart. There is currently no treatment for Friedreich's Ataxia and it is a life-shortening illness, so we're trying to raise money for the Friedreich's Ataxia Research Alliance (FARA). This organization is our only hope for a cure.

Jason has a quickly advancing case and is losing his ability to walk, see and speak clearly. He also suffers from heart disease and skeletal problems. Since there is currently no treatment for Friedreich's Ataxia, raising money for FARA is really our only recourse. Jason is a happy boy enjoying a great childhood and we want him in our lives as long as possible! As many of you know that I use to run What The?! Miniatures and it was with my son's diagnosis that led me to sell it off so that I could better make him more

comfortable. Since he loves minis we thought his own mini would be awesome! We are selling Super J minis on eBay, where all proceeds will be automatically donated to FARA through MissionFish.

Aaron Brown of Black Crab Sculpting Studio was kind enough to donate his time and skills to sculpt it and Forrest Harris of Knuckleduster Miniatures generously cast Super J for us, free of charge. We are very grateful for their help!

The Super J mini comes unpainted and is in the 28mm range (actually 18mm in height since his just a little kid after all) on a round 20mm slot base. The one pictured here was painted by Simon of Stone Cold Lead. For \$10, with free shipping, you can get a great miniature for a great cause!

The Auction: <http://www.ebay.com/itm/221122369676...84.m1557.l2649>

Thank you, The Cottrells. The guys who made it all possible!

- [The Friedreich's Ataxia Research Alliance](#)
- [Black Crab Sculpting Studio](#)
- [Knuckleduster Miniatures](#)
- [Stone Cold Lead](#)

A couple of WAMPERS have purchased the miniature and two, Demonn and NeatPete decided to use it in a WAMP Ladder Challenge. They both had one week to paint the miniature before it went to a public vote [[thread](#)].

At the end of the challenge NeatPete is selling both miniatures and the money they raise will be going back to the "Super J" cause.





# EURO MILITAIRE 2012

## Show Report

By Martyn Dorey



**T**hat time of year came around again, it didn't seem like that long ago I was preparing for the same trip, how time flies...Friday 21st September saw the start of the annual trip down to Folkestone for Euro-Militaire. No early start this time though as the Friday is the build up day where the hall is set up and traders arrive to set up their stands. After a leisurely drive down which surprised me as I was expecting heavy traffic given that I set off at the start of the morning rush hour I arrive at the Lea's Cliff Hall for lunch and wasn't the first of the traders to arrive either!

For those that don't know about Euro-Militaire it is the largest annual figure show here in the UK with people travelling from all over Europe and further afield to take part in the competition which has over 26 classes/categories as well as clubs from the UK and Europe displaying their skills and giving demonstrations of the techniques popular to the hobby, not to mention the large number of traders that fill the main hall and entrance foyer with the majority of them releasing new figures and busts at the show and also some of their pre-releases.

This year was no different, on arrival Pegaso had already arrived from Italy and were setting up their booth in the usual place at the bottom of the stairs and during the course of the afternoon

other traders arrived to set up including Scale 75, Alexandros, Andrea and lots of others.

Rumours were rife among the traders again this year the main concern being table costs...what with some traders not even booking until the last minute so they could negotiate better table rates and other traders booking their usual spots at discounted rates over other traders!!!





Traders talk to each other it's a fact that is true, so it doesn't take much to find out who paid what for table space especially when you arrive on the day and the organisers don't even know who is going to be on the table next to you because they are awaiting a response from that trader or another, that isn't so much an issue but when you know well in advance that a trader booking 18ft of trade space paid less than a trader booking 12ft of trade space how would that make you feel towards the trade co-ordinator of the show, let alone whether you would want to go back another year!?

OK rant over. One of the enjoyable parts of Euro is the atmosphere and the social side of the show, this starts before the show as a lot of people book their accommodation as soon as they know the dates for the following years show (announced on the Sunday with the awards!!) so the whole of Folkestone is buzzing from the Friday onwards and the restaurants and bars are full of modellers meeting up with friends from previous years or making new friends and chatting about the hobby, it really is an atmosphere that has to be witnessed to believe as it is rarely that you would experience such a thing and language certainly isn't a barrier in this situation, the atmosphere continues all weekend.

