

WAMP AWARD NOMINATIONS • LOTS OF SPECIAL OFFERS • WAMPEDII

Portal

an insight into **WAMP**

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



IN THIS ISSUE

- » Portal Article Contest results
- » Details of this years WampedII contest
- » 2 Great Reviews
- » Tutorials, News and a Great Gallery and the best of this months Latest Releases

ISSUE 16: Oct/Nov 2011

WAMP
PUBLICATION



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"Fittingly I did finish my latest project at Halloween and I also managed to make some pictures already.

The title of this diorama is "Outnumbered" and was heavily inspired by the TV series "The Walking Dead".

The Cthulu-Theme of the dungeon came to my mind as I thought about a motive for the banner. It may be a sick combination - Zombies+Cthulu - but sometimes you need to be silly. Maybe a ceremony for the old ones spined out of control and turned the clansmen into zombies, who knows...

BUT whatever it was, our brave hero got himself into quite a difficult situation here. Watch your back!!!

The miniatures are from Redbox Games (barbarian) and Mantis Games (zombies). It was my first Redbox Games miniature but definitely not the last. The cast was very good, nearly no mold lines, and the tiny details are really great. Tre Manor is a great sculptor!

The Mantis Games zombies were very nice too. But it's obvious they are mainly for gaming purpose. There were many mouldlines and they lack a bit of details. I had to convert the zombies a little bit (especially the crawler and the decapitated one) but since these are plastic miniatures it was quite easy. Plus, they come with different heads and separate legs and torsos, so you can build quite some individual models. So if you look for some scary zombies I would definitely suggest them. They look quite scary as opposed to many other zombie miniatures which mostly look just funny.

The diorama was build completely from scratch, basically out of modelling plaster. The plaster is cast in custom build casting moulds and the stone texture is carved in afterwards. I also tried some new things this time (like casting the cthulu skulls or heavily using pigments) and so this project was quite fun. I did this project without any competition time line so it was quite easy going. To be honest, I was quite amazed how "quick" (exactly 2 months) I managed to finish this big diorama. It is now my biggest diorama I built so far but I think I will go smaller on the next projects, otherwise I will run out of place in my display cabinet. :D

You can find pictures of this and my other projects on, CoolMiniOrnot (<http://www.coolminiornot.com/artist/Crackpot>)

Facebook (search for "Crackpot Miniatures")

or on my own website <http://www.brushhour.de> (sorry, still only on german)."

welcome to issue 16

CREDITS

WAMP Founder, OGL and Co-Editor

Brett Johnson

Layout & Co-Editor

Shane Rozzell

Cover Image

Outnumbered by
Crackpot

Proof Reader

Martyn Dorey
Ian Pursey

Review Team

NeatPete
Cregan Tur
Captain Sprout
NathanS
Hinton
Darklord
shanerozzell

Contributors

WAMPERS of the World
united:)

Find us at

www.wamp-forum.com

www.wamp-forum.com/portal

Contact Portal at

portal@wamp-forum.com



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Well winter is rapidly upon us here in the UK. It gets darker earlier, the trees are bare and the grass has seemingly given up and turned into mud. While that may be a cause for a little sadness it does tend to give us an excuse to stay indoors and get out the paints. To blow the dust off those long term projects we never seem to get finished or to pop open the blister on those new minis we have been eager to buy. For some of us we are also lucky enough to be rewarded by Santa in the form of miniature goodness and so we start dreaming of more stuff to add to the lead pile that like the Himalayas always seem a little bigger each year with no real sign of ever getting smaller!

In this issue we reveal the short lists for the Wamp Awards 2011 in which we give recognition to the best the hobby has had to offer over the year. The short list is always a hard thing to compile but we think it represents a great selection of products, paint jobs and manufacturers that have shown great quality, service or innovation. It's a great sign for the health of the hobby that it's such a hard choice!! I hope you get involved with the voting and help choose some winners.

We also have the first details for WAMPED! Which returns for its second year and gives you something to get involved with over the festive period.

