

Portal



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

an insight into **WAMP**

**ANOTHER AWESOME
TERRAIN TUTORIAL**



Reviews FROM
Stéphane Simon
Reaper
Dark Sword
Kabuki Models

**Arwen - Painting
a Golden Demon**
Finalist



ISSUE 29 Nov/Dec 2012

Say Hello to Wamp's newest member...

GRONK!



Meet Gronk, a thirty something Ork who still lives with his mum. He likes crushing skulls, drinking Pina Colada's and getting caught in the rain. Gronk is currently single and one day hopes to be an Ork Boss or social worker. His proudest moment was when he appeared on The Weakest Link.

Sculpted by Sergey Savenkov and cast in resin. He stands 50mm tall

RRP is £19.99

wamp
store.com



Barbarian by Werewolf
Winner: Reaper 2012 Painting contest



welcome to issue 29

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So this month's issue is the last one according to the Mayans, just a few days left so make sure you read it quick!! With Christmas rapidly upon us it's a hectic time and many of us struggle to find time to paint but getting out the brushes can be an excellent way to relax for an hour amongst the stress. It's also a time of new endings and new beginnings with New Year almost here. This is also the case at Portal as this issue is the last with Shane producing it. Over the course of nearly 30 issues spanning two and a half years he has given Portal huge dedication to really help make it what it is today and he will be sorely missed. Shane, I wish you all the best in your next project and I would like to pass on the thanks of everyone that reads Portal as well as my own personal one, cheers buddy.

Don't worry though folks, Portal will still be continuing on. A new team has been formed and we are in the process of setting things up. There will be some changes but it will still be the same brilliant mag and still free to read. It's an exciting team and I am really positive of the future of Portal. We hope to relaunch in time for January's edition but we will keep you all posted.

I would just like to take a chance to wish you all a Happy Christmas. Happy Hanukkah or whatever you are celebrating at this time of year and a happy New year to you as well. I hope next year is full of joy and good luck for you all.

See you in 2013 (if the Mayan's are wrong!!)

Brett



Follow us on



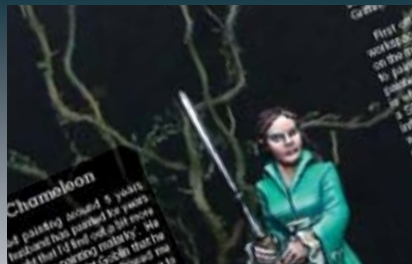
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in this issue

Tutorial



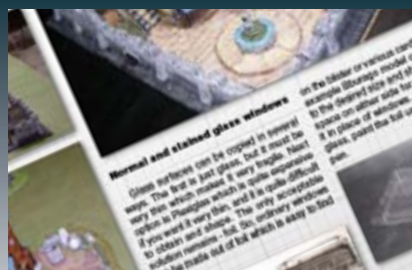
Chameleon shows us how to prepare and paint for a major contest in this great SBS on how she painted Arwen.

Review



Cregan Tur takes a close look at Dark Swords, Game of Thrones miniature, Sansa Stark.

Tutorial



Marko continues his tutorials on how to make awesome terrain for the gaming table.

In the Box



Jake takes us inside the box of a re-imagined boardgame classic. Battle ship Galaxies.

Contest



It's contest time again and we bring you an old favourite. Avertars of War return for their fifth year.

Event Report



This time it was Shane's turn to attend a Golem Painting Studio tutorial painting day. This time NMM.

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...in this issue

Welcome to issue number 29 of Portal, and my last issue at its helm. When I came up with the idea of this magazine I had no idea it would prove so popular and for that I will always be grateful to our readers. Over the two and a half years I have been doing this the magazine has grown into something pretty special so I hope it continues to do so but I must admit it's going to feel pretty odd reading it knowing I didn't have any input but things move on and I'm sure it'll be in safe hands. Also this is the last issue of 2012, a turbulent year for me personally but also for the hobby in general. We've seen the rise of Crowd Funding and one or two companies disappear, but as we wind up to years end I hope you're all full of cheer and wish you all a Merry Christmas and a Happy New Year.

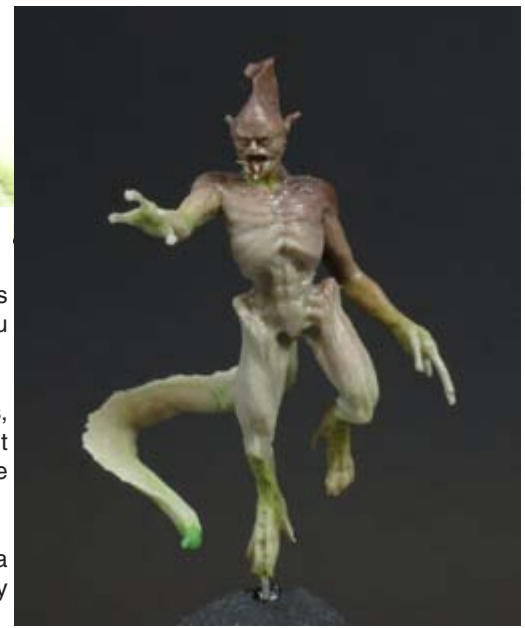
Anyway, this issue is packed with loads of stuff to keep you warm over the coming winter. We continue Demons terrain tutorial and have an excellent SBS from Chameleon. Tim gives us his view from the hill and as always we finish off with some wise words from Mr Radom.



For more than two years, Wonderlands Project propose has been to bring you high quality miniatures.

We are working on some new projects, some are under license (it's important for us to respect the rights and the intellectual properties).

In the meantime, we'll offer you a choice of great miniatures, sculpted by some of the best miniatures sculptors.



IMBRIAN ARTS

Jody Siegel of Imbrian Arts has launched his Kickstarter. This drive is meant to raise enough funds for Jody to keep him working on his range full time!

With this project we'll be able to produce 4 new miniatures. These miniatures have already been sculpted and are ready to be sent off for moulding and put into production. The miniatures will be cast in a durable and highly detailed plastic material capable of capturing all the detail of the master just as beautifully as the normal lead alloy used in other Imbrian Arts miniatures.

DARK-ART-STUDIOS

high quality alternative resin miniatures



WWW.DARK-ART-STUDIOS.CO.UK



Tabletop World

Tabletop World release a new highly detailed terrain piece, a great centrepiece for your gaming table. Suitable for various historic periods. The model is very easy to use. price: 38€

Dimensions: base: 10cm / sails: 19x19cm / height (with sails): 24cm (3,9 / 7,5x7,5 / 9,4inch). weight: 265g



DARK WORLD CREATIONS
WWW.DARKWORLDCREATIONS.COM

WE AT DARK WORLD CREATIONS ARE PROUD TO ANNOUNCE OUR FIRST OFFERING OUR 2000AD RANGE, ROGUE TROOPER!

ROGUE IS A GENETICALLY MODIFIED INFANTRYMAN WITH BLUE SKIN. HE IS THE LAST OF HIS KIND. HIS BACKPACK, HELMET AND GUN CONTAIN DICHIIPS. THE CHIPS CONTAIN THE PERSONALITIES OF THREE OF HIS COMRADES WHO WERE KILLED IN BATTLE. THEY ARE CUNNAR (GUN), HELM (HELMET) AND BACMAN (BACKPACK). ROGUE AND THE THREE CHIPS ARE THE ONLY GENETIC INFANTRYMEN TO SURVIVE THE QUARTZ MASSACRE.

CAST IN DETAILED RESIN, THIS 70MM FIGURE MEASURES APPROXIMATELY 70MM IN HEIGHT.

THIS FIGURE INCLUDES PHOTO ETCHED STRAPS FOR HELM AND GUN STRAP FOR CUNNAR. THEY ARE INCLUDED IN THE KIT BUT ARE NOT NECESSARY TO FINISH THE KIT. THESE THE FIGURE IS SUPPLIED UNPAINTED AND REQUIRES ASSEMBLY.

ROGUE TROOPER
 70MM SCALE

WWW.DARKWORLDCREATIONS.COM

EL GRECO MINIATURES

El Greco Miniatures announce that their Christmas Special discount across the store is now on, and will run until 3 January 2013.

Remember that if you require an item as a Christmas present, you will need to order as early as possible in December to ensure that the parcel arrives in time. Members who login prior to ordering will be given their loyalty discount additional to the Christmas discount. Items which are out of stock may be ordered - however please note that your order will be placed on BACK ORDER until we receive the stock from suppliers.



We would like to thank all our friends and customers for their support throughout the year and wish you and all your families the very best wishes for the season and the coming New Year 2013.

THROUGH THE BREACH

KICKSTARTER

Through the Breach is a tabletop roleplaying game set in the world of Malifaux. Players take on the roles of various citizens, such as Gunfighters, Drudges, Dabblers, and Entertainers. Each of these characters is as unique as the players themselves. These are the Fated. As a Fated, you know your future, it has been told to you, as cryptic as the sparrow on a moonless night. It is your task to rush headlong into the arms of destiny, or to carve your own future.

Through the Breach is a card-driven RPG, with actions resolved through the reveal of cards from a communal Fate Deck. Each player, however, has a Twist Deck of their own, and they can use these cards to push fate towards their own desires. The Fatemaster, however, relies on no such randomness. He is the lord of providence, after all. It is his task to weave a story, and if he dares to touch the Fate Deck... there are repercussions.

Access to Preview Forums: Anyone who pledges (\$5.00 or more) will receive special back door access to our Malifaux RPG Preview Forum. In the Preview Forum, we will post regular development notes, gather feedback from our community, and issue play tests.

The Canon Campaign Raffle at GenCon: Everyone who pledges at any reward level and also attends GenCon may enter the raffle there to be a part of our Canon Campaign, run on-site by Mack Martin. The players in this campaign will help shape the future of Malifaux and their characters will be entered into canon in an upcoming book.

Core Set: Get a soft-cover copy of both the Player's Guide and the Fate Master's Guide.

Kickstarter Exclusive RPG Hardcover Book: Both the Player's Guide and the Fate Master's Guide bound together into one hardcover volume signed by one of the creators.

Special Edition Through the Breach Fate Deck: A 54 card deck featuring art and rules specific to the roleplaying game.

Male and Female Multi-Pose Minis: These multi-part plastic kits include weapons, pose, and clothing detail options to allow you to customize your character's model for use in Through the Breach or the Malifaux skirmish game.

Special Edition Malifaux Sculpt - Hannah, Chief Freikorps Archivist: We haven't even released the rules for this model yet, but we are already giving you the opportunity to get an exclusive sculpt of her.

OFFICIAL REVIEW

Close Combat Sorcerer

Group Review

Images courtesy of Dark Sword

Manufacturer	
Dark Sword	
Material	Metal
Price	\$7.99
Contact	
www.darkswordminiatures.com	
Other Information	
Sculpted by Denis Mize	
Ratings	
Quality	7.5 Older piece that still has a high production value.
Assembly	7.9 Single piece miniature so no assembly required.
Value	8.3 For \$8 it is a mini that could really get around and be useful.

Cregan Tur

Larry Elmore's work is very well known in the fantasy art world. So well known, in fact, that even if you don't recognize the name it's a safe bet that you'd recognize one of his paintings when you Google him. Dark Sword has produced a number of sets on his work and the Close Combat Sorcerer from Set #7 is a very good translation of the artist's work in miniature form.

This is a single piece figure attached to a very plain base. The sculpted grass on the base looks pretty terrible and the whole thing is so plain that it really is at odds with the highly detailed figure. Looking at pictures on Dark Sword's website, however, show that this base can be salvaged into something very nice looking.

The Sorceress—I just can't call a woman a Sorcerer—has a very striking and unique pose with her hands above her head. She almost looks like she could be dancing. True to Elmore's style she has an overabundance of thick hair on her head that gives her an untamed look. On the figure I received one of the sections of hair, the one on the left sticking out from behind her arm, had a pretty big piece of slag on the end that ruined some of the detail. It's not a huge problem, but I'm still not certain how I'm going to fix it.

The cloth of her skirt is very stiff and unmoving. This is indicative of Dark Sword's early style. It does not look bad by any means, it's a lot better than many competitor pieces of the time, but it doesn't have the same rich, voluminous feeling you get from their fabrics now. This just shows you how far they have come!

Our Sorceress is baring a good bit of skin, so she's a good candidate for anyone who wants to show off their skin tone work. Her body is very well proportioned and all of the subtle definition of face and muscle tone is detailed quite well.

Mold lines on this piece are a little thicker than what you would normally encounter on a Dark Sword piece, but they are easy to remove, with the exception of one. On her right side is a line that runs onto her back where her thick hair makes it hard to remove. Careful work with a sharp hobby knife should let you clean it up. While there is no pitting of the metal, I did find a few marks on the skirt that would require a milliput wash to even out.



Shane Rozzell

One of the things I like about the Dark Sword Miniatures ranges is that it goes a step further in bringing to life some of the iconic imagery from what I see as one of the most important finds in my life, Dungeons and Dragons. If I'd never discovered D&D I would never have been bitten by the miniature painting bug and everything that follows would never have been. What made D&D stand out for me was its fantastic artwork that helped us imagine those fantastic realms. Larry Elmore was one of the artists responsible for that and I was pretty excited to get the Elmore Masterworks Close Combat Female Sorcerer to review. Taken from his picture called Close Combat, this miniature depicts the female sorcerer casting her spell but on first glance of the miniature it seems a little out of context. If you didn't know the imagery behind the sculpt, then you would be forgiven for thinking it a gypsy girl doing some kind of dance.

