

For

WAMP



Reviews

*Grular Invader Starter Set
Beastmaster and Khergars
Wizard and Apprentice*

Contests

Hasslefree Miniatures

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Welcome to issue 31



Welcome to issue 31 of Portal folks. It's the start of the event calendar for many of us, with Salute and Reapercon kicking things off either side of the Atlantic and getting painters the world over both panicking and salivating at the same time. It feels like the calm before the storm, the internet becomes a little quieter as folks spend every minute perfecting their miniatures for upcoming events. Before long however the web becomes awash with lots of images of awesome new creations, we are amazed by stunning technique, excited by clever ideas and sometimes just sit back and say WOW!

Whatever the reaction it's a great reminder of how emotive miniatures can be, it serves as an inspiration for our own work, opens our eyes to new ideas and simply makes us want to pick up our brushes and scalpels and create and that's always a good thing.

So for all of you attending a show soon good luck and please share your work with us on Wamp, we all benefit from seeing other peoples work and you never know some of it may even reach this very magazine!

I hope you enjoy this instalment of Portal and Happy Painting

Brett

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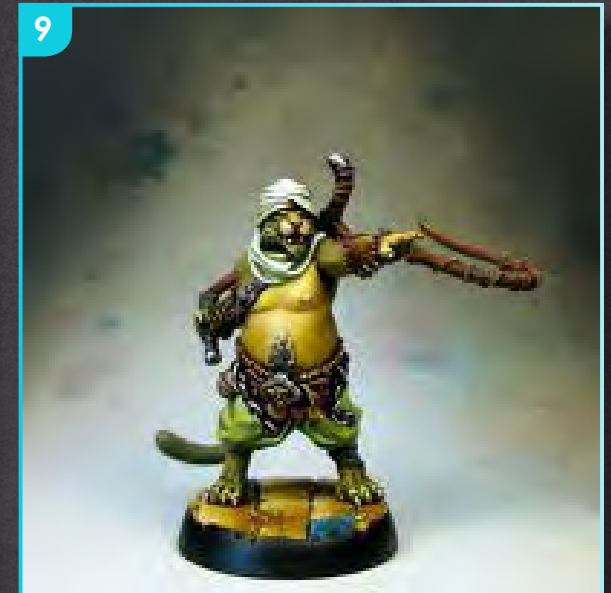
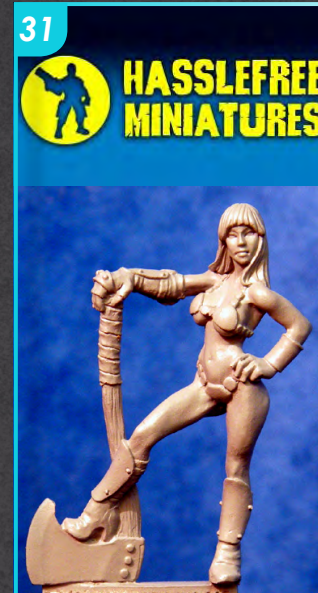
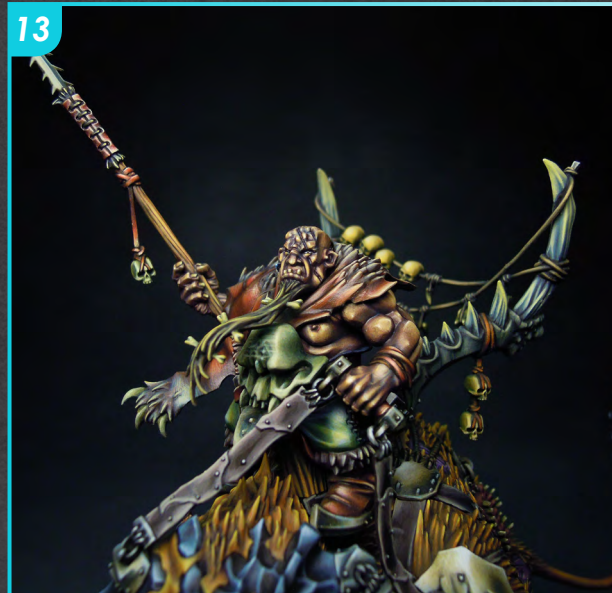
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Its been another busy month in the world of kickstarter. Here are some of the high (and low) lights of recent projects.

Friend of Wamp, **Adam Poots epic Kickstarter Kingdom Death** may well be over, but he is continuing to shower backers with juicy images of concept art, renders and greens from the game. **Kingdom Death** is one of the most exciting and original projects to have come out of the gamesphere in the last few years, and this batch of images is doing nothing to reduce the excitement for the game.



Meanwhile, over at **Soda Pop/Cool Mini's Relic Knights** page, things are not quite so happy. It seems the may release was a little too ambitious, and we will not start to see the project ship till November of this year. Despite this slight setback, the images and minis coming out of the project are mostly looking good (though some rumblings of discontent are being heard). If nothing else, it means we can all clear some space from the painting desk before our mammoth packages arrive right... right?