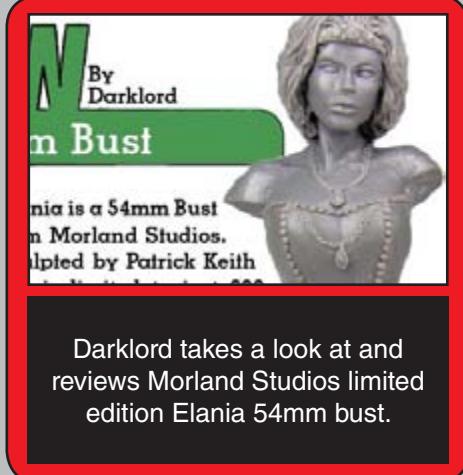
As always I hope you enjoy this issue of Portal and if you want to get involved with Portal let us know. We always welcome articles, tutorials, and even artwork.

Cheers

Brett

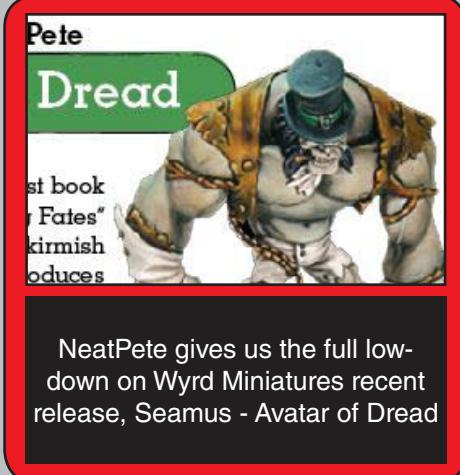
in this issue

REVIEWS



N By Darklord n Bust
Elania is a 54mm Bust from Morland Studios, sculpted by Patrick Keigh.

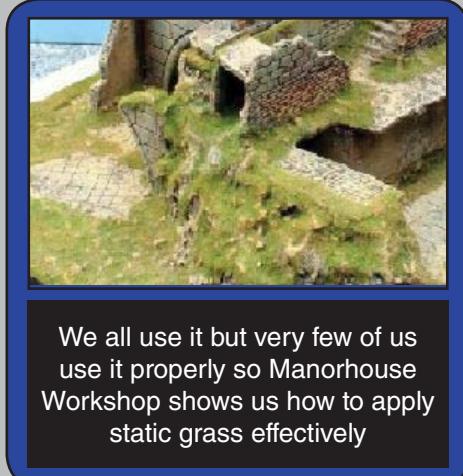
Darklord takes a look at and reviews Morland Studios limited edition Elania 54mm bust.



Pete Dread
Last book "Fates" Skirmish produces

NeatPete gives us the full low-down on Wyrd Miniatures recent release, Seamus - Avatar of Dread

TUTORIALS



We all use it but very few of us use it properly so Manorhouse Workshop shows us how to apply static grass effectively



Jabberwocky shares a great SBS on how he painted his Eastern Front Studios mainotaur.

ARTICLES



Miniature Heroes delves into the depths of history and brings us details on early miniatures for one of the hobbies giants.



The results are in and the votes have been counted. Portal exclusively reveals all the nominations of the 2011 WAMP awards.

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NEWS

We would like to start a "Readers Letters" page that is open to all our readers. If you want to have a say about anything to do with the hobby or about Portal Magazine please feel free to air your views to portal@wamp-forum.com. We'll endeavour to print each and every one and the best letter each month will win a prize.

Welcome to issue 16. Well Christmas is firmly on its way and to celebrate this we have news of loads of great offers including an exclusive offer to Portal readers from Basecrafts. With the season of goodwill on the horizon I hope you all, like me are writing your hobby related Christmas lists telling all your nearest and dearest what you want. If you're having difficulty then why not have a look at the nominations for the WAMP2011 awards which can be found on page 20.

Also in this issue we have news of WAMP'S biggest contest of the year WAMPED! II, Returning this year bigger and better with a new Theme category. More details of this can be found on Page 30.

We also have a great gallery and plenty of articles for your enjoyment ☺



Carnevale is a brand new miniature skirmish game, set in a twisted city of Venice in 1795. These are 28mm metal models for painters and players alike. The game has a simple game system, but enough tactical depth to please many wargamers.

You're very welcome to have a look at our site, watch all the models (you'll see them in the first articles under the name of every faction: The Guild, The Rashaar, The Patricians and the Doctors of the Ospedale) and pick up any images that you think are interesting to illustrate any note you feel like writing about the game.