Saturday saw the doors open to the public with advance ticket holders being let in first, it started off fairly quiet but that was soon put out of the way as the halls quickly filled up and there was

definitely a lot more people attending this year than there was last year which was good to see. Competition entries were being put in throughout the day at a steady pace and the competition room closed at 15:00 for the judges to make a start on the task of judging everything that had been entered.

Over the years there has always been grumbling about the judging at any show but more so at Euro because of the size of the show itself, judging at Euro is carried out by judges from all over the world and they are usually invited to be a judge at Euro by the head judge, majority of these judges have won gold at Euro in the past and their work can be seen in the cabinets around the competition hall so besides all the eye candy in the competition you also get the chance to see some of the work of the judges themselves.



Judging isn't something taken lightly and is carried out in teams of 3 or 4 judges per category so there is a majority reached for each entry by the judges of that group with all having their say and any disputes being solved by the head judge. How long does judging take? Well, a lot longer than it takes at your local show that is for sure and each entry is a very close inspection and marked for good and bad, the judges also have to do a write up on the class they have judged as well. Judging this weekend started at 15:00 on the Saturday afternoon and finished once all the reports were handed in and the best of show was chosen by all the judges from all the gold medal winners.

Best in show isn't something that will take a few minutes, given there will be things entered that will jump out more than others in the competition but all the gold medal pieces are considered for Best of Show and remember Euro is judged on the open system so there can be more than one gold per class/category. 5 hours after judging had started those that had been chosen and accepted to judge started to appear from the hall in the bars and restaurants for a well earned beer and food.

The Sunday of Euro is usually a more relaxed day and also the time of joy or disappointment where you find out who has won what, this year was certainly something different with quite a few surprises and also showed a lot of people that just because they had won something one year didn't mean to say they would the following year. Walking around the competition hall on the Sunday morning I was surprised to see that some entries that I had thought outstanding didn't even make the cut for commended let alone anything higher and these were entries by big names as well including studio painters so quite a few shocks were had that morning.

Congratulations to all the winners which will no doubt be published

in a future issue of Military Modelling Magazine as this year they have decided that there will not be anymore special editions of the magazine covering Euro-Militaire!! Not a decision I think is sensible but then that is just my opinion and the start of another rant so I will jump off the fence now before it collapses and I end up with a big splinter in the butt...

In conclusion it was good to see so many familiar faces at Euro this year given that the Sunday clashed with Games Day but also good to see a lot of people making the trip to Euro for the first time and enjoying themselves at the show to the extent that they will be back next year.





Follow Mini Painting Wiki on



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

### Aerosol

An aerosol consists of fine solid particles or liquid droplets suspended in a gas. In [miniature](#) painting terms it refers to an aerosol spray can, which is a delivery system for [paint](#), [primer](#), [varnish](#) or other products. The principle behind aerosol spray cans involves a fluid (the propellant), stored under pressure, being used to propel a second fluid (the product) out of the can.

The propellant is usually a liquified gas under pressure with the product dispersed within it. Aerosol propellants used to consist of chlorofluorocarbons (CFCs) but have now been replaced by mixtures of volatile hydrocarbons such as propane, butane and isobutane, however these propellants are flammable.

Spray cans consist of 4 main parts:

1. The Can - usually made from tinfoil or aluminium, they have a rounded bottom and top to help withstand the pressure inside and to aid in dispensing the product.
2. The Agitator - is designed to assist in mixing the product, any solvent and the propellant prior to delivery.
3. The Valve - maintains the pressure inside the can and determines the rate of spray of the contents.
4. The Actuator - is depressed to open the valve. The shape and size of the nozzle in the actuator determines the spread of the spray.

When the valve is opened, by depressing the actuator, the propellant escapes as a gas and drives the contents out as a fine mist. The propellant evaporates leaving the product to settle on the desired surface. As the propellant is used the pressure in the can reduces causing some of the remaining propellant to evaporate inside the can. This pressurizes the contents and propels some of the liquid product and propellant out of the can. [...[more](#)]

### Photo-Etch

As there are limitations in the detail that [plastics](#) can hold when thin many modellers use photo-etch parts to reproduce realistic finishes and effects. It is used predominantly by vehicle modellers

and sold as part of kits or as an after-market product to create detail or to allow the [modelling](#) of variant vehicles. It may be formed from copper or steel but is commonly made from brass, known as brass-etch, and is usually used to depict intricate details such as instrument panels, mud guards, armour plates, foliage & mini plants and even [camouflage netting](#).