NEW RELEASES



Startup company **Bombshell Babes** raised a pretty decent \$140,000 to get their line of boutique (and surprisingly well proportioned and clothed despite the name) figures into production. It seems backers are starting to see their boxes of collectors miniatures arriving. I can't wait to get my hands on mine. There are plans to launch the webstore fairly soon, so those of you who missed out on the KS, and fancy some one off sculpts (good for competition, roleplay and anyone who likes excellent sculpts of this nature).

Mutant Chronicles - the game that refuses to die, has also come to the end of its KS run. Funding a respectable £161,000 and seeing the near complete resculpting of the Warzone range, the game features all manner of gribbly monsters and heroic characters (including a certain Bob Watts, an inside joke for those in the know). Once seen as a contender to GW's Warhammer 40,000, and certainly a game that has returned from the dead about as many times as Dracula, lets hope this one sticks. If nothing else the new sculpts are looking interesting, with a range of infantry and monsters, as well as some classic vehicles given a new lease of life..

Arena Rex, a game of Gladiatorial Combat is shaping up to be another successor Kickstart launched game. With a range of finely detailed resin figures depicting fighters both human and monstrous, gamers and painters alike would do well to check out the game..



Steam Knight

Kabuki have sent through some finished images of their new Steam Knight.

If you are looking for some proxy Primarchs or similar Space Marine leaders, you might want to check out their Knights of Legend range.

Character design: Aurelio Lecis
Sculpture: Jarek

<http://www.kabukimodels.com>



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KTH/HYD/3101
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both models released
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miniatures not shown to scale, or in proportion to each other

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

**MIERCE
MINIATURES**



Review Grular Invader Starter Set

Manufacturer

DSG Games

Material

Metal

Price

\$31.99

Contact

www.dsggames.com

Quality

6

• Mold lines are present on some minis. There is some excess material. The sculpts are outdated and most of them feel strange. There are a couple of high notes, namely the horse and the warlock. Rest of the box is average.

Assembly

7

• Most parts fit snugly; however there is a need for green stuffing.

Value

5

• 31,99\$ without postage is a lot in my mind considering the quality of these miniatures. Otherwise, five single and one mounted white metal model for under 32\$ is a good deal.

I gave it a bit bigger final score than the average value just because of the horse and the professional look of the box. I'm hoping DSG Games makes a great game and thrives because we all want more companies making cool minis.

Wamp

Overall
6,5

Grular Invaders come in a cardboard box that has a professional design and gives the appearance that the company is well oriented and knows what it wants and how to get there. A lot of the newer companies nowadays pack their minis into plain boxes without any print. Once the box is open, the minis themselves are each packed in bubble-wrapping. Grular Invaders come in a cardboard box that has a professional design and gives the appearance that the company is well oriented and knows what it wants and how to get there. A lot of the newer companies nowadays pack their minis into plain boxes without any print. Once the box is open, the minis themselves are each packed in bubble-wrapping.

Krang

Krang comes in 4 pieces: main body, cloak, arm with a sword and a hand with a dagger. All parts fit comfortably. There will be little preparation work necessary as the mold lines are minimal. The sword arm will probably need pinning especially if one desires to play with the model. Model is a bit static. Its pose is supposed to be menacing, slowly walking towards its victim wielding a huge blade. Somehow that didn't work, probably due to the oversized blade.

Warlock

Warlock is probably the best human mini of the box. It comes in two parts. Body and the hand with spear. The spear is really, really bendable so be careful there. Again, a small amount of mold lines that do not cause great bother. Facial expression is great and the whole mini has a purpose.

Kor-Khan

This is the most complex mini here as it consists of 5 parts: body, legs, ponytail, sword hand and bludgeon hand. The parts fit, however there will be a need for greenstuffing the body onto the legs. There is some excess flash from casting, especially on his ponytail and sword and bludgeon. Kor-Khan is in motion; however the bludgeon is too heavy to be wielded one-handed so that gives an awkward appearance to the entire mini.



Bludgeoner

Bludgeoner comes in three pieces: body, bludgeon and right hand. There is a clearly visible mold line going across his helmet from left to right. However, it does not go over any vital details and through some loving file-work can be removed without any trouble. The model is much better posed than the Kor-Khan. It looks believable wielding a two-handed bludgeon.

Gruvang

The best thing about the entire box is the horse. It is beautifully sculpted, the proportions are there, and there are almost no mold lines visible (one is going along his back but it is small and easily removed) and absolutely no excess flash. That being said, the rider is average – the face has little detail, which is a shame. The whole model reminds me a lot of GW's LOTR Khandish riders. Compared to it, Gruvang is not as good. However the price does reflect that.

Gadarl

Gadarl is an interesting mini that comes in one piece and will paint really fast. The only details on the mini is the cloth. There are no mold lines visible.



Grular Warlock



Grular Bludgeoner



Review *Beastmaster and Khergars (Belluaire et Khergars)*

Manufacturer

Studio 38 - Alkemy

Material

Resin

Price

\$22.50

Contact

www.figurines-studio38.com

Quality

9

• The miniatures tell a great story together. Cast quality is impeccable, and the details on the sculpt are simply amazing.