The sculpt itself isn't bad at all, although I think her raised left foot is a bit small for her body. She also doesn't seem to be putting the force or effort into the spell that the artwork shows. This is another DS miniature with an integral base but

Wamp
7.9
BRONZE

this one, for some reason, seems to be a lump of a base that doesn't bare any resemblance to the artwork so it gives me the impression of an afterthought, which is a shame. Also, removing her from the base will be very difficult as her left foot is on a rock and it's pretty solid from there on in. The rest of the sculpt is very highly detailed with lots of fine creases in her skirt that will test any painter.

The cast, unfortunately, I don't think is up to Dark Swords usual high standard. On my copy there is a small amount of mould slip on the underneath of her raised right arm and hand. This ridge goes right across a very fine bracelet so it will take a fair bit of time to make good. There is also a mouldline running right over her hair. Now this is a pet peeve of mine and, with a little more time spent, the cut could have been done down the hair to mask the join. There are other mouldlines to fix but apart from one which runs over the fine detail on her left hip they're all pretty easy to sort out.

NeatPete

I can tell right away that this is an older miniature from Dark Sword. On one hand it's great to say that because the quality standard I'm used to seeing from them is extremely high. However, this one falls short in a couple areas for me.

There is a large mold line running down her left hip, belt, and down the draped fabric of her skirt. This is quite possibly the worst mold line I've seen from Dark Sword. That being said, it's really not that bad and can still be cleaned up without losing too much detail. There is also a chunk of metal in the fold of her skirt in the front of her right side. It's in a really visible and tough to get to spot, but luckily it's near the ground. I'd most likely cover it with a tuft of grass instead of trying to get it out and possibly damaging the smoothness of the skirt.

There's also a bit of a casting shift on her left arm. It's not that bad, but the arm is rather small to begin with so I'd have to be really careful rounding it back out. Lastly,

the attached base is rather disappointing. Large un-textured rocks make up both ends of the base creating an almost intentional feel to the placement but in the worst way. Maybe if there were ruins in the rocks or something to tell a story of why she's standing in the middle of these stones the result wouldn't be so unfortunate. It would be nearly impossible to remove, so some clever basing will help the end result.

Character wise I think this mini can serve a ton of purposes. She could easily represent any female caster. I picture tons of mage possibilities looking at this miniature: Summoner, Illusionist, even necromancer with her arms raised as if she's pulling something evil out of the ground. Another option could be a gypsy or a bard dancing a seductive spell. A tied up damsel in distress? Has human trafficking taken over your realm? If nothing else, she could always be a generic NPC townsfolk which any good GM needs from time to time. The character opportunities this miniature offers adds great functional versatility which will appeal to any gamer.



Ratings

Cregan Tur

Quality: 8/10, older piece that still has a high production value. The base is plain to the point of ugliness. Casting defect ruined a small section of hair.

Assembly: 8.5/10, single piece figure with mold lines that are mostly easy to clean. Milliput wash may be needed to smooth out some areas of the skirt.

Value: 8.5/10, very low price for a good figure.

Overall: 8.3/10, this is a very good miniature, but it looks very dated when you compare it to the unbelievably high production value of more recent Dark Sword products. It is a very faithful translation of an excellent painter's work and she is a character with a unique pose. To me there's nothing about the pose that suggests anything magical, but many examples show how she can be used to create very good magical dioramas. There are a lot of female spell caster miniatures available on the market, but most of those trend to the high fantasy side of the scale. This Sorceress is a more realistic portrayal that may be perfect for someone's specific needs.

Shane Rozzell

Quality: 7.5/10, disappointed with the mouldslip and the mouldline going over her hair. Also the base doesn't match the artwork.

Assembly: 8.25/10, single piece miniature so no assembly required; just prepping.

Value for Money: 8.5/10, at \$7.99 (£5.68), if it wasn't for the casting errors this would have been a much higher score.

The detail is there to paint, I just don't want to ruin it when I have to fix the mouldslip and excessive mouldlines.

Overall: 8/10, I must say I am slightly disappointed with this miniature. Usually the Dark Sword stuff is well thought out and executed to the highest of standards and the sculpts are usually much more faithful to the concept art.

NeatPete

Quality: 7/10, less than modern Dark Sword standards.

Assembly: 7/10, one piece, but some casting issues and dreadful base.

Value: 8/10, for \$8 it is a mini that could really get around and be useful.

Overall: 7.5/10, not exciting overall, but very functional for gamers.

VIEW from the HILL

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

Looking Back at 2012

Being as this is for the December issue there are two themes that naturally come to mind. Christmas, and the end of the year. So its either an article on Christmas themed miniatures, of which there are a few, or a look back at an eventful year. I'm going to go with the latter.

And what a year its been, especially for us here in the UK. The dear old Queen clocked up 60 years on the throne. We held a surprisingly successful Olympic Games. A brave soul completes the longest freefall ever, and even Wamp celebrated its 4th birthday.

Sadly amongst the many highlights there has also been the depressing backdrop of the world economy. This has affected us all more than any other single event, and will continue to do so in 2013.

The main problem is there is just less spare money for people to

“Getting funding for hobby related products is difficult. Going along the traditional route to the bank for a loan, even in the good days, could be fraught with problems. ”

spend, and in relation to the hobby, less stuff being bought. This has the obvious knock-one effect of companies having less money to invest in new lines and products. Yet this is the very thing they need to be doing in order to try and tempt an ever more hesitant consumer to spend their hard earned hobby money. It forms a vicious circle which is hard to break.

Getting funding for hobby related products is difficult. Going along the traditional route to the bank for a loan, even in the good days, could be fraught with problems. I mean just imagine the conversation.

“So Mr. Smith, I understand you'd like a bank loan for your new business?”

“Yes, that's right.”

“And what is it you want the money for?”

“Well I've developed a new battle game and an associated range of miniatures to go with it.”

“Really, so it's aimed at children?”

“Sort of. It's a fantasy based skirmish



war game. “

“Fantasy, ... fairies, elves?”

“Sort of. The games revolves around the struggle for survival of the Norg vs. the oppressive chaos enhanced Troboline in the land of Coofoo. “

“I see. So what will the money be spent on?”

“Well I need to get this concept artwork sculpted into miniature master greens.”(Passes out the artwork for the bank manager to view).

Bank manager raises eyebrows.

“Thank you Mr. Smith, we’ll be in touch”.

As you can see it’s a difficult pitch even in good economic times. So what is a small company to do. Well 2012 has definitely been the year of the Kickstarter.

To those few who might not have heard of it, Kickstarter is a web based company that allows other individuals and companies to appeal for funding from the general public. Its not the only company to offer this service, but its catchy title is probably the best known.

So for example our Mr. Smith having fallen foul of the dreaded bank manager now turns to kickstarter. He sets up an account and puts forward his vision of what he wants to achieve, and the amount he thinks he’ll need to do it. Kickstarter provides the platform and takes in the pledges from the members of the public that like the idea and want to help it get into production.

That of course that is a bit simplistic. There aren’t that many people wandering about with the spare cash to give to a project for nothing in return. However our hero has already thought about this and offers incentives for investors. He also offers a range of different investment levels so as to tempt even the smallest potential investor out of the financial woodwork.

Pledge £ 1.00 and you get a picture of a Norg

Pledge £ 5.00 and get a free Norg mini.

Pledge £ 100 and get a set of Norg minis and a copy of the rules. I think you get the general idea. The more you pledge, the more you get in return.

Now assuming Mr. Smith needs £ 5000.00 to do all he wants. If the total amount pledged within the time limit fails to reach his target, then the project is dropped from Kickstarter and no money is taken. But if it makes its target, then the money is called in and he’s good to go. Sadly there’s no free lunch here, Kickstarter take a percentage of the total raised, so Mr. Smith might not get as much as he first thought.

Occasionally bigger companies decide to use Kickstarter, and then things can really fly. The one that comes to mind personally is Reaper’s. They want to expand their plastic bones range. Initial production costs are very high, so they did a kickstarter for \$ 35,000. That quickly got reached so they unveiled a range of stretch goals. It worked out the more that was pledged the more bones miniatures the donors would get. The whole thing went berserk and they ended up with a total of over \$ 3 million.

Of course its not only gaming companies that use the kickstarter route. Just about everything can be found there from films to widget makers. It’s a great way of funding projects too. Lump sum right away and no interest to pay.

But as with everything there is a down side. It hasn’t happened yet to my knowledge but it is possible. Suppose Mr. Smith is actually criminally minded. Yes he’s got some nice artwork done for the Norg and the Troboline, but what else is there to show his commitment? The pledgers like what they see, and he raises £ 12,000 with a couple of stretch goals by the end of his time limit. Kickstarter take their slice as they hold and transfer the pledge money. Mr. Smith takes the rest, moves it between a couple of bank accounts and disappears. The donors loose their money and get nothing.

It’s only going to take one bad apple to ruin what is a novel and valuable funding resource for less mainstream projects.

But there is something else, something that is very human in its nature, Kickstarter fatigue. 2012 has been the year in which Kickstarter really caught the imagination of anyone with a games company or even an idea. Now you can’t move for companies and individuals advertising their latest concepts with the hope of getting money for them. A few months back they were everywhere, forums, web blogs, adverts etc. And like any good thing that you get too much of, you soon get sick of it. Also just how big is the pool of potential investors. It hasn’t run dry so far, but perhaps that’ll be the theme of 2013 ?

With Shane relinquishing the reins of Portal I think it’s a good time for me to climb down from the hill too. Thank you to all the people behind the scenes who turn my ramblings into something coherent and readable. However the biggest thank you must go to the Portal readership for putting up with my thoughts and musings.

Its been a lot of fun.

TTFN

Tim

Arwen - Painting a Golden Demon Finalist

Step By Step by Chameleon

Introduction

Arwen is a model I painted this year and entered into GD Germany and UK. She got a finalist in both competitions. In this step by step tutorial I'll cover everything from prep, basing and painting of both the model and base. I'm always happy to answer questions, so feel free to drop me a line/catch me at a show (if you don't know me as Chameleon some of you may know me as Sue Rigby/Griffin).

First off, apologies for the background/workspace and the flitting between things on the mini. My life is fairly untidy and I tend to paint that way. Unfortunately, I'm not a painter that tends to go from A-B-C-D, which is why this is the first time I've attempted a SBS. The way that I now paint is heavily influenced by my attendance at a 1 week workshop with JBT – I hope you'll bear with me, as this messy style and flitting from one part to another is something that really improved my painting and I think it can be a real strong point as it allows you to balance the paint job between areas.

Secondly, I use a wet palette – I find this really helps my free flowing style of painting. It's not a posh one, it's just made from blister pack sponge and grease proof paper.

I also use a lot of colour theory in my painting, which I will explain as I go along – every colour has a reason for being there as they allow me to get as many forms of contrast possible into a mini.

About Chameleon

I started painting around 5 years ago. My husband has painted for years and I thought that I'd find out a bit more about this 'figure painting malarky'. He handed me a free Night Goblin that he got from the White Dwarf, showed me the basics and it didn't take me long to become hooked!

Since then I've tried to improve my painting level by learning from others/the internet. Platoon Britannica has been a huge help, but the real step forward came 2 years ago when I attended 'Figostock' with Jeremy Bonamant and Jose Manuel Palomares. There I learnt about colour theory, colour harmony and how to create focal points – all things that have completely changed the way that I paint now. Soon after that I won my first demon at UKGD 2010 with an Ogre Regiment. I've now won a second demon and hope to increase my tally in the not too distant future! My inspiration for painting definitely comes from the phenomenal paint jobs I see from the top painters at competitions/online – it's then you realise just how far away you are from that standard of painting - but I try hard to remember that even the most incredible painters had to start somewhere, so there's hope for us all!



Part I: Prepping the miniature

Generally for metal miniatures, I use metal files to get remove mould lines, and a scalpel blade to remove any mould lines that are harder to reach. I often come across difficult mould lines, but as a general rule I'd rather damage an area and then re-sculpt it then leave a mould line that I'll regret later on. I also always remove the tab before I do anything else and then drill some holes in the feet to add pins.

Once I've removed the tab and mould lines, I'll then take my dremmel tool with a brass wire brush head (I've actually got a RotaCraft, which is basically the same but cheaper) and I give the mini a good burnish to make it come up nice and shiny – it helps to smooth out the surface for the next steps. Here you can see what she looks like after polishing (you'll notice the base in the background – I'll come onto that in the next part). You'll hopefully see I've had to add some milliput to her left breast as the cast was poor, and I also had to re-sculpt her right boot due to damaging it when taking off a stupid leaf/bush thing that is sculpted between her legs.



Part II – creating the base

To create the base used sculptiboard, milliput, Instant mold, a root from the garden and a necklace from a M&Co (a girl's uk clothes shop).



your work surface is covered in rubbish as mine is! Next, mix up some milliput and press into the mold. Place something heavy on top to stop any air bubbles forming whilst you wait for it to cure – I use my water pot.