The manufacturing process involves a design being fixed to a metal plate coated in a photo-resist material. This is then exposed to light creating areas that have the resist and areas that do not. The metal in the areas without the resist is then removed by an etching chemical creating either very fine shapes or detailed marks upon the surface.

Photo-etch is usually produced in frets, similar to the sprue of a [plastic](#) model, and can be removed by cutting with a sharp hobby knife or scissors. Care must be taken when removing parts and it is recommended that they be cut on a hard surface rather than a rubber style cutting mat which can allow the parts to bend or deform. Any remains from the fret can be filed away taking care that the part is not bent by filing along the length of the piece rather than at right angles to it.

Brass parts can be affixed to the model using a [cyanoacrylate](#), or super [glue](#), type adhesive and can also be soldered to other metal parts, they can also be shaped by folding, either by hand, using a straight edge or with a specialist folding tool. The photo-etch parts can be further enhanced by cutting and shaping to reproduce battle damage or further detail, such as rivets and panel lines, can be embossed or incised into the part.





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 2012

For WAMP subscribers.



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

Reaper's 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**

- 1st place receives \$75 Reaper credit.
- 2nd place receives \$50 Reaper credit
- 3rd place receives \$25 Reaper credit.

**OFFICIAL REVIEW**

**Group Review**

# Dark Sword's Male Dark Elf Warrior

**NeatPete**

Don't mess with this guy. He'll cut you up and look graceful doing it. This mini has a nice stance: he is crouched, ready to spring forward with his double ended curved sword. The facial expression compliments the stance and lets you feel the tension and drama of what is about to unfold. A sculpted scar down the left cheek lets you know this isn't his first fight and he doesn't plan on it being his last. Nicely detailed flowing hair with two accent braids fall onto the breastplate which is detailed with an evil looking skull. The armour continues down the legs with nice crisp ridges and sharp spikes.

I immediately think evil antagonist when looking at this model, but he could also make an impressive PC in an evil or unscrupulous campaign. Additionally, it looks great as a special character on the table top, standing apart with its dynamic pose, highly detailed armour, and exotic weapon.

The mini is three pieces, torso and two arms. It's integrated with the base but could be removed with some effort if it bugs you. The arms fit into place with some normal file prep. I'd recommend pinning at least the back arm since the sword is rather long and could hook on things very easily. The arms are thick enough to pin so don't get lazy and cut corners on this great mini. Careful with his right arm, the shoulder armour contains a blade that could look like a casting tab and be removed accidentally. The mould lines were only visible on the underside of the legs and can be removed without losing any of the detail on the armour plates.

Painting him should be fun for any skill level. There is frequent detailing across most of the miniature- the only large flat surfaces are the blades. I could see strong contrasting colours working really well on this mini if chosen wisely.



**Shane Rozzell**

In my opinion the Dark Elf male is one of the most striking miniatures Dark Sword Miniatures manufactures at this moment in time. His pose, leaning left with his left knee bent and left arm thrust back while holding the double headed sword is very eye catching.

Like most DS Miniatures it is on an integrated base, but in this case it will be very simple to remove him and add him to one you have made yourself as only the feet are attached to the base.

The sculpting of this piece is very intricate and pronounced even down to a small scar on his left cheek which will make it a joy to paint.

The miniature comes in three parts, the main body and both arms separate. The fitting is very nice but will need pinning and thankfully this will be easy to complete because the arms are a decent thickness. All the details are nice and sharp and the cast quality is also very good with nice smooth surfaces and no pitting.

There are a few mould lines and flash tags

Manufacturer	
Dark Sword Miniatures	
Material	Metal
Price	\$7.99
Contact	
<a href="http://www.darkswordminiatures.com">www.darkswordminiatures.com</a>	
Other Information	
Sculpted by Jeff Grace	
Ratings	
Quality	9.1 Great details, stance and casting.
Assembly	8.6 Pinning will be nice and straight forward.
Value	9.8 Unbelievably cheap price for such a good figure.







but on the whole these are what anyone would expect with a white metal miniature. The only one that will be hard to remove is down the left side of his shin armour on his left leg, here the space is very tight for a micro file but it should be able to be removed with careful scraping with a scalpel blade.