Assembly

7

• Although fitting the pieces together is quite easy, extensive gapfilling is needed.

Value

8.5

• The price of this set might be steep, but I do think that the quality of the cast is worth it. It goes along the line of high end boutique miniatures.

If you are willing to invest a little extra time on these miniatures, which I absolutely think is worth it, these could make a great base for a lovely Arabian fantasy diorama.

Wamp

Overall
8.5



Alkemy is a strategy game in medieval fantasy setting, produced by Studio 38, in which players choose a faction to play with. This set, which includes an anthropomorphic cat-tiger like beastmaster and 3 Khergars (or wolves), is part of the Khaliman Republic.

In this little scene we see an anthropomorphic cat-tiger like man swishing his whip to send forward his giant wolves. Wearing a turban and a bend dagger, the figure reminds me of Arabian Nights in a fantasy setting.

The four miniatures of this set come in a blister packaging, which is packed full with many small components. The beastmaster itself is composed out of 7 different parts, including the main body, both separate arms, his tail, a two-part whip and a dagger. The three wolves each have a different design. Two of the wolves come with 2 separate paws, while one wolf comes with three separate paws. Lastly, there are 4 gaming bases included in the pack, which all have the same design sculpted onto it.



Review

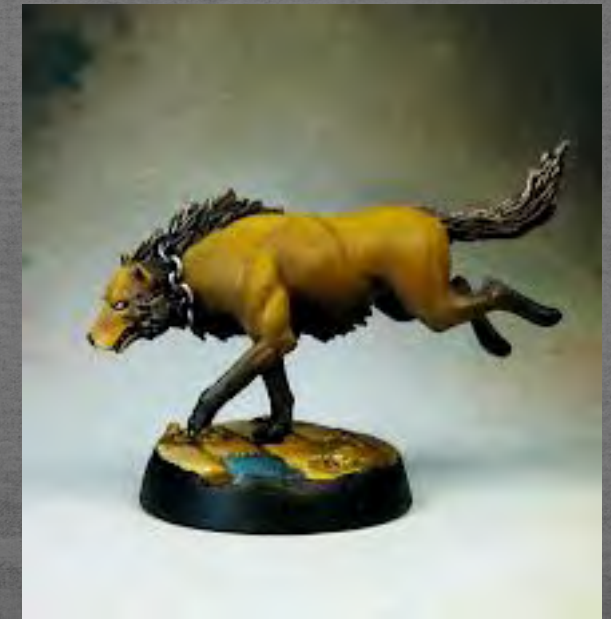


All the miniatures are made of high quality resin. The details on the casts are simply stunning. On the beastmaster, features such as the chains and the beltbuckle are extremely well pronounced and the cast is impeccable. Large areas such as the belly are completely smooth. The main body of the beastmaster is cast so well, that I don't see any area that needs fixing. There are no air holes or miscasts, and flash cannot be found anywhere. The incredible detail is especially nice when looking at the face which is full of expression. This makes a great character. The separate parts are also very well casts, and only a little flash needs to be removed, but it doesn't cover important areas and as the material is soft removing it should be very simple.

The cast quality of the three wolves is also great. Some parts will require clean-up of tiny mold lines or flash. But these are on the underside of the bodies so are out of side.

When taking these miniatures out of the packaging I was simply amazed by the cast quality. Unfortunately, I did not get the same feeling when trying to assemble the miniatures. On first sight, it seems that the pieces fit together quite well. On the wolves, for example, you can easily figure out what goes where and finish the puzzle. But after gluing the pieces, you will need to do quite some gap-filling to make them look good. Also, some parts might require some sanding as there are edges sticking out. The same goes for the beastmaster. While the pieces are fit together in a good way, the holes between the pieces are quite large. Luckily the pieces all come together at the smooth surface areas. Meaning that there are no gaps in furry parts. This does make gap-filling a bit easier as no serious sculpting skills are required, but for gaming miniatures I would expect a simpler assembly.

Overall I am quite impressed with the quality of these miniatures. The crispness of the details and the great variation in surface areas – fur, cloth, metal and skin – gives painters a wonderful surface to work on. And I think these miniatures would look really great in a diorama. The price of this set is on the higher end of the scale I would say. Even though it gives you four miniatures, three of these four are rather simple and like mentioned above they are not play-ready and assembly will take some effort on these miniatures. But if you are willing to invest some extra time in prep-work, I think these high quality miniatures are definitely a great basis for starting a masterpiece.





Obsidian Stonehorn

Sergey aka We7 explains.....

It took an amount of bravery to start painting this model, my first at such a scale. As it was a HQ piece I felt it deserved an extra level of attention and deserved not to be rushed. All told the model took me 120 hours to complete.

The GW sculptors have done a great job on the piece. The beast itself is very beautiful, well composed with excellent details. I especially like the balance between the tail and the saddle and how they echo the shape of the horns. The facial expression is one of both might, yet also a softness in the eyes.

I prepared the miniature in several sub assemblies. The head, left and right legs, tail, body, saddle, ogre and ogre's weapon were all painted individually before final assembly. I fixed each part on to a wooden door-handle for easier handling. Any gaps post final assembly were smoothed over with thinned Milliput.