I start by making a mold of the necklace using Instant mold (you just heat it in some water, and when it cools it sets). Make sure you use a bit of cling-film if



The outcome should look something like this:



I then needed to do some cutting/chopping to create the base I was aiming for. Apart from the top step being made out of pressed milliput, the rest of the base was constructed using sculptiboard. Pieces were then glued together to get the rough shape you see below. At this point the back of the base is not flat, but I find it easier to put it all together and then saw the back off – that way you don't have to worry about making all of the bits exactly the right size before gluing them together.

To make the sides of the 'walkway' slightly more ornate, I take some brass etch design (from scalelink) and glue it to the sides of the walkway.

At this point I saw the back of the base to make it nice and straight and then add a bit of plasticard to the back to give a nice finish. For some reason I don't have pics of this - look at the pics at the end of the article to see what I mean regarding the finish.



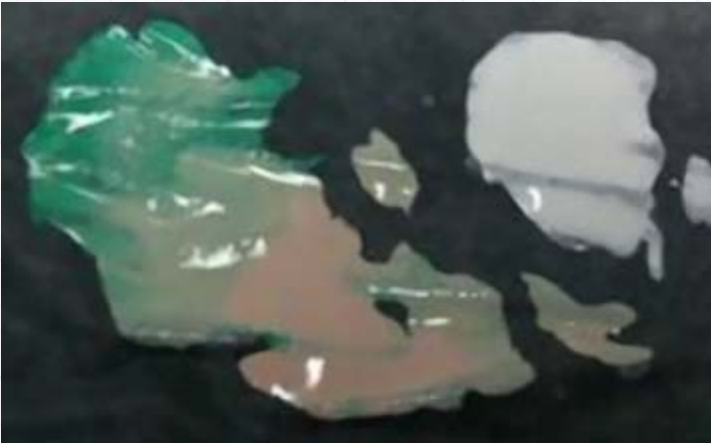
The next step is to add some height and interest to the base – at the moment it's a bit flat, straight and one dimensional. So, after my husband had finished some gardening I stole some roots from the garden waste! A bit of clipping later, and I've got a relatively realistic tree to add to my base. At this point it's useful to include your mini on the base to see how it's going to look when it's finished. The next step is to add some foliage to the edges, a bit of grit and some brass-etch leaves, and then it's job done!

Right, that's the base and the mini prep sorted!

At this point I prime the mini with white and the base with black (both from GW). I then paint both together. The idea behind this is to allow you to use the same colours on both the mini and the base (to tie the two in together), but having one on a white and one on a black base means that the colours on the mini are lighter and it keeps the focus on the mini and not on the base.

Part III – slop it on!

Ok, so now we've got a primed mini and base, we'll look at painting the mini. Painting minis should be fun and sometime painting tiny details and being so careful not to go over other areas can take a bit of the fun out of it and give me a bit of neck strain! This is a technique I learnt from JBT in a workshop in France. The basic principle of this is to work out the balance/colours that you will use on your mini. I generally add a blob of every colour I think I might want to use onto my wet palette and then the fun begins! I hold the mini at arm's length and start slopping the paint on with the biggest brush I own (size 3 R&C series 33). I make sure the paint is mixed with plenty of water so it's relatively thin. Here she is before and after slopping (and a pic of my palette so you can see how thick the paint is).



These are the colours I've used for each area:

- **Dress:** Vile Green – it's a very old GW colour. If you don't have this you can make it by mixing Goblin Green with some Menoth White Base (P3), or bleached bone would probably work if you don't have any P3s. I tend to put more coats of this where the shadows are and keep it thinner where the highlights are to help with 'pre-shading'.
- **Face:** Reaper's 'Fair skin' mixed with a little vile green.
- **Sleeves of the underdress:** Menoth white base with a little vile green.
- **Shoes and sword hilt:** English Uniform Brown (VMC)
- **Sword:** Chaos black – this is just a 'placeholder'. The basic idea is to keep it a dark colour and not to distract from the figure.
- **Hair:** Scorched brown.

I won't show all of the pics, but as I paint the mini, I keep adding the same colours that I use to the base to build up the general 'atmosphere' of the mini. When you're adding the colours bear in mind the overall colour you want it to be - I don't want it to be bright green, so I just add small amounts of green, but lots of the skin/brown colours. It doesn't need to be neat, just slopped on as shown here.



At this point I'm going to take a small detour into some theory regarding creating a focal point, to explain why I've used the colours where I've used them. Please feel free to skip this if you're not interested but it may come in useful to some!

There are numerous ways to create focal points. A good, introductory (artist's) explanation can be found here.

<http://thevirtualinstructor.com/how-to-create-focal-points.html>

The main method I use is contrast. The main focal point that I want is the face. To achieve this, I try to include contrast of both hue and tone around the face. If you're new to colour theory, there's a brilliant and simple explanation of what hues and tones/values are here (be sure to read through all 8 pages – it'll explain a whole new world to you!).

<http://painting.about.com/od/colourtheory/ss/ColorClassTones.htm>

So, first off – tone. You can create contrast by having colours with a very light tone next to colours of a very dark tone. Sometimes, the easiest way to look at this is to make a black and white version of the photo. In this case, the face is the lightest part of the mini and focus is gained by making the hair the darkest part of the mini. The rest of the mini should be effectively 'grey'/non-descript – not too light, not too dark. I've got this by having a mid-green colour for the dress.



If, for example, you decided to use colours such as blue and red next to each other – whilst this is great in terms of colour contrast, if you turn the picture to black and white you will see that the tone is actually very similar and so doesn't add any tonal contrast. There are a million and one examples of how to create a focal point using tone, but here's one I pulled out using some google-fu – hopefully you can see what I'm getting at!

Secondly – colour/hue/temperature: you can also create contrast by using contrasting colours. If you cut a colour wheel in half you can separate the colours into hot and cold. Red- yellow = hot, and Green- purple = cold.

Therefore, to add some contrast of temperature, I make sure the skin contains some green (ie. cold) and the hair contains some red (ie. hot. Scorched brown is a very red brown – you can tell because if you add white it goes pink!).



Part IV – painting the dress

The first step in painting the green dress is to add the shading. For this I use watered down scaly green – an amazing colour that I was sad to see discontinued by GW L. I literally, just continually glaze scaly green into the shadows. You can see where you should be after about 5 rounds of shading:



Scaly green is great dark green colour, but to really add some more depth, I then add scab red to the scaly green. This adds contrast in 2 ways:

1. By altering temperature as I discussed above – cold mid tone, and warm shadow and so I get a contrast of hot/cold colours.
2. By helping me to add saturation contrast. I intend to highlight the dress using white, so it's important not to use black in the shading.



For those who are new to the idea of saturation - saturated colours are 'pure' colours (like on a colour wheel). You can desaturate a colour by adding white, grey or black. So in order to have a contrast of saturation you want to have a desaturated highlight and a saturated shadow (or vice versa). So, when I make the shadow it's important for me to try and keep the colours relatively 'pure' ie. not add black/grey to them to try and keep them as saturated as possible.

Next, I add some highlights. Again these are very thin. I start off with some menoth white (P3) to highlight and then to go pure skull white on this highlights. At all times I tried to work

with the principles of zenithal lighting – i.e. the light source is from directly above the mini.



At this point I stop in the dress. It'll probably need some more highlighting/shading/tidying but I will come back to it later to balance it with the rest of the mini, but for the minute it's good enough now to allow me to move onto the next section – the face.

Part V – Painting the face.

First off, sorry for the pics – she has a very small face and it's very difficult to get pictures in focus.

Generally speaking, I go by the sentiment 'red is life'. By which I mean if you want to paint a nice vibrant face, it should have red in it. If you want to paint an undead zombie, steer well clear of red because the red will make it look too 'alive'. With that in mind, the colour I've used to start shading the face is GW Tanned flesh.

At all times, I use the principles of zenithal lighting and keep the tops of the cheeks, the nose and the top of her forehead lighter than the rest of the face.

I then add some GW Elf Flesh to help the blend between the basecoat and the Tanned flesh. I add black to the eyes at this point – I find this helps me get a better look at what the face will turn out – having the eyes bright white is a bit freaky!

The next shade is using Reaper Tanned Shadow. I then start to highlight using Reaper Fair Skin, then highlight some more using Reaper Fair Highlight.

At this point I'm happy with the general lighting of the face, but the colour is still not quite rich/warm enough yet and I've lost a bit of the shading whilst doing the highlighting, so I go to Reaper's Golden skin and add this in glazes to the mid tones to try and change the tone of the face slightly.

I then do a 1:1 mix of Golden Skin: Tanned flesh and shade some more. In this picture you'll also see I've added the lip colour, using



this mix, with a small highlight on the lower lip using a mix of Golden Skin, Tanned Flesh and skull white. I also added some eye shadow using some thinned down Scaly Green. Now we're really getting somewhere!

I add another shade using Tanned Flesh to really deepen the colour of the cheeks.

Lastly, I add some pure white to highlight just the top of the forehead, tip of the nose and the parts of the cheeks under the eye.

That's it – we're done! Now we just need to follow a similar process for the rest of the skin, although it doesn't need to be exactly the same process – as long as it looks close enough it's fine!

Part VI- balancing

Now that the face is painted, I realise that the dress needs some more highlighting to match with the level on contrast I have on the face. To this end I add some very dilute skull white to the dress highlights and really highlight the underneath of the folds/areas that catch the light. The key to this is only adding this white into very small areas – there's always a temptation to beautifully blend from dark to light right across the area. However, contrast is gained by having very dark section right next to very light section – that sharp change helps add the contrast.

So after some tweaking this is how the dress now looks.



Part VII- finishing the rest of the mini

Firstly, I paint the trousers under the dress. This is a fairly simple mix of 1:1 scaly green to hawk turquoise (GW). This is then shaded with some scab red (GW) mixed into this base at ~1:1 ratio (it should almost look black).

So, next up is the cuffs/stitching. I decide to go for a nice pastel yellow colour for this. As yellow is right next to green in the colourwheel, it's a nice colour to use in a green colour scheme. However, in order to not overpower a mini and alter the focus, if you add one of these colours into a central area, I generally find it's best to keep it very desaturated so it doesn't pull your focus away.

I first base colour with P3's Menoth white base (a nice desaturated yellow colour). I then shade by mixing in a roughly 1:1 ratio black: Liche purple (GW) and add that to Meneth white base at ~ 1:5 ratio of purple/black to the Menoth white base. You will find that you end



up with a kinda grey colour.

I use purple in this mix because it is opposite yellow in the colour wheel – this gives you a complimentary colour contrast. Lastly, I highlight by painting up to pure skull white.



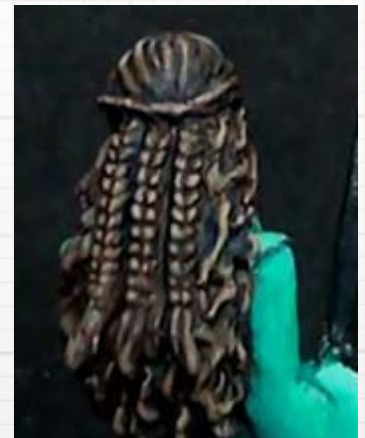
Next up is the boots. I decide I don't like the brown boots and think I'll go for more of a dark leather look. With the exception of areas where I want to add focus, I try to include the same colour in every area of a mini – it helps to add a nice harmony of colour. It's not always possible, depending on the colour, but I try to include it where it is possible.

I paint these by taking Vile Green (the same colour as the dress base colour) and mixing in a 1:1 ratio with black. I then successively add more black to the mix to shade until I get to pretty much pure black. Lastly, I highlight the base mix (1:1 black: vile green) by successively adding Fair skin (Reaper) – the same colour as I used in the flesh.



Now we're getting there! Next up is the hair. The hair is shaded with scorched brown mixed with regal blue (GW) and scab red. It's a roughly 1:1:1 mix, but should be fairly dark. I then add some black to this for the parts where it needs to be really dark. The hair is then highlighted with Golden Flesh (Reaper).

The blue is used to help add contrast – the final highlight will be a bronzed orangy colour – blue is the complimentary colour to orange so adding blue to the shading helps to add contrast of both temperature and colour. Red is in the shading because I want the face/head to be a natural focal point, and adding red helps it to contrast with the all of the green (same principle – red is the complimentary colour to green and so adds contrast of colour and temperature).



Lastly we have the sword. I have used normal metals, however, the principles of NMM still apply even when using real metallics. I try to apply the highlights in the same position as I would if I was painting NMM. The other thing to remember is that one of the forms of contrast is shine/matt, so it works well if your highlight is shiny and the shading is very matt.

So I first started with a basecoat of Boltgun metal (GW), highlighted with Chainmail (GW) then Methril Silver (GW) and finally with platinum (VMC). I shaded with a simple mix of scaly green and black and then pure black in the recesses.



Part VIII- Freehand

I wanted to add a small bit of freehand onto the mini, just on the outside of her sleeves. I start by sketching the outline with a bit of bubonic brown (GW) mixed with some Vile green and some menoth white base (around 2:1:2). The green is there to help it blend into the dress.

I then define the outside of the freehand with some scaly green and go back and forth until I've got a nice tidy pattern. Then I highlight the top of the pattern with some diluted pure menoth white base.



Part IX – finishing off the base

So, if you've been slapping some paint onto the base as you go along - and adding the bulk of the skin/brown colours as suggested, then it should have turned a horrid brown colour. I've added lighter colours to the areas that have got light and the darker colours from the mini to the shadowy bits. It should look something like this.