### Cregan Tur

The Dark Elves are aggressive, lithe, and possess the same unearthly beauty of their woodland kin, or at least that's how they've been portrayed ever since Dungeons and Dragons brought them to fame. There are a number of different styles of Dark Elf miniatures available and now Dark Sword has one of their own. By now anyone should know that Dark Sword is a name that is synonymous with quality figures, but how does this one stand in the lineup?

This white metal kit comes in 3 pieces: body, right arm, and left arm with double-bladed sword. The base is sculpted as a part of the torso and shows a plain bare-rock motif. It would be easy to remove him from the base, which I think is a good thing as this is a very plain base that doesn't add much to the figure, but on the other hand there is a tremendous amount of detail on the elf, so some contrasting plainness may be a good thing.

Detail loving painters rejoice, for this figure has a lot of them for you to play with. Every section of armour has a little filigree or design or spiky protrusion, so there are a lot of places for creative colour schemes or contrast. The main chest section of the armour has the design of a skull with fangs, for instance. I've seen a few old metal Games Workshop miniatures that had spikes protruding from many places, and most of the time some of these spikes would be miscast or missing altogether. That is not the case here; Dark Sword's metal wizardry ensures that every tiny spike and detail is presented in sharp detail (seriously, one of them poked me).

I have had assembly problems with Dark Sword pieces in the past. Thankfully, that is not the case with this warrior. The arms fit in place very easily. The miniature I was given fit so well that I didn't have to do anything more than glue the arms in place. The sword is well designed and thick enough that I didn't find any bending or warping, which is a common problem for weapons on a lot of miniatures out there.

This figure's design makes him stand out from the crowd, especially when you take all of the fine detail into account. He would make an excellent addition to any game where you can add in a Dark Elf. The pose and sculpt is also so nice that he would be an excellent candidate for a display or competition piece. Highly recommended!



### Ratings

NeatPete

**Quality: 8.5/10**, great details, stance and casting.

**Assembly: 8/10**, the assembly adds depth and is reasonable to do safely

**Value: 9.5/10**, \$8 is really a great price for this beautifully cast and detailed miniature.

**Overall: 9/10**, bad ass Dark Elf warrior right here!

Shane Rozzell

**Quality: 9.25/10**, a very well designed and sculpted miniature with an eye-catching dynamic pose.

**Assembly: 8.25/10**, pinning will be nice and straight forward but the one mould line on his lower left leg will need careful removal.

**Value: 10/10**, at \$7.99 (£5.68) Another good miniature at a very reasonable price.

**Overall: 9.25/10**, the Male Dark Elf offers something to both games and painters alike. Nice strong features and smooth surfaces will make it a dream to paint as either a display piece or as a character model for a tabletop army or role-playing game.

Cregan Tur

**Quality: 9.5 / 10**, very easy preparation, barely any mould lines. No pitting or rough surface- super clean cast.

**Assembly: 9.5 / 10**, Arms are easily placed on the figure. Fit is so good that I didn't need any putty work.

**Value: 10 / 10**, Unbelievably cheap price for such a good figure.

**Overall: 9.6 / 10**, this is a perfect Storm of a figure: excellent production, easy assembly, and a great price make it a piece everyone should consider purchasing.

# GAMES DAY 2012

## Show Report

By Terry Cowell



Games day was an amazing day. How could it be any different? It was full of all the delights a miniature painter dreams about. Was it as good as it could be? Was it value for money? Was it good enough to make me plan a return next year? Those are questions I will answer in this report.

To find a good place to start I will recall arriving at the Birmingham NEC in 2011 where we were greeted to the wonderful sight of a huge Ultramarines drop pod! This year there was nothing outside and I felt a little cheated. This feeling was sadly a recurring theme for me throughout the day. In fact it began months earlier when my tickets arrived for GD12 without my expected GD model. GW made quite a noise about advertising the new model but not so much noise when it came to letting the consumers know that the 2012 was no longer included with the tickets. This was despite it being finecast and cheaper to mass produce than ever before.