Using spray paint I primed the model matt black. This was done in two thin coats to prevent obscuring any details. Then a layer of white paint was sprayed on from an 11 o'clock position to give a zenithal base to help guide the highlights. This helps with contrast further down the line.

The fur was then painted. Many of the other elements of the model sit on top of the fur so it makes a natural starting point. It also has the largest surface area on the miniature. Blocking in these colours helped me to see the overall composition of the piece.

Red, green or blue variations didn't seem natural, instead white, brownish or black tints would work. I chose a brown-orange-yellow scheme. It felt more emotional than white or black in this situation.

Painting starts with base colour. I mixed dark red with dark blue to create a dark violet (to give more contrast). I added water to violet and washed whole surface of fur. Because of the dilution of the paint this preserved the contrast of the black&white priming.



I then applied highlights to the fur in the following manner.

- I added bestial brown to base colour,
- then pure bestial brown,
- then Bestial brown+ Orange Brown (VMC = Vallejo MC),
- then pure orange brown,
- then orange brown + ochre yellow VMC,
- then pure Ochre yellow,
- then Ochre yellow + Deep Yellow VMC (i like it for high-covering ability)
- then pure Deep yellow.



I used a wet pallet throughout this process to keep my colours workable and thin.

I diluted these colours with water and glazed and washed them, starting from brightest one and finishing with Dark violet base colour.

With ochre yellow , deep yellow and mix of deep yellow + white. I applied further highlights to the fur.

As i paint fur with cold shadows and warm highlights, i keep going on this kind of contrast in the hooves, teeth and bones.



There are five kinds of contrast I was using in the piece.

- 1) with the colours themselves
 - 2) cold shadows\warm highlights
 - 3) almost chromatic obsidian horns and straps, with little blue in shadows and rich chromatic other elements. The black helps us reveal the most lifeless elements (obsidian, NMM, straps)
- Also, black is good colour to display yellow.
- 4) Contrast by brightness and colour depth. Like the NMM and scales on the body and reins.
 - 5) Contrast by complementary colours. Blue to brown\orange\yellow

To me painting starts with feeling, followed by calculation and finished with skill

The black was painted with black+ blue mix, then I added medium grey VMC. Keep adding the grey until you get to pure grey. Then add sand yellow VMC to pure grey, then keep adding yellow until final highlight with pure sand yellow.

This trick with grey gives us blue-bellow contrast without the colour going greenish.

The straps were based with black and red mix. Then I added medium grey until pure medium grey was being applied. This was then washed with diluted dark blue to give more cold to the shadows. Then I re highlighted with medium grey and green grey VMC (a little green hue to complement the red) . The important part was using grey as final highlight. I wanted the NMM to look brighter than the strap.

The beasts exposed skin was started with dark red and dark blue mix for the base. Genestealer purple Citadel paint was used for highlights. Salmon rose VMC was used for the final highlights.

The NMM was based with a mix of black and English uniform, with the midtone adding more English uniform, and then pure English uniform. The next stage added medium grey to English uniform, layering up until pure grey was being used. Then I added white to grey and continued highlighting until almost pure white was in use. A glaze of dark blue (very diluted) was then added before highlighting with white.

The scales were worked through with the following colours:

black, burnt cad red VMC, orange brown VMC, bronzed flesh GW, white. They were then glazed with yellow, blood red, dark red and finally dark blue.





I felt stone didn't suit the horns, so searched for some other ideas that could be used. Ultimately I decided on obsidian as it seemed to fit the bill.

(Also in HoMM 3, stone gargoyles upgrade to become obsidian).

This gave a very simple scheme, but a very laborious process. I covered the whole surface with pure black. Then a black and dark blue base colour was applied, which was highlighted up using more and more white, before pure white was used on the very top of highest highlights.

If you have been paying attention, you can see my technique. I base coat, highlight, glaze/wash and then re highlight.

The ogre was painted in two parts as the spear is held up thrust.

The ogre skin is burnt cad red and brown sand, highlighted with dark flesh VMC and bronzed flesh GW, washed with dark flesh GW and then dark blue (then re highlighted !)

The cloak is painted in a similar way to the scales, but with grey wool in centre.

The skulls were black and snakebite leather GW, highlighted by adding bleached bone then washed with dark blue in shadows.

The base was sculpted with some PVC stones and then painted in similar colours as the horns, to homogenise the piece. Scatter from white Chinese "Pai-mu-tan" tea leaves were added. The base was then finished with typical scatter material.

After all the elements were finished, I glued it together.

Thanks for reading the article. Keep on painting!

Sergey aka We7

On the Radar



Mierce Miniatures are gathering pace on their Darklands Kickstarter. Here are some recent greens showing the excellent beasts that the line has become known for.