I then highlight by drybrushing with pure skull white. I like to drybrush stone work on bases – it helps to add a bit of texture.



I then add back some shading using the GW washes. I use Agrax Earthshade, badab black and greyphonne sepia washes. Each of them are diluted and added to the base – I try to concentrate some of the deeper shadows where the mini is going to sit to help add a shadow/focus to the mini. I also add some touches of vile green onto the floor to help tie it in with the mini and highlight the tree some more to make it a bit lighter.

I then add some finishing touches of adding some more grey to the highlight and adding some red to the green leaves/grass and blacking out the bottom of the base.





Part X - The finished article!

Finally the mini and the base are reunited!

Here are the final pictures.



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

Components

OK I said more on the ships later and here it is. They are awesome, fighter wings come in the same mould but otherwise every ship is different and unique. The USN fleet is basically WWII style battleships in space with proper longer guns on deck. Why the gun has to be that size and length I don't know as I would imagine Newton's laws regarding objects in motion would mean less force is needed to.... I digress into one of my Big Bang Theory rants, and yes some of you who have read my reviews and watch the show may see certain similarities between myself and Sheldon. My own mother has pointed this

Overview

This game is an advanced sci-fi progression of the original and well loved battleship. That's right the one you probably played as a kid and loved because it involved hunting down your opponents ships whilst trying to come up with a way to hide your own in a subtle layout that would confound your foes and, with a little luck eventually leave them swearing and cursing your "two-ship" for being so damned hard to find. A time honoured tactic in the Navy as we all know the smallest of navel vessels have won many wars by simply being last ship standing when the political funding ran out.

So what's different here? Let start with the obvious – no screen, this is no longer a secret deployment game this is now a full-fledged space battle game with miniatures, that's right little plastic ships that are all ready for you to paint, but more on that later. The combat system is different as you roll to hit and damage now plus a deck of ability cards help you to add a really personalised feel to your fleet.





out to me. Still I digress further. The enemy of the peace loving and clearly no spending limits on military humans are the Wretcheridians (don't even get me started on the name, I'm guessing it has to do with Hasbro's film) who have awesome looking ships that really do play differently than the USN. The Wretcheridians look a little like Reaver ships from Firefly/Serenity and play in a similar way too. They getting up close and using boarding parties.



The ships themselves are a very good size for painting and come pre-washed to bring out the detail. A simple spray, highlight and wash will bring them out really well but as you can see from some of the pictures the potential is there for something really spectacular to those with the time and the talent.

The game board and cards are of a high quality and the plastic shield and hull tokens slot into the ship bases smoothly and don't fall out when you move your ship around the board. 3D asteroids would have been nice but they are easy enough to make with some polystyrene and paint.

Finally the inlay is worth mentioning. It holds each ship in a custom slot snugly but not enough to chip/erode a loving paintjob. This makes storage, transport and packing up of the game a dream.

Gameplay

How does the game play you say? Well there are scenarios you can play that will either list your ships or give you a points value to build your fleet to. Each ship has three different version, usually a cheap, medium and expensive one. Each version has similar stats but different special rules and upgrades attached. For example one of the USN flagship versions starts with a nuke ready to launch whereas it's counterpart of equivalent level start with a Captain and anti-fighter gun upgrade.

After building your fleet you build your deck of cards with tricks that will help your ships. Each type of ship has its own cards plus generic crew and upgrades. Lots of Captains and fighter aces but not a single chief engineer, Scotty would feel so under appreciated.

Finally you take to the field to complete your objective. Each turn you generate resources which you accrue and can save up. You use these points to buy your ships onto the field and to activate them. This leads to some interesting tactical decisions of what to bring on and when. Save up to long for your flagship and the enemy fighters will have made it to the asteroid field where they get extra defence dice.

All the ships have movement, attack and defence stats. Attacking itself is very fluid and fast. Roll dice, add stat compare to opposing stat, but what comes next is one of my favourite parts of the game. I roll, I hit, I check the enemy ship's stat card for the silhouette of the ship on an alphanumeric grid. I roll the D10 numbers on it and the D8 with letters, I get a value, D9, I compare it to the silhouette to see what happens. If the ship's silhouette isn't on that grid reference I miss, if it is I hit and they take damage equal to the weapon power. This brings back all those memories of playing battleship as a child. B14, miss, haha. F7 you sunk my battleship. Now the extra bit here is that every ship has a weak spot, power coupling, bridge, small thermal exhaust port that's no bigger than a womp rat. Every ship have one and it you get that grid reference on a hit you blow the ship up, no worries about remaining hull points, it's gone. You do have to take down the shields first so no cheesy turn one explosions but it does lead to





Criticisms

This game is fun, I love the customisation of your fleet but I do sometimes think a second squadron of such and such would be useful as it would double the useful applications of this card. However I can't just buy another one of that squadron, I have to buy another base set. Although I have used Firestorm armada and star wars model as NPC ships on occasion and that works. This game feels like it was intended to have small 3 or 4 ship booster packs to keep the factions fresh.

Only other criticism is the board, it's a hex board with a black sparkly background and some quasars. Nothing that affects

cat and mouse m o m e n t s where "it could all change" dice rolls are unlikely enough it doesn't ruin a game when it actually happens.

gameplay, you add the asteroid tokens. I think it would have been nice to have some more tokens like stations or debris to change things around. Like I said 3d asteroids were easy to make and an old Star Trek Micro-Machines K-7 model makes a great space station objective but the board needed more.

Conclusions

This is a fantastic 2 player space combat game. It plays in under an hour, you can build a fleet and deck to get a real custom feel or use a pre-generated one from the book. The combat is fast and this isn't just a Hasbro re-merchandise where it's the same game with a different move tie-in printed on it, cough hobbit monopoly, cough Transformers Cluedo, cough, every film ever version of risk, cough. It's a bad and cynical cough I appear to have.

This game does exactly what it says on the tin, it's fun and fast paced whilst providing a game that you can come back from even if you lose some ships. I've seen a well painted one up close and the guy said it took him a weekend to do and I thought it looked the dogs....well you know.

Check it out if you're looking for a fast all in one space combat game with the ability to add your own style to the factions, also now I've said it I kind of wish there was a Transformers cluedo; Grimlock, in lacon, with the all spark, hunting Michael Bay. You never know.

OFFICIAL REVIEW

Kabuki Models Rommel-X

by Shane Rozzell

Manufacturer	
Kabuki Models	
Material	Resin
Price	9.99 €
Contact	
www.kabukimodels.com	
Other Information	
Sculpted by Michael Jenkins	
Ratings	
Quality	8.5 A popular alternative to the offerings from Games Workshop.
Assembly	8.75 There are some fiddly parts and one or two will need some precise pinning.
Value	8.5 Good quality for the money.



Sculpted by Michael Jenkins and cast in Poly Urethane Resin, Rommel-X is a miniature from Kabuki Models' new standalone range. It's also available in their "Four Generals" package where you also get Napoleon sci-fi, Patton-X and Nelson-X for a discounted price. So far, the standalone range has taken inspiration from famous and infamous Generals throughout history and re-imagined them into a science fiction setting. Out of the four that have been done so far, Patton-X and Rommel-X seem to be the standout pair for concept and sculpting.

The miniature comes in four pieces; the main body, torso and head is the main part and is sculpted standing in an upright, imposing stance. His separate right forearm is holding a half raised pair of binoculars and his separate left hand is resting on his sword which should be fixed to his left hip. The last pieces are two stick grenades which are attached to his right boot which can't be safe or convenient. Also supplied is a 30mm round lipped base.

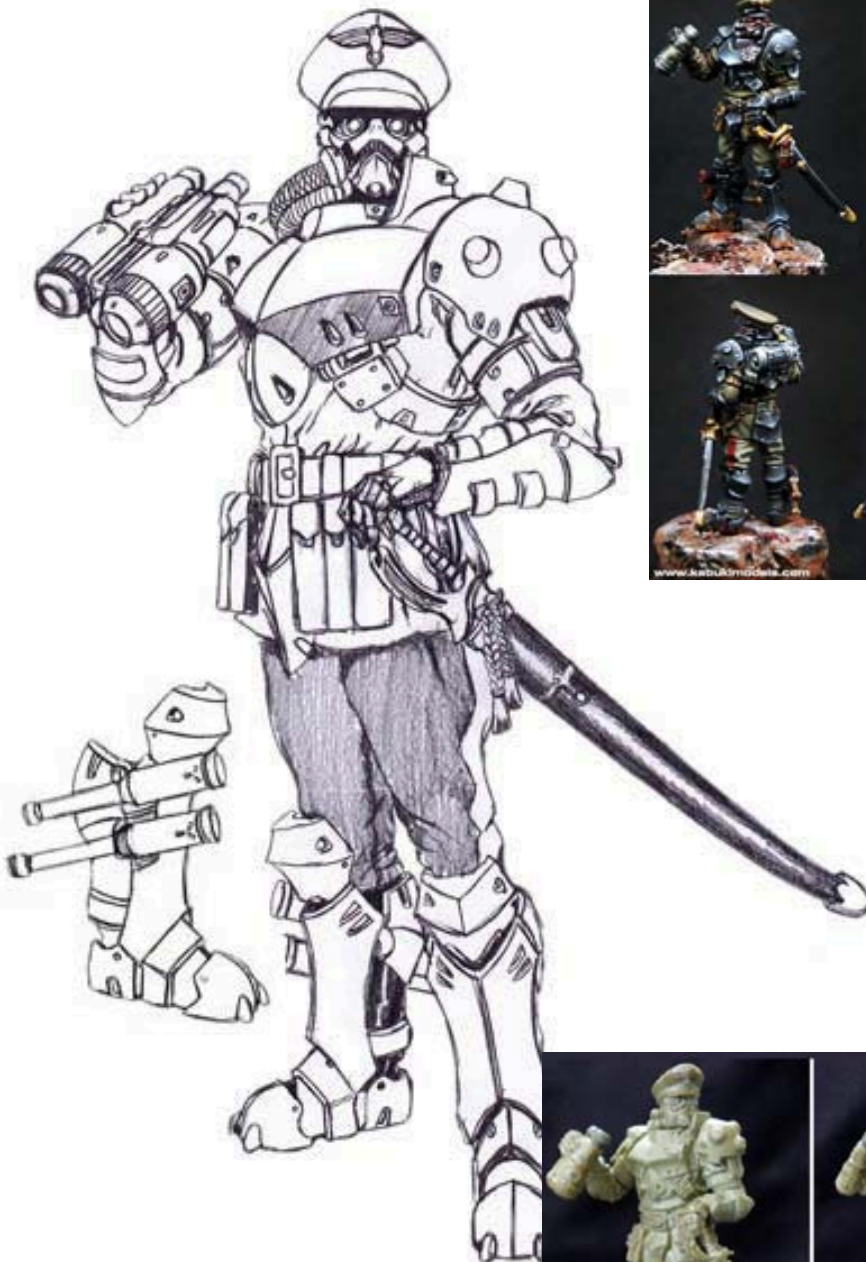
In my opinion the miniature is very busy and over complicated by all the sci-fi armour and

gadgets that have been added. In some ways this doesn't offer the painter much, but I know this style of miniature is very popular with gamers- just look at all of the Imperial Guard Commissar miniatures and conversions and see for yourself. So if you want something different from the usual massive hat, power fist and great coat, then you could do a lot worse than choose one of Kabuki's Generals.

The Sculpt

Michael Jenkins has done very good job of following Aurelio Lecis' concept art and all the sections of the miniature are very well detailed from the Iron Cross on his chest plate to the Iron Eagle detailing on his hat. This helps make the miniature much more appealing than the almost generically posed Commissar miniatures currently available.





The Cast

As mentioned above, Rommel-X is cast in grey Polyurethane Resin and it is obvious Kabuki Models know what they're doing here as this cast is very well done. On my version there is only the slightest of mould lines, one down the back side of his right thigh and the other on the inside of his left calf. Both are well within reach and not passing over and major details. Speaking of which, the details are all nice and well defined, if not a little over the top. On the whole miniature I counted one small air bubble and that is on his backpack.

Ratings

Quality: 8.5/10, although this miniature is not my cup of tea, I do know it will be a popular alternative to the offerings from Games Workshop. If you are building an Imperial Guard army, and would like something different as the command miniature, then you could do a lot worse.

Assembly: 8.75/10, although there isn't much preparation to do on Rommel-X, there are some fiddly parts and one or two will need some precise pinning especially if this miniature is destined for the gaming table.

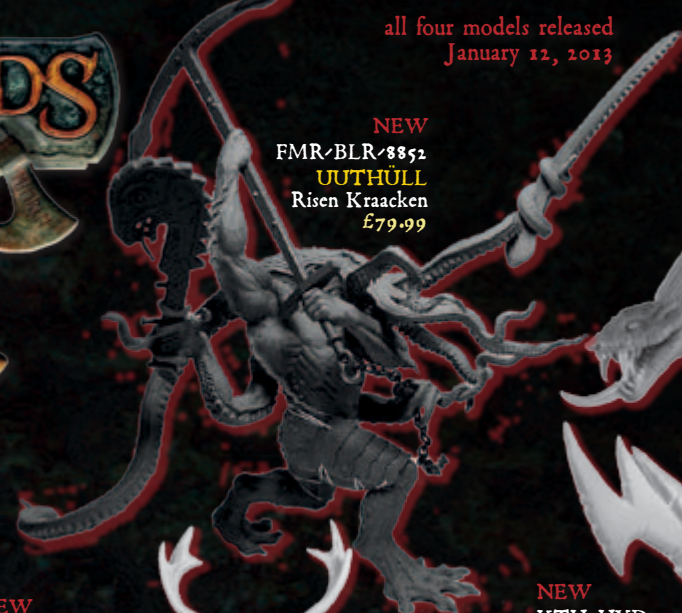
Value for Money: 8.5/10, 9.99 € is roughly £8.10, which is comparable to some others of this type of miniature but also a lot cheaper than the new GW finecast Commissar miniatures.