Forwards to the event then. Upon arriving inside the venue the immediate difference was that they had moved the Forge World stands to the back hall. After the 2011 stock and queue fiasco they made some notable changes. The queues had been restructured using rope barriers and it looked as though an attempt had been made to improve. My personal experience left me far from convinced. They put barriers up leading to the tills so that instead of having to queue for an hour and making it to a shopping area where you could move about freely and browse goods before approaching the checkout you now had to queue for a similar amount of time to approach the till. Customers were afraid to go and look at the GW





stands through fear of losing their place in the long queue. Once your order had been given you then had to stand in another long queue to pay for your items. There was a big improvement on stock levels and the only items I was aware of that went out of stock were the Angron Diorama and the 3 pack of Scimitar Jetbikes. Next year the most obvious improvement would be more order points and more checkouts. It's not rocket science and there was plenty of space and staff available to implement this.

There were plenty of HH Betrayal books flying off the shelves but speaking of betrayal there appeared to be plenty of £12:00 Finecast models not flying off the shelves. I can only speculate, did customers feel they were not good value or were they protesting at the feeling we were being ripped off by being forced to pay for something that has traditionally been free?

I bought a few FW models and some bits and pieces but nothing I couldn't buy online. I am always impressed by the quality of the FW

sculpts but I wasn't as 'in awe' over the new releases as I was in 2011. The big push was towards the pre heresy stuff and although that is quite an exciting prospect that will generate a ridiculous amount of money it was a move that defined GD2012 as a FW event rather than GW. This was further obvious once you had completed the FW frenzy and went to look at the GW area. Those items you can't buy in store you also couldn't buy at GD2012. They had a couple of tables with old unimpressive stock and a few racks with the usual. Very disappointing.

Ok once I had made it out of the FW area I was able to go and see the Daemon entries. After all that was what I was there for. I love seeing the entries before they make the first cuts. Shame then that by the time I had made it out of the FW area the cuts had long begun. I rushed about with my new camera but by the time I made it to many of the categories they had already removed many entries and all that I could view those remaining following the cut.

It was also the same system where you had to try and wrestle a good spot to take a picture while remaining conscious of the people waiting to step into your spot once vacated. It a horrible system that I imagine could be improved although I confess to not having any worthy solutions to offer myself. The standard of the painting in my opinion was vastly improved on 2011 although, I have my own thoughts on the righteousness of certain category winners as we all do every year.

There were some amazing armies on parade and some fantastic dioramas. There were some fantastic gaming tables although not as spectacular as last year. There were some nice GW displays including a huge Ultramarine army and a full size Rhino.

There was the usual array of artist, sculptors and authors on hand to give advice and chat with the public as well as seminars from Black Library although I spoke with someone who felt that BL were very low key this year and over shadowed by the whole HH release.

The GD slayer sword was won by Karol Rudyk. There has been much said about him selling his SS on eBay but as many of you know by now, he has spoken out about this and has reasoned that as a serious sword collector he just wasn't impressed with the low quality of the actual sword compared to previous years. Also, there was some talk about him being involved in a GD scandal in Chicago where a winner credited himself with the work of Karol Rudyk. Well to be honest I don't want to have an opinion on either issue at this time because while I mentioned earlier that I had my own ideas about category winners there was no doubt whatsoever about the masterpiece of Rudyk. It was truly a striking masterpiece that in my opinion fully deserved the Slayer Sword. I expect there is nothing



new in what I have just told you so how about this. KR has only been painting professionally for about 5 years and when he first burst onto wider painting scene by posting on CMON, one of the first people to point out his exceptional talent was none other than our very own Darklord.

In summary, I know that many GW purist may not share my opinions but they are exactly that. My own opinions. For me the emphasis was focused on Forge World and the HH. 'Betrayal' for me seemed apt in terms of the ticket charges and the whole set up. There were no freebies handed out like they did in 2011, like the string bags and wallets and of course the GD model which was disappointing. I didn't actually see anything given away for free all day! I had the feeling that this year they didn't have the customers best interest at heart. I felt that the main agenda was to make money and they are getting as good at that as they are at making the miniatures. Nothing wrong with this but I believe they would be better served using these events to reward the GW army for their continued loyalty. Did I enjoy the day. Of course! Its miniature painting and GW are still a fantastic company but next year I will attend a different event in its place.