Cleopatra
Kabuki Miniatures

Character design: Aurelio Lecis
Sculpture: Juan Navarro Perez

Review → Wizard and Apprentice

Manufacturer

Reaper

Material

White Metal

Price

\$15.49

Contact

www.figurines-studio38.com

Sculptor

Tre Manor & Geoff Valley

Quality

9.25

• Many issues with proportions and casting quality

Assembly

9

• One piece models that would require considerable clean up for anything other than TT paint Jobs

Value

8.5

• At 21 Euro (@\$27) for a pack of four minis, I would expect higher quality

I am very amazed that two sculptors could collaborate so well on a project like this. This is another good example of miniatures becoming art through the use of good character work on the pieces and using them to tell an interesting story. I hope to see a lot of dioramas featuring this set in the future.

Wamp

Overall

9

Within his tall tower, surrounded by dusty and aging tomes tended by his young apprentice, the wizened Mage consults his arcane texts in attempts to divine the path to greater power.

This set, simply called the Wizard and Apprentice, could be characterized as a diorama-in-the-box because of the way all of the pieces were made to fit together (literally in one case) into a comprehensive scene. This is a product from Reaper back in 2007, but it has a timeless artistry that I believe will appeal to miniature hobbyists for a long time to come.

Every time I look at this set it reminds me of Disney's "The Sword in the Stone," but I think the main reason for that is the lanky youth as the apprentice. Cast in white metal, this set contains the wizard with his crystal ball, a goblin-esque character acting as a living lectern, the aforementioned lanky apprentice carrying a stack of scrolls and tomes, and a side table decorated with various oddments. With the exception of the side table, all of the pieces are integrally based and all the bases share the same cobblestone look to them. The bases for both the wizard and the book-bearing goblinoid are shaped to fit together so that the wizard stands with his outstretched left hand hovering over the pages of his tome.

The wizard is a thin and wizened man with a long beard, robes, and a cloak. His mouth is open, as if he is speaking an incantation and the attention to detail in sculpting him to look like an old man is very well done. His nose and ears are appropriately large, his eyebrows are very bushy, and his hands have knobby fingers. I really like his pose, as he looks as if he is actually doing something, instead of just standing there.

In most cases where a character has large sleeves, the opening where the write comes out is concave, as you can see in pictures of the wizard's right sleeve. His left sleeve, however, is completely flat at the front. This may cause some issues when painting, but some careful



Review

file work could create a recess there or some fancy painting could create the desired depth. His mold lines are small and easy to remove, but there is some excess metal you will need to remove from along the bottom of his left wrist and left sleeve.

Our living lectern looks like a goblin dressed in tattered robes. He is also weighed down by the book on his back, along with a number of pouches and bags hanging from a strap on his shoulder. He is grimacing, as if from the weight of the tome, which is a great touch of character for this beleaguered creature.

If you tilt him upside down, you notice a surprising amount of detail in places that normally wouldn't be seen, which speaks to the skill of the sculptors and the love they had for this project. There are a number of scratches and gouges on the cover of the book, as well as a border. The backs of his hands are fully detailed to show straining tendons and knobby fingers. Looking at him normally, there is some detail on the left knee that is difficult to make out. I am still not certain if it is supposed to be a patch on his clothing or if it is a strange bunching of the cloth, but it is the only part of the miniature in question.

Our young apprentice is weighted down with four large tomes and three scrolls clutched tightly against his chest. His left leg is raised straight out before him, as if he is about to take a giant step. But, after taking a closer look at him, I believe it's supposed to look like he's about to fall over backwards. His mop of hair is very nicely sculpted and he has small and delicately sculpted facial features, but take care when you paint his face because it would be very easy to obscure his small facial details.

I am disappointed that the mold line on him runs across the left side of his face. On my cast it was only a small mark running from his forehead down to his left eye, but because of the way the hair is shaped it is going to be awkward to get in there and clean that up without harming any of the details. On my copy there was a gate between his outstretched foot and the base that was easily removed with my snips. Other than that, a little standard prep work is all that is needed to get him ready to paint. He is a pretty simple figure, but he adds a lot to the story of this set.



Our final miniature is a claw footed wooden table covered with a rat, plate, stack of books with a candle on top, and a couple more small details that hint at how cluttered this wizard's laboratory must be if we could see all of it. It is a small detail piece, but I don't think the scene this set is depicting would be quite so convincing without it.

Prepping the table will be very easy, as I only found a small gate tag under one foot. I couldn't really find any mold lines on it, but the weathered wood grain texture might be hiding it. As was the case with the living lectern, there are some hidden details on this piece as well. At the joints between the trunk of the table and the tabletop are four masks or faces that look to be screaming in pain or horror. These are parallel to the table's feet. Even the underside of the tabletop is textured. I love this attention to detail!

At the beginning of this article I called this set a diorama-in-a-box because everything is a small part of a bigger story. For anyone who may want to make a full wizard's lair for this set, you may want to consider keeping the same cobblestone look, as removing the wizard and the book-bearer from their bases would be a lot of work. They also don't match up cleanly, even though the bases are clearly designed to do so. The join is very rough, so some considerable gap filling and sculpting work would be required, but I'd highly recommend painting the figures separately first.

For anyone not interested in a large dio project, this set does offer a very nice, classically designed wizard whose pose would still look formidable on any battlefield. The other pieces may be a lot less useful to you, though, unless you want a goblin and kid to follow your wizard around. The table could always be nice set dressing for something else.