Overall: 8.75/10, Kabuki Models do make some very nice miniatures and they obviously know that this type of miniature will make them money, so hats off to them for giving people an alternative to the usual fair and at a very good price. There is nothing inherently wrong with Rommel-X but for the painter I feel it offers little opportunity for conversion or outstanding paint jobs. That said, gamers who want to field a well sculpted alternative will love it. Rommel-X has enough armour gadgets to hold his own against the most blinged out of spacemarines and the stature and poise to command any of the Emperors Imperial Forces throughout the galaxy.

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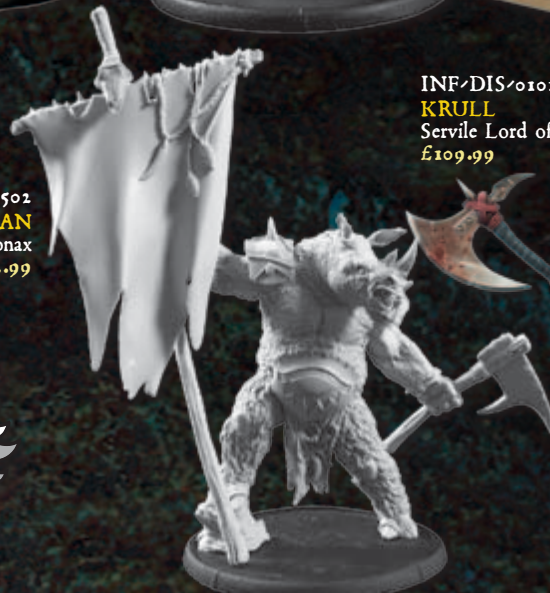
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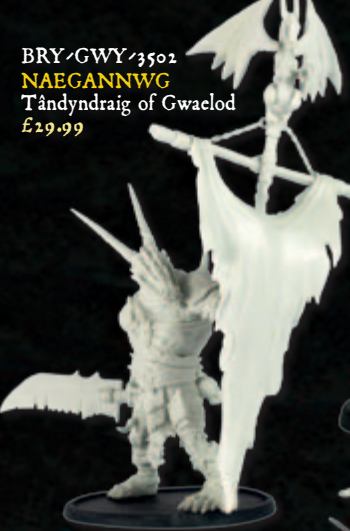
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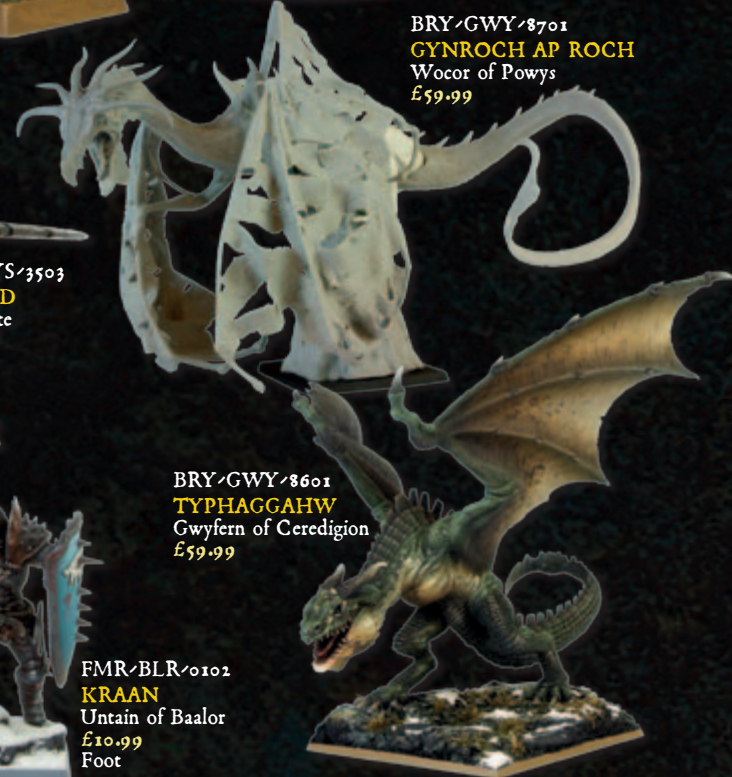
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MEET THE WAMPER



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Website: <http://sdrminiatures.blogspot.co.uk/>

Wamp member since: 21-04-2009

Bio: Well I'm 43 and so far had a rich life. I was raised in N.W. England and had lots of friends and a pretty big family so I was always doing stuff; cubs, scouts and various other clubs. My sister got into Gymnastics when we were kids and my Dad became a coach, I hated it so choose something else. I started BMX racing when I was about 13 and that progressed into Mountain bike racing while at college, I managed to get good enough to be sponsored, at first by Raleigh, then by MBK/ Mongoose and in the end by Harry Quinn Cycles. When I was 21 I had a bad crash and seriously damaged my left knee (knees and trees don't fit well together) so I had to stop. I needed to earn some money so I sold my bikes and bought a computer and taught myself computer aided graphic design (I studied Graphic design at college but it was the pre-computer era). Since then I have been earning a crust doing that in various ways either in full time employment or as a freelancer where I am today.

Paint, sculpt or game? At one time I have tried them all and really enjoy each one.

Favourite mini company? Phew, too many to say but Scale 75, Hasslefree & Figone spring to mind.

Favourite sculpt? Another tough one, either MDP's Old Gnome or Nocturna's Gate Keeper.

How long have you been in the hobby? I started painting miniatures while playing DnD in school, just using Humbrols and daubing it on very badly. Lost touch with the hobby while at college, studying art, art history and graphic design and my first job but finally got back into DnD and miniatures in my early twenties and immediately noticed a vast difference between then and the early days. Anyway my painting got better and I sold a few through a model shop that was across the road from my flat. Through that I got a job as a hand painter for a figurine company, painting dogs with Wellington boots, farm scenes, prize pigs and various birds. While the painting was quiet I'd work in the casting room but all the while there I didn't paint a single miniature for pleasure. Anyway from there I went back into graphic design, worked as a freelancer for a time then was asked to head up an art team for a publisher and eventually got back into painting miniatures as that job became easier. I left there in 2005 for more freelance work. Joined WAMP in 09, the rest is history.

How often do you visit Wamp? Pretty much all day every day.

Best thing about Wamp? It has to be the people, those that have been there from the start, those that come and go and come back again and the new people that join, all from different walks of life with one thing in common, the love of miniature painting. Makes it a tough place to beat.

Tell us something interesting about you? This is tough... As I'm writing this I'm sat in my office/paint room, it's cold and grey outside and not much warmer in here so not much is coming to mind. I suppose in my youth I thought myself indestructible. I once rode a bike all the way up and down Mt. Snowdon. I have also ridden a bike off a cliff into a quarry lake 30 feet below and broke my collar bone. Erm, that's all I can think of for now ☺



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.

OFFICIAL REVIEW

Dark Sword's Sansa Stark

by Group Review

Manufacturer	
Dark Sword Miniatures	
Material	Metal
Price	\$9.99
Contact	
www.darkswordminiatures.com	
Other Information	
Sculpted by Tom Meier	
Ratings	
Quality	9.2 Very well detailed and crafted piece.
Assembly	8.75 A single piece miniature so no assembly required just prepping.
Value	8.3 For a miniature of this quality with such fine detail is very good.



Cregan Tur

Sansa Stark. There are many things we could say about her, but to keep from spoiling anything to those new to the books or who are only familiar with her from the HBO series I will move directly into the review.

This is a single piece figure with a detached—yes, you read that correctly—base that represents a tiled floor. At first glance this piece appears to be very static, but there are some interesting things to notice. First, her head is angled forward to hide her face behind her hair, allowing her eyes to be downcast, but not bent so far as to make her look beaten. She stands with her hands clasped before her. It's an interesting pose.

This is a fabric rich miniature with a lot of deep folds and softly flowing lines. The cloak has a very slight swoop to it that causes the excess to pool on the ground behind her. It is edged with flowers and leaves that are sculpted in meticulous detail, as are the tiny beads on her belt. I'm amazed at the detail on the wolf's head clasp on her cloak. Even though this is a relatively simple looking piece, a lot of love and attention to detail went into her. If you don't like fabrics, then this is not a piece for you.

This is a beautiful miniature, but I doubt you would ever see her in use on a gaming table. Competition painters or fans of the book series are going to be more interested in her than anyone else. She would also make a great queen for anyone painting up a chess set.

Small mold lines are the only thing you're going to have to deal with on this miniature, but the detailed nature of the fabric means having



to sometimes remove them from within a fold or other less than accessible place. The ones on the head are a little difficult to clean without damaging the finely sculpted hair. I would discourage novices from this miniature because preparation will take skill and patience.

NeatPete

Finally, a Dark Sword mini without an attached base! This one comes from the George R.R. Martin Masterworks line. Sansa Stark from house Stark is cast in two pieces: mini and separate base. The base shows some sort of tiled floor most likely from the halls of King's landing. The mini itself depicts a noble woman dressed in fine clothes that drape and fall to the ground. The



folds in the draping help enforce the wealth of the character as the fabric is thin and flows to the ground resting nicely as a fine silk would. Any other social class wouldn't dare let their clothes touch the ground, but Sansa doesn't do her own laundry, so no worries for her.

I had the pleasure to paint this miniature for a WAMP contest. I found cleaning it very easy like most of the DS minis I've prepped. There was one mold line on my copy running down her right side that gave me some trouble; it was right behind the flowers that line the edge of her cloak. Otherwise, this mini is very clean right out of the package. I did have some trouble getting her to stand flat on the base after I removed the foot tab, but with some elbow grease and a file I was able to get it to pretty much lay flat.

There are two highlights of this mini for me. One is the highly detailed flowers running down the side of her cape. The petals are visibly twisting inward like a rose and cast well enough for your average painter to actually paint. There are also leaves separating the flowers to break them up so it's not one big string of indistinguishable detail. I'm astonished that the detail was maintained this well in the casting process.

The other highlight that stands out for me is the hair that comes down hiding the right side of her face ending in beautiful curls that were easily painted to look realistic. Often hair is cast flat to let the painter highlight like a 2d surface or cast in

such large strands that the scale of the miniature is lost. Dark Sword did a great job represented Sansa Stark in this miniature.

Shane Rozzell

Sansa Stark is the second child and eldest daughter to Eddard and Catelyn Stark, the Lord and Lady of Winterfell. Sansa is a daughter of the North. She was raised at Winterfell and educated to be a lady, to marry someone matching her station, take charge of that household and give her new husband an heir.

Her education consisted of history of the realm and its noble families and the womanly crafts such as painting, poetry, embroidery, sewing and dancing. All this made her a true lady, proud and strong yet demur and evocative. All this can be seen in this miniature sculpted by my all-time favourite putty pusher, Mr Tom Meier.

His ability to capture a fictional character and turn it into something substantial at this scale is as amazing as the detail in this sculpt. Forget the striking family resemblance to the other female members of the Stark family (DSM5036 - Catelyn Stark and DSM5038 - Arya Stark), this simply posed miniature is bursting with details. From the flowery edging to her cloak and her dress to the minute Wolfshead cloak clasp, the detail is amazing.

Like the Cersi Lannister (DSM5005) miniature we reviewed earlier, Dark Sword has made Sansa with a separate base to make it easier to fit onto a base of your own design. They have also provided a small tiled stone base for this miniature. The cast quality of this miniature is exceptional! On my version there is a one small mould line running from her left shoulder, up over her hair (but well-disguised) and down her right shoulder and arm. I am also pleased to report that this will be very easy to remove.



Ratings

Cregan Tur

Quality: 9/10, very well detailed and crafted piece. Great representation of a static pose.

Assembly: 8.5/10, not for beginners-take your time cleaning off these mold lines.

Value: 8/10, excellent price for the figure, but the sculpt, while perfect for the character, limits her audience

Overall: 8.5 / 10, it's a shame that most people will overlook this figure because it is beautifully crafted.

NeatPete

Quality: 9

Assembly: 8.5

Value: 8

Overall: 8.5

Shane Rozzell

Quality: 9.5/10, a simple pose that radiates her personality and superbly sculpted and cast.

Assembly: 9.25/10, a single piece miniature so no assembly required just prepping. There is a base supplied but it's up to you if you choose to use it.

Value for Money: 9/10, at \$9.99 works out at just over £6.00 and for a miniature of this quality with such fine detail is, in my opinion very good.

Overall: 9.25/10, Sansa Stark is a lovely little miniature. She has a simple pose but is bursting with character and detail. This miniature should really appeal to painters because there is plenty of scope for some fantastic freehand and enough detail to keep any painter occupied.