Although, I have no doubts I will still buy from FW I already know I won't be at GD2013. That noted, I will still get excited about the future golden demon competition entries. It is still a prestigious event but no longer the greatest show on earth.

Phatkid

# OFFICIAL REVIEW

By Cregan Tur

Manufacturer	
Reaper Miniatures	
Material	Metal
Price	\$6.99
Contact	
<a href="http://www.reapermini.com">www.reapermini.com</a>	
Other Information	
Sculpted by Tre Manor	
Ratings	
Quality	9 Very good sculpt with a lot of interesting details. Good character in the figure and a nice pose.
	9 Assembly was very quick and easy- a beginner will have no problems at all
Value	8.5 A good price for a very good miniature



## Blacktongue, Gnoll Ranger

One of the biggest things Reaper has going for it, outside the amazing success of its recent Kickstarter project, is the amazing breadth of miniatures they have available. Pulling from that wide selection, I have recently acquired Blacktongue the Gnoll Ranger.



Blacktongue was sculpted by the talented Tre Manor, so that sets a pretty high level of expectation for the piece. It is cast in metal and comes in two parts- the body and base, and the left arm holding the bow. As with most Reaper products this does have an integrated base that is shaped to look like a stone paved floor.

Before I go on, I have to say that I'm starting to change my opinion on integrated bases a little. If you're not planning on doing any conversion work or don't want this to be a competition piece with a crazy base, then integrated bases, when they are well sculpted, are actually kind of nice. It gives you a figure that is ready for gaming just a little sooner, since you don't have to wait for the glue to dry from attaching a base. Sure, they can get in the way sometimes, but this base is unobtrusive, looks very nice, and didn't bother me the way that integrated bases have in the past.

This is a dynamic sculpt with a lot of detail- something that is a hallmark for Tre's work. There are also a lot of different textures on this figure that offer opportunities for different kinds of painting work. There is cloth, chainmail, wood, leather, fur, armour, and stone. I originally purchased this guy as a demonstration piece for a painting seminar a while ago because of all of these different textures. The fur and chainmail, the two main textures that take up the most room

on this gnoll, are very well sculpted- the detail on this cast is very, very good.

The gnoll's snarling visage and his stance- feet spread with his right arm drawing a shaft from his quiver- give Blacktongue a menacing quality that gives the sculpt some character. He would be a great miniature to represent the leader of the Gnolls your adventurers might be fighting. His uses as a hero unit in any fantasy skirmish games may be more limited- I don't know if there's a Gnoll faction in any of them- but he's still a fun piece to paint.

Out of the package, the first thing I noticed was that there weren't very many mould lines on this cast. I also couldn't find any problems with details. Assembly was a quick process because the left arm fit cleanly into place without any problems. I would suggest pinning him, though. I didn't, since the arm fit into place so well, but an accidental drop quickly popped the arm back off.

### Overall

This is a very good miniature from one of the best sculptors out there. There are a lot of different things to paint on him, which makes him a fun project piece. There are a fair number of other Gnoll miniatures out there. If you need one with a bow, then I don't think you'll find better than this one.