Gallery



Rule No.#1 Cardio by Megazord_Man



The Druid by Nathelis



Ar-Fienel by Ringlis



Orc Great Shaman by Sublime Brushwork



Rackham Dwarves by We7

Golden Thrall at SmogCon 2013

February 15th - 17th saw the return of SmogCon, the UK's first three day Warmachine and Hordes inspired convention to Firestorm Games in Cardiff. As part of the event the first Golden Thrall Masters painting competition was held.

Entrants brought their best for several categories including single figure, large figure, huge figure unit, battle group and IKRPG figure. Each entry was assessed on its individual merit and awarded a gold, silver or bronze level (and corresponding Smog dice). Best in each category was awarded a Golden Thrall coin, with the overall winner getting a Golden Thrall plaque and £150 to spend with Cerberus Entertainment, sponsors of the event.



Winners of each category were as follows:



Single Figure – Matt Hart



Single Large Figure – Nick Roberts



Single Huge Figure – Aat Niehot



Battle Group/Best in show – Nick Roberts



Unit – Nick Roberts



IKRPG figure – Brett Wilkie

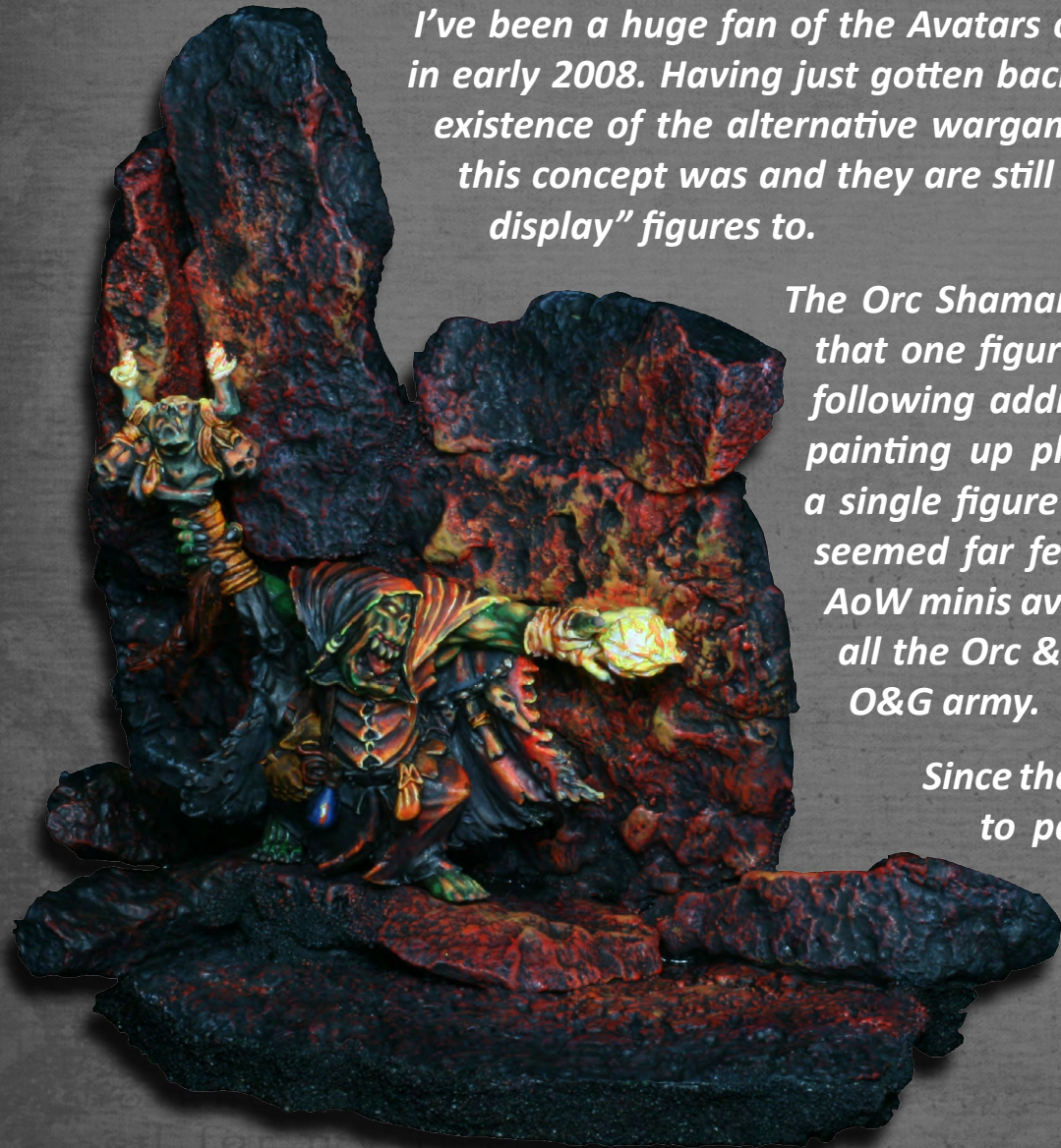
For next year's event we are hoping to draw an even bigger crowd of painters to the event. As such we are planning on offering one day passes for Sunday to allow artists to travel down to enter the event if they wish, without needing to spend the weekend away. Of course, if Portal readers play Warmachine, IKRPG or Malifaux they are welcome to join us for the full three days steampunk fantasy inspired gaming, painting and socialising.