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Maunsfeld Gaming's huge gaming hall, retail store and fully licensed bar and restaurant is the only independent venue you can visit to enjoy dedicated gaming events virtually every weekend of the year, from tournaments and hobby days to demonstrations and campaigns. As well as that, with our venue open to the public during the day and now on three nights a week - Tuesdays, Thursdays and Fridays, until 11pm - we really are the place to go for gaming in the United Kingdom!



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Sat 5th – Sun 6th January

Maunsfeld Gaming Hordes & Warmachine doubles tournament – TICKET ONLY

Sat 12th – Sun 13th January

Independent Blood Bowl tournament – TICKET ONLY

Sat 12th – Sun 13th January

Independent Warhammer Fantasy Battle, Warhammer 40,000, Hordes and Warmachine and Malifaux tournament – INVITATION ONLY

Sat 19th – Sun 20th January

Independent Warhammer 40,000 tournament – TICKET ONLY

Sat 26th January

Independent Warhammer 40,000 tournament – INVITATION ONLY

Sat 26th – Sun 27th January

Independent Bolt Action tournament

Sat 9th – Sun 10th February

Independent Epic UK tournament – TICKET ONLY

Sat 23rd – Sun 24th February

Maunsfeld Gaming Warhammer Fantasy Battle team tournament – TICKET ONLY

Double Penetration



Dobby Bowl



Bad Dice Masters



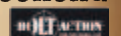
Caledonian Uprising



Cold Steel Mercenaries Invitational



Bolt Action Weekend



Full Scale Assault



Serbian Sauerkraut



every Tuesday & Thursday night, 6-11pm

is wargames night! All wargaming systems welcome.

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Back for its fifth year, Avatars of War is the longest running Wamp Special and it's always a great contest. They provide some fantastic miniatures to tempt you to paint and the range gets bigger each year.

Prizes

- 1st: 6 Avatars of War Miniatures
- 2nd: 4 Avatars of War Miniatures
- 3rd: 2 Avatars of War Miniatures

The Deadline for entries will be

1pm Monday 21st February 2013

Supporters deadline will be,

1pm Monday 28th February 2013 (GMT)

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 1000 pixels wide by 4000 pixels high. (It is your responsibility to check this).
- Any additional photographs of that entry will be removed.
- All entries must be new work. (New work is defined as any entry not previously displayed on-line in a completed state (You MAY enter pieces which have been shown as a Work In Progress (WIP)).
- You give Wamp and Avatars of War permission to use your pictures for publicity (but you do retain ownership).
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be decided by public vote.
- Submissions must be posted to the Gallery. You must make sure you select the correct contest option in the contest select

box either during upload (if using the basic uploader) or via edit pictures after upload

You may enter a single miniature, diorama full 300 piece battle scene - whatever you like as long as its inherently Avatars of War.

Please folks make sure you read the rules (especially the new work one!!)

As always any questions feel free to contact me.

[Avatars Of War Website](#)

We also stock Avatars of War in the Wampstore. To help tempt you in we are offering 10% off all Avatars of War items in our store. Simply quote: AOW2013 at checkout.

We will be ordering some more items in so if there's an Avatars mini your after let us know and we can get it in for you

You can find our range here:

[Wampstore Avatars of War](#)



Morghana



Sannita Warrior - IV Century B.C.



Oin "Mordiroccia"



Suslik Mining Suit



"Yihétuán" (Boxer, 1900)



Steel Knight

DARK SWORD

MINIATURES, INC.



Ser Waymar Royce of the Night's Watch



Female Rogue with Sword



Male Cleric with Mace

Male Dwarfven Warrior with Battle Axe



Female Elven Mage with Staff



hirakoth, pentarch of ýdron



arthyen of carn maen,
ax-drune champion



uuthüll, risen kraacken



clundwr, dyndraig
of gwaelod

OFFICIAL REVIEW

by Cregan Tur

Shoatima of The Legion of Justice and Caeke

Manufacturer	
Reaper Miniatures	
Material	Metal
Price	\$9.99
Contact	
www.reapermini.com	
Other Information	
Child's Play Charity www.childsplaycharity.com	
Ratings	
Quality	9 One of the finest examples of sculpted fur.
Assembly	7.5 Abnormal amount of flash that needs to be removed.
Value	10 An excellent price for a great cause.



What could be better than a miniature of a cute animal dressed up like a fantasy hero? What if I told you that purchasing that cute and furry death machine would also help put a smile on the face of a sick child in a hospital? That would be a much better deal! Reaper's Legion of Justice and Caeke series aims to do both.

Shoatima is a stoat (think otter if you're like me and come from the U.S.) and a deadly archer who aims every arrow against Pentimus, the greedy, fatty dragon, and his Chodling minions. He's a large, single piece white metal miniature and is the 4th release in the Legion of Justice and Caeke series. The best thing about him, however, is that all the profits go toward Child's Play.

Child's Play is the brainchild of Mike "Gabe" Krahulik and Jerry "Tycho" Holkins, best known as the creators of Penny Arcade. This charity

has a simple mission: to improve the lives of children in hospitals by providing game consoles and toys so that, through the power of play, they can experience some fun and healing. If you visit the site and read any of the testimonials you will find it difficult not to tear up, especially if you are a parent.

By bringing fun and play to sick children, they are providing not only enjoyment, but also an escape that allows them to forget their pain, at least for a time, and it can also help with their recovery in some cases. The bottom line is that Child's Play brings smiles and laughter to those who need it most which is a very worthy cause.

Shoatima is a big hunk of white metal. He stands at about 32mm to the top of his head and weights a whopping 50 grams. The fur is quite nicely sculpted and has a lot of variation to

delineate the different thicknesses and textures of fur on a stoat. His tail seems thick and bushy, while the fur on his belly is much finer and softer looking. It really stands up as one of the best examples of sculpted fur I have seen.

There are quite a number of details that add character to Shoatima, like the oyster shell pendant on his beaded necklace. He also has a few pouches and a dagger on his belt, a quiver of arrows, and a blanket roll wrapped around some extra bows. My favourite detail, however, is the tongue sticking out of his mouth in concentration as he is trying to line up his shot.

While the casting is, for the most part, very good- especially in the translation of all the fine details and quality of the fur- there are a few issues. Gate tags are pretty prevalent. They're not hard to remove and don't obscure any important details, but there are quite a few of them. There's also a lot of flash. The worst spots are on his belly under the lower curve of the bow, between the quiver and blanket roll, and between the blanket and body. Thankfully, it is thin and a sharp hobby knife will remove it quickly.

The arrow and top curve of the bow were bent pretty badly in the packaging, partly because

of the piece of packing foam in the blister that was not present in the packaging of any of the other LJC miniatures seemed to make it a tight fit. Now, for all I know Reaper may have done some tests and discovered the damage would have been worse without the foam, I don't know, but be prepared to bend these back in place. They are thick enough that, as long as you're careful, you don't need to worry about them snapping off. The arrows coming out of the quiver are also bent, but were very easy to get back in place.

Like the other miniatures in this series, Shoatima does not have a base. His footprint is big enough to let him stand firmly. Because of some roughness on the bottom, I did have to spend a while with my file to make him sit flat, but once I did he was very stable. He would work as a gaming miniature without the base and it would be easy to pin him if you wanted a base for him.

While fur is the main texture to be painted, there is also some leather, wood, and other details that break up the canvas. If you find fur difficult to paint, then you might have a little difficulty with Shoatima because of how finely detailed his fur is, but as long as you use properly thinned paints you shouldn't overwhelm any of the texture.



Ratings

Quality: 9/10, one of the finest examples of sculpted fur. A sculpt with a good amount of detail and some great character.

Assembly: 7.5/10, abnormal amount of flash that needs to be removed. A number of gate tags to remove, but at least they don't obscure any details.

Value: 10/10, an excellent price for a great cause.

Overall: 9.5/10, points were added to the overall score to reflect the true overall value of this miniature, which isn't about the figure at all. The true value of Shoatima comes from getting a great miniature and supporting a great cause at the same time. Not only will this cute little otter ranger bring a smile to your face when you get him, but you'll also know that somewhere a sick child is smiling and laughing partly because of the money you helped Reaper to donate to Child's Play.

Remember, he is a limited edition figure, so pick up yours as soon as you can!



Awesome Terrain

by Marko Paunovic (aka Demonnn)

Extra Details

This month we'll continue where we left off last time. Building simple bits and pieces for your scenery that can make the difference. They are easy to make and really make your piece pop.

First example is a couple of Rohan houses for the Lord of the Rings Strategy Battle Game. Note the characteristic crossbeams and the roof made of straw. The buildings were made out of balsa wood while the base is high density Styrofoam with engraved stonework. The straw is made out of fake fur. I'm afraid a plush teddy-bear got sacrificed for the purpose of building these terrain.



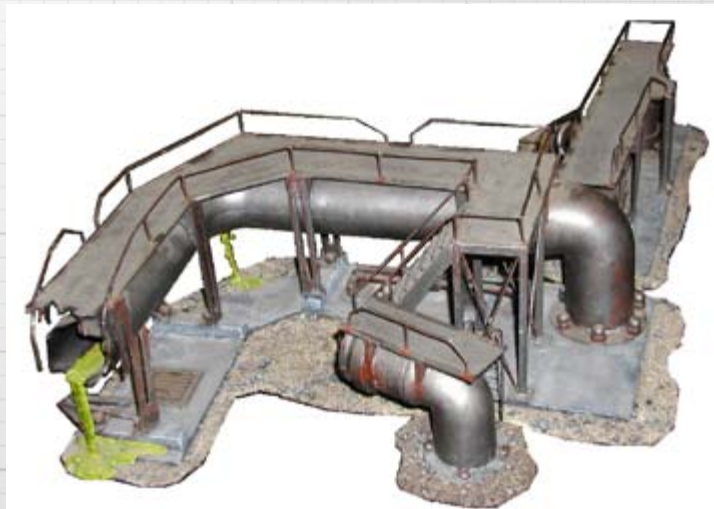
Next is a sphynx for the Khemri desert table for the Warhammer Fantasy Battles game. The whole base of the terrain and the base of the sphynx itself is high density styrofoam, while only the head was hand modelled out of DAS (air-drying) clay. Also the torches were made out of LEGO bricks.



If you are making a ruined house, it's always fun to leave some broken furniture or other markings of former life. Note the former occupant who died in his sleep. Such fun details can really add life to your terrain pieces.



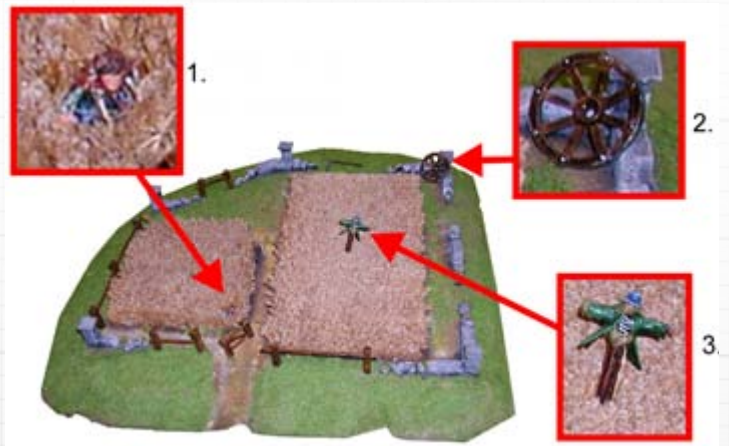
Pipings are a great way of enriching your Warhammer 40.000 table. For this terrain we used normal plastic piping for the plumbing readily available at all D.I.Y. or home-improvement shops. The walkways were made out of plastic mosquito nets.



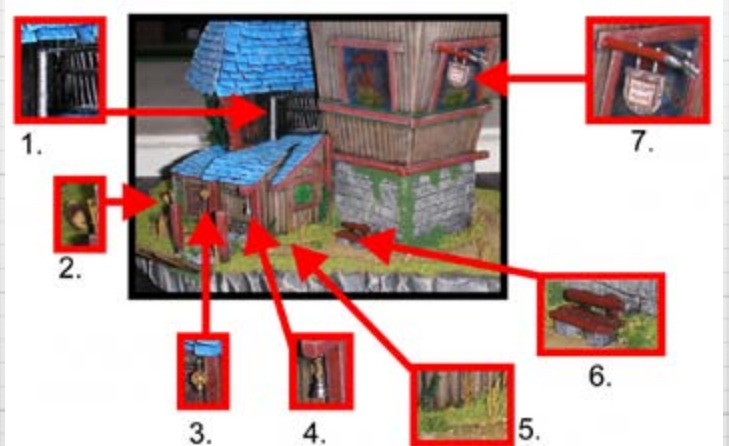
Also, when doing different urban scenery, it's always fun to play with flock. By using regular shapes of various grass or flock types (1), you can always create man made parks.



In this hey field there are several bits that make this piece work. First, it's the hey. It's made out of a normal doormat cut in the desired size. Second, the wheel of a cart (2), also a LEGO. Next it's a small hobbit (1) hiding in the field and in the end it's the scarecrow (3). It's made of a wooden slat and some GW Empire Militia parts with some static grass as straw.



"Agram Manor" is a presentation piece and as such it needed to be loaded with detail. To name but a few: fire logs (2), sign (7), lighting(3), door bell(4), a small bench (5), drain pipe (1), usage of various flocks and static grass (6) etc. Also the house has vitrails the making of which will be discussed a little later.