Wolf the Barbarian by Willdorling: 2nd Hasslefree painting Contest 2012



Last Man Standing by Shane Rozzell: 3rd Hasslefree painting Contest 2012



Miranda by waghorn41



Tiriell by waghorn41



Liralith by Lyn



Dwarf with great axe by NeatPete





Axenarf by Endor



Untitled by lamDarwinsGod



Untitled by lamDarwinsGod



Untitled by lamDarwinsGod



Alice by arabianknight



Hasslefree Jess by arabianknight



Tiriell by ArkMechanicus



Hayden by Adary



Alice by king kender

Artemis by Sister\_Lucy



Hayden by PrawnPower

Fire On! ny alexpainter



Red is COMING !!! by alexpainter



Waiting for the King by alexpainter



Captain Isseki by crusoe76

Skulltaker by Thor



rate **it!**  
TOP THIS MONTH



Die Hahnenfüßens by chris blackwood



Untitled by Darklyte



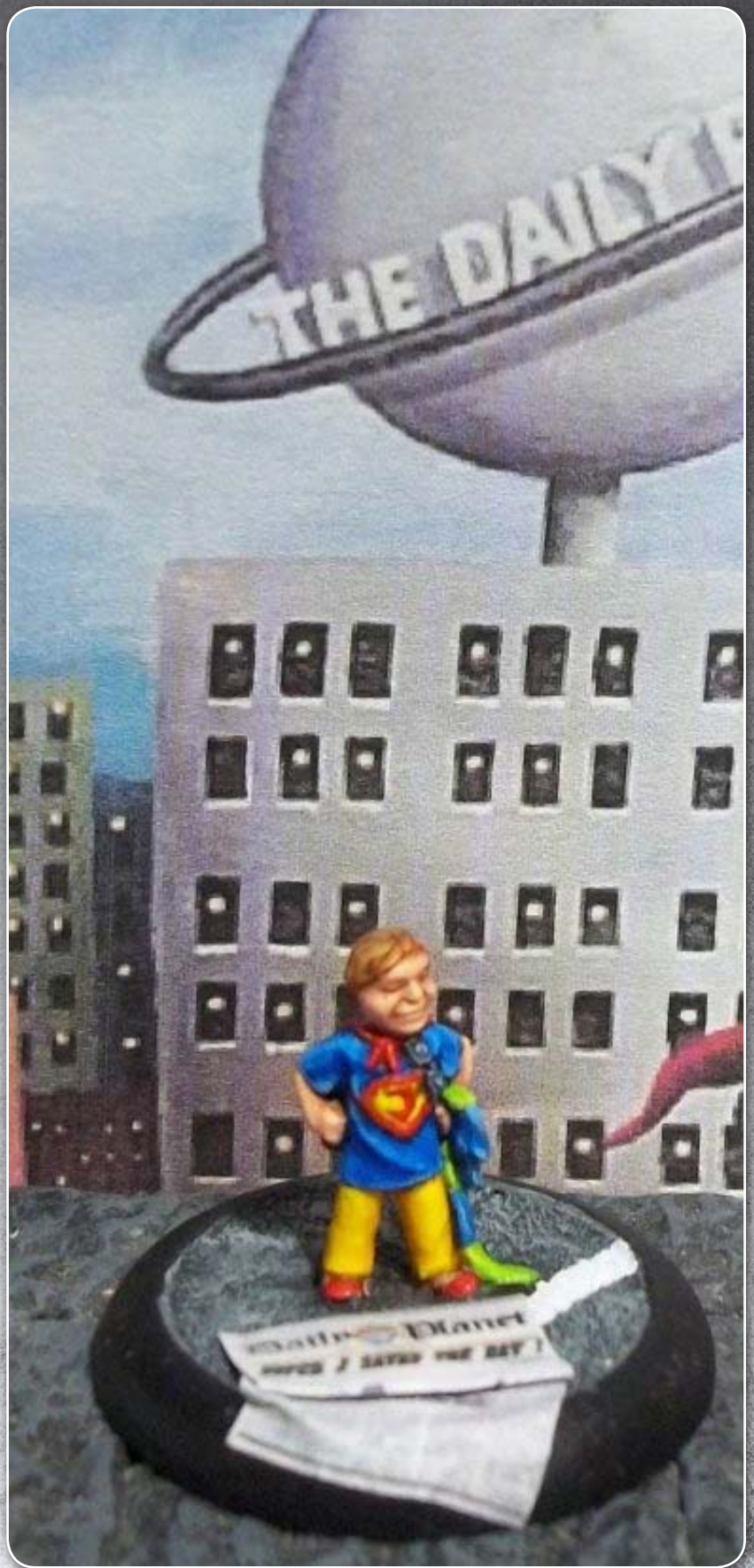
Chaos Dwarf by Orki



Untitled by Daniel Lockett



Super J by NeatPete



Super J by Demonn



Blood Angels Death Company by Corvus

Stormwall by adary







Jeanette by Miniature-Heroes



Goblin Pyrate by vikotnik



Dark Vengeance Librarian by lilloser



Dark Vengeance Hellbrute by lilloser



*By Scott Radom*

## army painting is awesome!

I haven't gamed with my miniatures for quite some time. Mini gaming was an ENORMOUS part of my life at one time. I'll tell you what, back in the day I used to light up the Warhammer tables! I was the scourge of western Canada. Many a trophy did I hoist in victory. My tabletop skills were eclipsed only by my own humility. A side effect of trying to paint each miniature as well as I can means that the amount of time I spent painting left less and less for playing the games the miniatures were purchased for. It wasn't long before I left gaming behind and simply started painting and collecting whichever miniature caught my eye. What I really miss was the clarity of purpose of painting miniatures to fit in with an army. Painting miniatures to fit in with a gaming project makes it much easier to select miniatures to paint and to stick to a painting schedule.

When you have a unit of 30 longbeards to paint up for a dwarf army it's pretty easy to figure out what you're going to have to paint next. As much as I remember hating painting the last half of a large unit of mini's like that I do remember how easy it was to simply sit down and paint and knock out mini's. I would hate to measure the current amount of time I waste when I sit down and paint trying to think of what colour I am going to use on a certain part of the miniature in my hand. And then I have to figure out if I am going to try some new way of shading and highlighting etc. In the time it takes for me sit there with my brush figuratively up my back door I could have banged out a few tabletop mini's. The lack of productivity seems a crime to me.

A great part of collecting and painting a Warhammer army for me was getting it all to look like a cohesive force on the table. I think the most important part of putting a good looking army together is picking a good strong colour scheme for the uniforms and a consistent basing method for the whole force. Working on an individual character or other centerpiece allowed small breaks from the tedium of painting large infantry units and an opportunity to stretch the 'ole painting legs a little. Jazz up the base a little bit, add a striking colour to a