Keep an eye on www.smogcon.wordpress.com for more details and announcements.

We hope to see you there.

AVATARS OF WAR 2013 - CONTEST WINNER

Orc Shaman by Solun Decius



I've been a huge fan of the Avatars of War miniature line since I first stumbled across them in early 2008. Having just gotten back into the hobby after 10+ years I was just realizing the existence of the alternative wargaming mini. AoW were my first appreciation of how cool this concept was and they are still what I compare the quality of "alternative wargaming/display" figures to.

The Orc Shaman in particular caught my eye and was for a long time that one figure that I really wanted to have, and kept me constantly following additions to AoW's miniature line, but since I was still just painting up plastic boxed sets for wargaming, the idea of ordering a single figure from abroad, that didn't even fit into any army I had, seemed far fetched. It wasn't until much later, when the amount of AoW minis available had at least tripled, that I finally decided to order all the Orc & Goblin minis, to have cool alternative miniatures in my O&G army.

Since the Shaman was my favorite of the bunch I never got around to painting it, always waiting some perfect idea or better skills. Enter the WAMP AoW painting contest. Since I remembered it very shortly before the deadline, but knew I had to participate since I had all those eligible minis, I grabbed the best looking mini and finally decided that if I ruined it by painting it too fast, I could always just buy a new one.



This figure was also perfect for competition painting - being magic allows for cool OSL and the pose is very dynamic and commanding - so I came up with a pretty simple lighting effect concept set out to paint it as quickly as possible, starting with the lighting and focus points and leaving less prominent parts for later (or never).

Since the biggest part of the OSL effect is on the robes I decided to get it right on there from the start. This helped visualize the lighting effect from the start, and fit the highlighting of other parts to the robes. I also decided to ignore the actual color of the cloth, and just paint the light, starting with very bright yellow and orange, then fading it down through red to a dark grey and black.





This process was highly experimental, with the colors starting out much too bright, and ending up with much too strong red tones about midway through. In the end this was faded out with a black wash to get it in balance with the light sources themselves and the overall intensity of the effect.

Other parts of the mini were generally painted in their regular color but highlighted to a fairly strong white. Then the light source colors were glazed onto those highlights, which darkened the white highlights to a more balanced intensity.



In retrospect I would use less intense reds and oranges for this effect. While painting the base I realized that RMS Rust Brown is a perfect color for fire OSL, when mixed with a pure yellow color (RMS Clear Yellow in my case). The brownish orange hues just give a more natural effect, while the colors I used were so strong, especially the reds, that the effect sometimes seemed to change color, rather than only change intensity as it drew further away from the sources.

I also think, in future OSL effects, I will paint each part of the mini in it's own color, maybe shading all colors towards a similar midnight blue or purple and doing strong white highlights, before finally glazing the light source colors onto the highlights. It seems to me that the parts i did that way are more balanced and natural in color.





**HASSLEFREE
MINIATURES**

Wamp

Hasslefree Miniatures Painting Contest 2013

No Trouble? Zero Stress, Nice and Relaxed? Nope.....

Hasslefree!

Yup the Whites are back to tempt you with their harem of miniature females (and the odd male or monster!) We love Hasslefree here at Wamp and its always a popular contest. They are some of the easiest and most fun miniatures to paint, just as welcoming to beginners as world class painters. So theres no excuse not to pick one up to paint but if you need your arm twisting how about the temptation that free goodies brings with it?

Prizes:

1st Place: £75 Hasslefree voucher

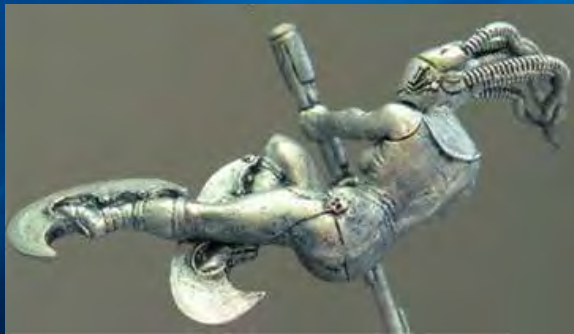
2nd Place: £50 Hasslefree voucher

3rd Place: £25 Hasslefree voucher

Deadline: 6pm 23rd June 2013

Supporters deadline: 6pm 30th June 2013

(all times are GMT)



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

We stock a small selection of Hasslefree products in the Wamp store.
You can find the full (and extensive) range at Hasslefree themselves.