Here are some more examples of tabletop terrain with loads of cool bits and pieces:





Normal and stained glass windows

Glass surfaces can be copied in several ways. The first is just glass, but it must be very thin which makes it very fragile. Next option is Plexiglas which is quite expensive if you want it very thin, and it is quite difficult to obtain and shape. The only acceptable solution remains - foil. So, ordinary windows can be made out of foil which is easy to find

on the blister or various cardboard boxes (for example Bburago model cars ...). Just cut it to the desired size and shape leaving a little space on either side for the glue) and paste it in place of windows. If you want coloured glass, paint the foil using colours or marker pen.



Stained glass windows can be made by printing a pattern on paper (find the appropriate picture on the internet or paint it yourself) and paste in place the window. This unfortunately has the disadvantage – it is not transparent! The deficit is easily corrected by photocopying the image on a foil for an overhead projector. Most of the photocopy shops still hold these.



Stonework – using HD Styrofoam

In this part we discuss the stone structures, such as stone floors/walls and types of rocky surfaces. Using real stones for the walls is not an option because of his natural weight, so therefore we have to use replacement materials. One of the more commonly used materials (especially for the base-work on miniatures) is cork. If it is carefully cut and cork is very similar to the texture of the stone. Also used is the dry bark of a tree, which painted also gives quite a faithful reproduction of stone. The problem with a bark is that it is relatively difficult to shape and thus it's quite dependant on its shape. This brings us to the next material that can be used to represent stone and rocks and is very easy to shape - the high density Styrofoam. With careful treatment and texturing it can very accurately replicate stone surfaces, especially on rocks (figure 1.).

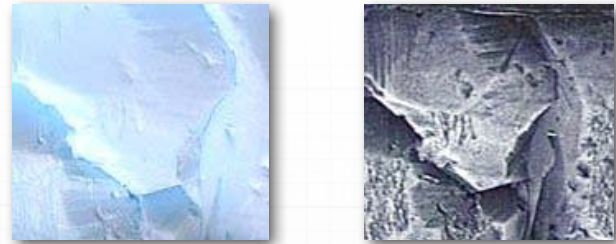


figure 1.

Various forms of man made stone surfaces can also be copied in high density Styrofoam. Just carefully engrave blocks of stone into the desired form by using a sharp object (ice-pick or a knife/scalpel blade) and then expand the pattern with a pencil. You can get really different forms as shown in Figure 2.

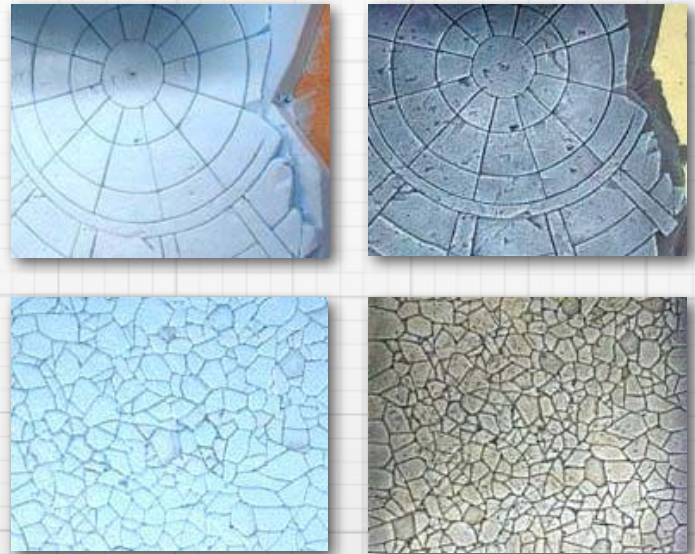
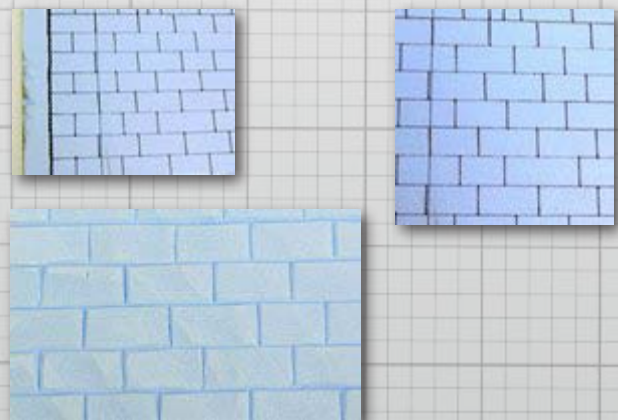


figure 2.

Stone Walls

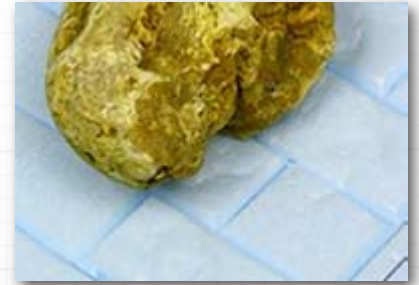
Here we describe the development of the massive stone walls made out of HD Styrofoam. First imagine the shape of your wall and draw it on the hard foam. Then cut out the shape of the walls and engrave the shapes of the stone blocks with a knife, then widen the grooves using a ballpoint pen (use an old one because this process will break the pen).



More examples



If you are building a ruin run a knife edge along the surfaces that have been destroyed, and press a real stone over the whole surface of the wall thus getting authentic forms of stone surfaces.



Coat all the surfaces with diluted PVA glue to protect the HD styrofoam, and when the coating dries undercoat it black. Then drybrush the entire surface Codex Grey and Fortress Grey. In some parts you can add some Graveyard Earth with lighter coat of Desert Yellow, and on the other, add a little Green Goblin.



Furthermore over some parts of the walls you can glue (using PVA glue) the grounded green sponge that will mimic moss (if the flock is quite dark lighten it by drybrushing light green shade).



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)

Last years winner by lacton



It's back!! One of our longest running and well liked contests is here. Red Box Games is run by one of our own WAMPERS Tre Manor and he's a great bloke with fantastic talent so there's even more reason to support this contest. And just in case that wasn't enough Red Box have laid on some fine prizes to tempt you further. Who wouldn't want lots of free RBG stuff!

Deadline

24th January 2013 (4pm GMT)

(Supporters Deadline - 31st January 2013 (4pm GMT))

Prizes

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



GOLEM

PAINTING STUDIO

NMM Painting Day



by Shane Rozzell

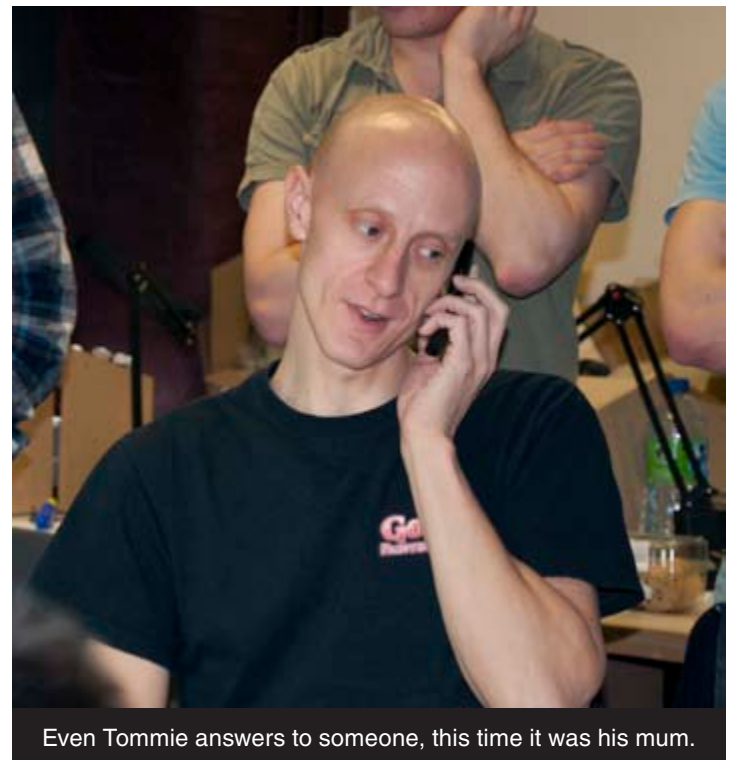
First we sent DL, then Terry, but he broke stuff so finally it was my turn to descend on the Golem team for a day of tuition and painting goodness. Yes I was fortunate to be able to attend the latest Golem NMM painting class which was held at their new studio in Manchester on 17th November.



I suppose I was one of those people who were a bit sceptical about these so called painting tuition days. I consider myself to have a reasonable skill with a brush and it's all self-taught. I have never watched any of the "Learn to Paint" DVD's that are available, nor have I sat at the feet or studied under a master. I have just read a lot the articles that are plastered all over the web and talked a lot to other painters at shows and it's been trial by error, a journey that has both frustrated and delighted me in equal amounts. So I suppose as I entered the painting studio, hot from climbing all those flights of stairs and not noticing the lift until the fourth floor (I'm not exactly classed as a 'fit' bloke) I was unsure of what to expect. I had heard that a few 'top' painters, who I consider way better than myself, were attending as well as the less experienced painter so I figured. "What the hell, let's give it a go."

As I entered the painting room I noticed a few faces I recognised from around the forums and various shows and was soon put at ease being in the company of friendly faces. After a quick hello from the main man, Tommie Soule, I found my seat in the far corner and looked forward to the day ahead. My intention from the start was to act more as an observer than as a partaker, you know, trying to fain a slightly aloof, yet professional reviewers attitude, but that soon went out of the window as I was drawn in by the way Tommie's teaching style makes you engage and I was soon clamouring to get my bits of model to paint along with everyone else.

Having read the two previous reviews about the Golem painting days and also witnessing Tommie in action at WAMP2012 I was interested on how he was going to approach a subject that is more of an advanced technique like none metal metallic but I found the theory behind Tommie's method both easy to understand and logical, well at first anyway. After we'd glued our models together and he'd explained the first part of the theory behind painting NMM on flat surfaces we all returned to our paint stations to give it a go. Golem provided each of us with all the paints we'd need as well as a well thought



Even Tommie answers to someone, this time it was his mum.

out and written cheat sheet which gave us a concise overview of various aspects of NMM theory. My paint station was next to a few of Platoon Britannica painters and we were all soon chatting and getting to know each other. This was a revelation and one aspect of the painting day I didn't consider but those of us who spend our time painting miniatures do so mainly on our own and it makes for a pretty lonely hobby so having the opportunity to paint with some fellow enthusiasts was a nice change.



While everyone was beavering away with their own efforts Tommie was wondering around making sure we were all comfortable with our approach, putting us back on track when we'd wondered and

generally offering help and support. Mark Elsdon, another Golem Studio member was also on hand and did an excellent job of making us all welcome and even making us brews.



The excellent nosh courtesy of Mark Elsdon

As the first part of the tuition drew to a close Tommie gathered us all again and went through the process once more, making sure everyone understood before we broke for lunch. A few went out for a break and a coffee which we could grab ourselves from the studio's kitchen area but all returned before long to chat amongst ourselves while Mark brought us an excellent meal which Tommie insisted I get a photo of. Yes, husbands and wives, boyfriends and girlfriends, partners of miniature painters all around the world. Listen because I speak to you now. This is how you treat the miniature artist in your life. So it was written and so it shall be... oh who am I kidding, Mark did an excellent job and we were all treated far better than we deserved.

Once satiated we all came together once more as Tommie explained the next part of the day. This was the bit I looked around and saw many puzzled faces. This is not of fault of the man himself but rather the complexity of what he was teaching us. So after we'd asked many questions we once more returned to



our stations to scratch out heads and give his methods a go. Guess what? Regardless of how crazy they seemed when he explained them they actually worked so on we pushed refining our painting while Tommie made the rounds once more.

Several more times we gathered as Tommie brought us together to further explain the techniques we'd need to master NMM but halfway through the afternoon I decided it was going to be almost impossible for me to paint to a good standard and keep up with the pace and complexity of new theories so my own effort resorted to just being used to roughly draw in the effects for future reference rather than a nice smooth paint job. Flat surfaces, angled edges, curved surfaces and domes all work in opposites, each trying to thwart out NMM but with Tommie's expert instruction we were lead through the minefield until at last 5:30pm arrived and the day drew to a close.

Tommie extended an invite to everyone to stick around and chill out in the studio after a hard days painting and theory and I wish I could have stayed longer but my lift was already waiting so I said my good byes and made my way home fully enthused and wanting to give it a go on my own models.