banner, little things like that. When working on those pieces there was always enough in common with the army proper that meant there was only a small amount of choice needed. Speed was maintained!

Quality of work was not the primary goal for me when painting a Warhammer project. I mean I wouldn't have thought the work I was doing was BAD or anything, I was quite proud of my little guys at the time. 'Course now I think they look like ass. At the time though I would be able to pick up any one of my guys and say "Yeah, that's okay." Not a stellar endorsement even by my 2004 standards. However seeing a couple hundred mini's all painted to match one another is a pretty awesome sight! The sense of accomplishment at putting forth a fully painted army is more fulfilling then the reward felt after I've finished a single miniature by a wide margin. It's a great moment lining up months of work and seeing the admiration in your opponent's eyes just before the dice start rolling!

While I am waxing all nostalgic about how much I enjoyed the productivity associated with assembly line style painting I won't go back to painting large army sized projects. I do enjoy spending a lot more hours on an individual mini trying to get the end result to a higher level. So I think I am going to try and shoot the gap and put together some forces for smaller skirmish scale games. I ordered some conversion bits from the WAMP store to put together a pirate themed Orc and Goblin Mordheim warband. If I enjoy that then maybe I will finally get it together and compose a Malifaux force. After that, who knows! We'll see if working towards these goals helps me keep focus and increase my productivity. Lord knows I can't possibly get less productive!



**... in the Next Issue**

In the next issue of Portal, we'll have another WAMPED update. As well as all the miniatures from the Sodapop Painting contest. Reviews from Dark Sword, DGS Games & Guild of Harmony plus all the latest news and latest releases from around the hobby.

Available for download Friday 16th Novemeber!

**Portal**  
an insight into WAMP

Alejandro Fernandez OF ANDREA MINIATURES INTERVIEW

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

Mayke Reimer is In The Frame

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

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**WAMP**

**Portal**  
an insight into WAMP

## YOUR COMPLETE HOBBY FIX UNDER ONE ROOF!

Halloween is almost upon us and to celebrate all things ghostly and ghoulish the Wampstore is running a special offer on all things beastly. We are offering 15% of all of the following monsters:

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- Orphan of yurei & Wrath
- Demon Children
- Horrorhook
- Munchkin B
- Munchkin C
- Papa Demon
- Pitch Freak
- The Baroness
- Rotten Puppets
- Legion
- Skull
- The Widow
- Halloween Horrors
- WWII German Zombies
- A Christmas Nightmare
- Hellrick
- Old Man of the Deep
- Papa Shamadu

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