[Hasslefree Miniatures](#)

[Read the Rules](#)

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

RANDOM MUSINGS

BY SCOTT RADOM

I think it's a fair statement that most of us that paint miniatures are now or at least have been involved with mini wargaming. There is a fine tradition before diving in and painting a whole army. This tradition is called the "test mini". The first of a whole army starts with a single mini! There are few things that are as much fun as sitting down and picking out a colour scheme, basing standards and the actual minis that are going to make up your jaw dropping, award winning army. When I find a game system that sucks me in with their flashy minis and fun looking rules I usually run out and buy just about everything needed for the game. The rules, any applicable expansions, and at least one complete army come home with me. Then I start flipping through the rules. Looking at the beautifully painted studio minis in the book and I start to visualize how the first test mini and I are going to go about things. For me it's all about that first test mini! After I paint a test mini for a game I usually feel a deep sense of loss and self loathing as all ambition for the project abandons me.

I can't stress how much I love the idea of putting together a new force for a wargame. Be it a skirmish game of ten or so minis or a full on two to three hundred mini commitment for a larger battle game. The anticipation of collecting the actual minis, the thought of creating a stunning basing scheme for the force, maximizing the tabletop performance by picking complimentary units... all that! I just love it. Then actually sitting down and realizing what my very own version of this army is going to look like, what colours are going to go where it's so much fun to plan out. And then the actual painting comes and it's a thrill! Finally the ball is in motion and everything is starting to pan out. The amount of planning and anticipation put into that first mini just so very rarely

seems to translate into the full blown award winning trophy grabbing force I thought it was going to be. It's like the horrible guy who starts dating a girl, promising her the world at her feet and a long happy union, but then after they hop in the sack he leaves and never calls back. Why do you play me like 'dat test mini!

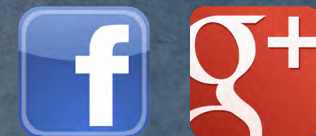
I used to be a pretty committed Warhammer player back in the '07-'08 days. Since then I have quite literally only played a SINGLE mini wargame back in October of last year. I still enjoy the idea of rolling dice and having a good time but it seems my real focus and joy is more focused on the painting side of the hobby. Painting the minis themselves has replaced the actual wargaming experience as my core hobby. I know this with one hundred percent clarity. And yet... I still haven't stopped buying new rulesets and new armies. I still collect and plan out armies for old games I haven't touched in ages. In the past year I have bought armies for Secrets of the Third Reich, Dystopian Wars, Malifaux, Dust, Dropzone Commander, and yesterday my new fav Dystopian Legions. For each and every one of these I have sat down and planned exactly what my force was going to consist of, bought the minis, then painted the infamous test mini for each of them. And as predicted not a single one of these games called me back the day after. Each of those game systems just took what they wanted from me and left me to sit in the bottom of the shower crying. None of these games have even returned any of my texts!

It's shameful how much control the miniature gaming world still has over me. I need to stress that I have only rolled dice ONCE in the last year over a scale battlefield. Like a true fool though every time I see a new flashy system with some nice looking gear I figure "This is it! This game is the one! We're going to be happy together until old age takes my brushes

from my hands!" And then the process repeats itself. I am just addicted to putting that first mini together. Cursing the clock for not moving faster as the milliput around its loving base dries and cures. Agonizing as I mull it through a work day so I can get back home to my test mini and slap some more paint on it. "Calling it in" as I half ass read a story to my kids to put them to sleep three or four hours early so I can get to painting. And then it's over. Done. I feel ten to fifteen seconds of pride at a job well done and then the love is over and all the ambition and anticipation of this project leaves me to go victimize some other painter.

Well? Where does that leave a guy? I know how much enjoyment I get out of my ill fated planning periods for these games. I truly enjoy the time when I get to open up my bag of new bought goodies and peruse the contents to decide where I am going to jump in first. So who does it hurt then? It's just an adult having some fun with a consenting gaming system and their line of products, right? Why am I filled with such self loathing when the dullcote has dried on the test mini and I am left looking at a pile of lead/resin/plastic that I KNOW for a fact no longer wants anything to do with me? I think if I am going to turn this franchise around I have to remind myself that I am the one in control here! I am the one who got to enjoy that test mini and I am the one who got to use that mini for my own purposes! I call the shots around here and who cares if the rulebook and dozens to hundreds of unpainted accompanying minis get to go collect dust on the 'ole wall of shame! I had my fun and if that test mini didn't want to get used by me it shouldn't have been on the game store shelf in the first place! On to the next system says I! I hear good things about "Firestorm Armada"...

www.wampstore.com



Wamp
Store

Barbarian Dude giveaway!



The Barbarian Dude by Emanuele G became an instant classic and its limited edition run of just 350 copies sold out within hours. You cannot buy them anywhere but the Wamp Store is offering the chance to win one!

Everyone that places an order of £20 or more within the store within the next month will be entered into a draw. One lucky winner will receive a Barbarian Dude for free and be the envy of all their friends!

*(£20 order does not include postage and packaging. Orders must be placed before 17th May 2013.
Orders placed in other currencies will count as long as equivalent amount is greater than £20)*

At The Wamp Store you can only order what we physically hold in stock, no waiting weeks for us to receive it from the manufacturer. We give you Reward Points for all purchases and we only charge postage at what it costs us to send it.