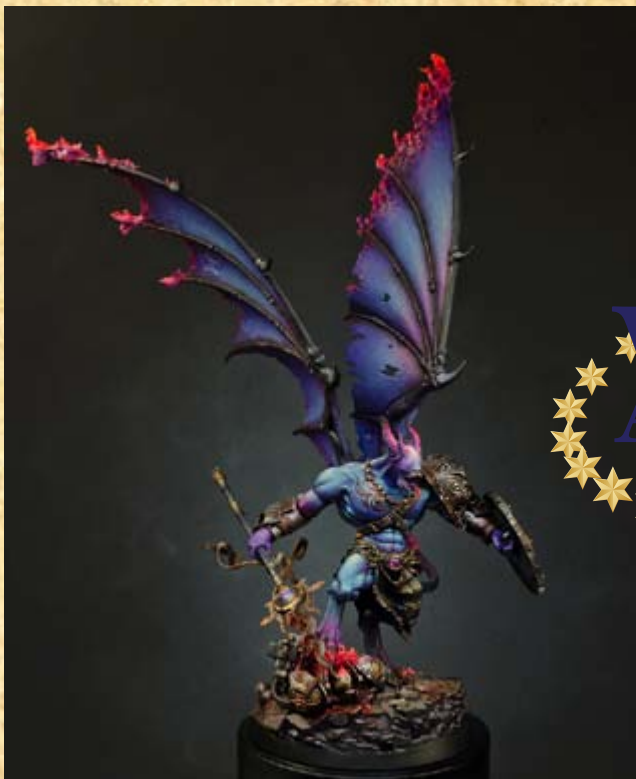
More mind bending theory

Conclusion

It's been a few weeks since my visit to the NMM paint day and I'm pleased to say I have used the techniques I learnt but with TMM and I honestly think my metallics look better for it. I can't say when I use NMM as many people will know I'm not a fan but I do know that when the right model turns up I'll not hesitate to use my new found knowledge. So I suppose the day could be considered a success. I fully enjoyed my short time at the Golem Studio and would love to visit there again, It's a great place and a hive of creative activity, images scatter the walls of the various known and unknown projects the team is working on. Tommie and the other Golem members I have met all seem willing and happy to help so I wish them all the best for the future and I'll certainly recommend everyone, regardless of your painting ability to try and attend any of the Golem painting tuition days.

Since my writing of this I have heard that Tommie has been ill in hospital so I'd like to take this opportunity to wish him well and a speedy recovery.





Gold: Visions Of Hatred - Raffa (Picster): Best Painted Miniature 2011

WAMP AWARDS 2012

Welcome to the Wamp Awards 2012!

This is our third year of awards and our aim is to celebrate and give recognition to the very best people, products and paint-jobs in Miniature Painting.

This year we have reduced our short-lists down from 10 nominees to just 5 in each category. Even getting on the short-list is a very good achievement and there have been MANY great artists, companies or miniatures that didn't make the final cut.

Here are our final nominees:

Best Product

- Tube Tool Set - Masq-Mini
- Milliput - Milliput
- Pro Pigments - Model Display Products
- Vallejo Model Color
- Reaper master Series Paint

Best Publication

- Ravage
- Game Forces
- White Dwarf
- Portal
- Figure International

Best Miniature Company

- Kingdom Death
- Studio McVey
- Hasslefree Miniatures
- Dark Sword Miniatures
- Andrea Miniatures

Best Event

- Figureworld
- Salute
- Gencon
- Iron Painter
- Euromilitaire

Best Blog

- Massive Voodoo
- Coloured Dust
- Masterminis
- Sergeant BlackArt
- Volomir's Blog

Best New Miniature Company

- Infamy Miniatures
- Warploque Miniatures
- Terrible Kids Stuff
- Phlegyas Art
- Vesper-On

Best Range

Kingdom Death (Kingdom Death)
Relics (Sodapop Miniatures)
Malifaux (Wyrd)
Darklands (Mierce Miniatures)
Marvel (knight Models)

Best Fantasy Sculpt

Alice - Alfonso Gozalo (Nocturna)
54mm Kriemhilds Revenge - Sebastian Archer (Morland Studios)
Lion Knight - Juan Navarro Perez (Kingdom Death)
Gbleon - Karol Rudyk (Ammon Miniatures)
Zombie Knight - Sergey Savenkov (Tartar Miniatures)

Best Sci-Fi Sculpt

FDV I - Fil Dunn (Filbot)
Nikkita Perostek - (Studio McVey)
Poppy Come Lately - Andrew Rae (statuesque Miniatures)
Mila Kusanagi (Andrea Miniatures)
Hyperion (Privateer Press)
Best Historical Sculpt
Laconian Hoplite - Matt Grech (El Greco)
Lakota Chief Warrior (Pegaso)
Viking on Horseback (Andrea)
Archduke Charles of Austria (Michael Miniatures)
British Official - JMD

Best Steampunk Sculpt

Steampunk Tinkerbelle - Seb Archer (Guild of Harmony)
Steampunk Alice - Sebastian Archer (Guild of Harmony)
Holmes - MIKH (nfamy Miniatures)
Dr Watson - MIKH (Infamy miniatures)
Chapochka - Benoit Cauchies (Smart Max)

Best Fantasy Painted

High Elf - Glazed Over
Vampire on Dragon - Karol Rudyk
So Close - Maskians
Krull - Ben Komets
Farewell To The White Tower - Beren5556

Best Sci-fi Painted

Warhound Titan - Winterdyne
Farseer - Orki
Space Wolves Relic Dreadnaught - Bohun
Necron Overlord - Dk Suwit
Desperate Measures - Sivuoplay

Best Historical Painted

German Sniper stalingrad 1943 - Mauganra
Henry VIII - Alfonsito
Vlad Dracul - Ernest
Templar Knight - Asha
Jack The Ripper - Iguazza

Best Steampunk Painted

Steampunk Alice - Sebastian Archer
Sherlock Holmes - Arsies
Capt Amelia Steam - Morsi
Abigale - Mrika
Armorcast Steam Snail - Shawn R.L.

There you are the full list of our finalists. Congratulations to all of them for just getting this far.

Where possible I have included the artists real name if known. If you know the real name of an entry where we haven't given it please let us know.

**Voting is now open until 14th January
2013.**

OFFICIAL REVIEW

by
Shane Rozzell

Cannibal, The Claws Of Nightmare

Manufacturer	
Stéphane Simon	
Material	Resin
Price	14.00€
Contact	
simonminiaturesculptor.blogspot.co.uk/	
Other Information	
Scale: 35mm	
Ratings	
Quality	9.75 Everything combines to make and miniature of superb quality.
Assembly	9.5 This guy is ready for undercoat in 5 minutes.
Value	9.25 Cannibal, the claws of nightmare is a superb little miniature.



Following on from last months Goliath the Collector, I'll be looking at the second miniature I received from Stéphane Simon (I accented his name incorrectly last month so my apologies to Stéphane for that), the chaos dwarf known as Cannibal, the claws of nightmare.

some nice freehand patterns. Also, the subject matter will allow you to experiment and push your colour theory techniques. Even the scale helps; 35mm is not a conventional scale for any gaming

It's not very often you see a miniature and you instantly want to paint it but as soon as I clapped my eyes on this little guy I knew exactly that. It has a certain quality about it that will appeal to painters all over. There is enough room to push your blending skills as well as tight, well defined sections to draw the eye and plenty of opportunity for



miniatures so this guy is squarely aimed at us brush lickers.

The Sculpt

Like Goliath, Cannibal is a true testament to Stéphane's skill, the detail of this miniature is exquisite and a pleasure to behold, Chain that looks like real chain, the ties on the scrolls around his waist, the patterns in his decorative armour and the grinning demonic icon's face are all superbly rendered.

The miniature comes in several pieces with his left hand holding the huge scissor type weapon with its third blade kept separate for ease of casting. His right hand is gripping... god knows what, it just looks big and deadly. Stéphane seems to have a knack for imaginative weapons... look at Vilthiss, Champion of Khthon he sculpted for the BaneLegions range.

The pose of the miniature is also very well done. While holding up the two impossibly big, pointy and sharp implements of pain, Cannibal is just staring straight ahead, his mask covered face full of threat. It just drips character and presence.

The Cast

Again this is the same type of Resin that is used on Goliath. It's harder than the usual polyurethane but still easy to work with. The pieces go together perfectly and need no filling



at all. There are two mould lines running down the left and right side of his robes but both can be very easily cleaned away. All the detail are nice and sharp as you'd expect with resin miniatures and I count only one air bubble on the underside of his left wrist. So, all in all an excellent quality cast.



Ratings

Quality: 9.75/10, the subject matter, sculpt and the cast combine to make and miniature of superb quality.

Assembly: 9.5/10, two slight mould lines, two hands to glue into place and a third blade to attach plus one tiny air bubble means this guy is ready for undercoat in 5 minutes.

Value for Money: 9.25/10, again like Goliath, not the cheapest miniature around but he certainly is worth every penny.

Overall: 9.5/10, Cannibal, the claws of nightmare is a superb little miniature the oozes quality in the sculpt,

the cast and the subject. It also shows Stéphane as a sculptor of rare skill and as his range grows I'll be getting many more of his creations... Now I just have to persuade him to sculpt some 54mm miniatures©

Necromancer by brushmistress
2nd: Reaper 2012 Painting Contest



Callie by brushmistress
3rd: Reaper 2012 Painting Contest



Lanura Windsong, elf wizard
by MamaGeek

Knock Knock by Tim Fitch



Ashlyn, Female Ranger by ZeCorto



Reaper's "Juliette" by docwex

Wooing the maid by Demonn



Anti Paladin by phatkid1966



Mice by phatkid1966





Titanium (with Sky-Earth Non-Metallic Metal)
by MamaGeek



Lorielle by Landreth



Leorelex the Dragon Lion by Metalchaos



Ellen Stone by adary



Kristianna, Crusaders Warlord by Duliniel



Swamp Hag by John Pope



Male Elf Vale Swordsman by machines are us



Fulumbar Dwarf Captain by machines are us

Nightslip, Pulp Era Heroine by dsmiles



Dita, Steampunk Witch by dsmiles



plague doctor by elgazzo



Orc by Tanis5811



Siobhana Of Weissburg by Sister_Lucy



Shaman the Frog by NeatPete



Devil Ray by NeatPete



Tiik Warriors by NeatPete



Native American Chieftain by billy7



Vampire Jama by Nameless

66 Ford Shelby Zombie Hunter by megazord_man



Girrrls Gone Wild by Iacton



Vermin Lord by SkelettetS



Pedro Kantor by Darklord



By Scott Radom

Mayan Bucket List

As 2012 winds down we all need to be prepared for the world to blow up. The Mayan calendar winds down soon and as many crazy people have pointed out this will be it for us. Curtains! Well, I can't entirely get behind this idea enough to truly reflect on my life and what I wish I had done if the world is gonna blow up in a couple weeks time. I did waste a small amount of brain power thinking about what I would have wished I had done hobby wise before the end. I mean no ACTUAL self analysis took place that would make me a better person at the core or anything. That'd be silly. I did find myself thinking about the mini hobby and what I would go to my big fire filled Mayan induced grave wishing I had done. I've concluded that I in fact DO have a bit of a bucket list attached to my hobby and I will vow before all man and various Gods (Except the stupid lazy Mayan Gods!) to get it done.

I consider it a bit of a personal victory that I have spent far less cash on acquiring more mini's in 2012 then I did in 2011. I was out of control. Still I really enjoy filling up my eCart from a mini web site. I love the process, the anticipation from when I hit the final click to when the package shows up on my door. It's a ton of fun and a big part of why I bought so much damn stuff in 2011. There's still a large number of places I have meant to buy from that I haven't yet. Places that stock mini's I know I want to pick up yet haven't done so thanks in part to some stupid newfound self control. Well no more! In 2012 I am going to make sure I order from companies I resisted in 2011. Places like Andy Fosters Heresy Miniatures. Been putting that off for too long! I even resisted the CMON store through all of '12. No mean feat for me. I am for sure going to poll my fellow WAMP'ers to determine which eStores I've missed out on for next year.

There are so many beautiful mini's out there in various scales. I've got a tone of awesome stuff that is larger than 32mm scale and I have in fact never touched a single one. I've got some cool busts,

awesome Knight models renditions of my fav Marvel heroes and a bunch of other stuff. Never even prepped a large scale mini yet! What a crime. So doing up a big scale mini goes on the list. There's too much awesome stuff out there to restrict my painting to just the tabletop scale. I might even hit the WAMP ladder for a large scale challenge in early 2013 just for some added motivation.

The last and most important one I think is all about eCommunity. This issue of Portal marks Shane's last issue as editor. Shane has been at the front of the WAMP community for a long time and his contribution to our favourite website and magazine has been enormous. It's humbling to see one man give so much. Well, I am no Shane! I do however want to make a concerted effort to get back to being a bigger part of WAMP. Small things like commenting on mini's in the forums for starters. I've been a part of WAMP for a long time and my own contribution has not equaled what I have taken from the site. By taken I mean the enjoyment of the fellow members, the feedback to make me a better painter, and even the actual real world mini's I've been lucky enough to snag from time to time. This needs to be corrected and I am going to do my country best to be a bigger part round the forums.

So now I have a small list of stuff I need to work on. Assuming the Mayans are wrong of course. If they're not then I will meet my maker cursing that I waited too long to buy more mini's, paint bigger stuff, and tell more people to "Add more contrast" to their figures. I also want to take a second to thank Shane Rozzel for being who he is. Through a year none of us would like to go through Shane has maintained a focus on Portal, WAMP, and by all accounts being a "top chap" as they say over in silly land. Thank you very much Shane, I hope you are able to produce more painted stuff with your free time in 2013. Your work has been humbling to witness, thank you so much!



The new look Portal is coming soon...

Why Advertise with WAMP?

With over 2500 members and a 15% month on month increase as well as over 7000 page impressions daily not to mention Portal, the No1 free monthly mini painting magazine that averages over 3,000 downloads per month. Wamp is a growing, vibrant web based community with members based all over the world, many of whom are regular contributors to other hobby based forums. This means that advertising with WAMP will be one of the most positive things you can do to make your business grow.

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