The game will be commercially released in Spain and in our web store this next Saturday, and should be in stores in the UK and USA in the next few weeks. There will be a rulebook both in English and Spanish.



JUDGE DREDD MINIATURES GAME

Mongoose Publishing announces new Judge Dredd miniatures. The Judge Dredd miniatures range continues to grow and expand. Five new models have just been released to grace your own Mega-City One – the Justice Department receives Judge Dekker as a reinforcement, while fans of Caligula (or anyone just wanting to hire some ready mayhem) will be pleased with the two new Kleggs and Klegghound. Finally, we have also released a rather paternal looking Orangutan Boss for those of you with ape gangs!



Over the past eighteen months, we here at [Maelstrom Games](#) have brought you some of the finest fantasy miniatures in the world in the somewhat mental shape of our very own miniatures range, the [BaneLegions](#). Since it's almost Christmas and it is the season of goodwill, we thought we'd celebrate all those superb miniatures we've created with you guys - by giving you all a simply whopping 25% off the UK recommended retail price for all BaneLegions products from today for ten days! How cool is that!

This 25% off UK RRP discount voucher ends on Monday the 21st of November 2011 at midnight (GMT) and it's a great chance to grab yourself December's releases – [Krull](#), [Maru](#), [Ckaarakk](#) and [Eirik Longaxe](#) – which are just around the corner; and just look at all those incredible BaneLords and BaneBeasts from the back catalogue. There's almost forty now, an amazing amount really, so there's plenty to choose from!

So how do I take advantage of this 25% sale, I hear you all cry? That's easy: simply register on the Maelstrom Games webstore, www.maelstromgames.co.uk (if you haven't already), copy and paste the voucher code BANELEGIONS-XMAS into the appropriate field in your basket when you have selected the items you want, press 'REDEEM' and the webstore will do the rest. You are not limited to one purchase and, indeed, we would ask you to recommend us to your friends with this voucher! The voucher will work on pre-orders so the aforementioned December releases are covered and, crucially, you'll still earn Moneyback – although tiered discounts are disabled when using a voucher of course.

Remember though that this voucher is intended for the webstore only – it does not apply to any of our auctions or shop inventory items on eBay.

Have a very happy BaneLegions Christmas!



FireStorm Games

With Christmas fast approaching we thought we would bring some cheer to the beginning of the festive season and to say thank you for your support this year by giving you all an extra discount voucher!

Use voucher code 'merryxmas' at the checkout stage to get an additional 5% off your order, giving you a fantastic 15% off the UK RRP! Combine that with our free shipping offer* and you can save a bundle on your Christmas pressies!

Don't forget to use our wish list service to send your wanted list to friends and family, give them this code to so they can save money as well!

This offer will last until the 27th November and is only available on our online store so get your skates on!

Have a Merry Christmas from The Firestorm Team (Rob, Russ, Ben, Mark and Andy)

THE ARMY PAINTER



The Army Painter can confirm the many rumours about an upcoming range of Acrylic Designer Paints for Wargamers, scheduled to be released as individual pots in March 2012 alongside a Starter Paint Set, with an upcoming Mega Paintset in January 2012 as a sneak premier. Furthermore, we have studied intently what colours are selling and which ones are not. This has made our range extremely tight at only 36 colours, but this is actually about 90% of what colours are selling out there.



Warpath Rules and Army List are now available for free download!

Warpath First Edition

We're through the closed beta and we're now out to



Open Beta with the First edition rules. This 16-page booklet contains all the rules you need to play Warpath, including rules for vehicles, flyers, special rules and all the key info on moving and shooting with your troops. It's a simple, easy to learn ruleset for playing bloody and brutal wars across many galaxies. The ruleset will be included for free in the Fate of the Forgestar, Marauder and Forge Father army sets, as well as being hosted on our [website here](#).

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Basing Materials and Hobby supplies for the Modeller, Painter, and Gamer

Those extremely nice people at Basecrafts, a new company that sells basing materials and pigments, have given Portal readers a great exclusive offer.

Enter "PORTAL16" as a discount code and you will receive 10% off all items (exc postage) and is valid until 31st Dec 2011.

We would like to thank them for this offer and wish them all the best for the future.



Stats Box

Portal downloads	41344
Memberships	1417
New members this month	52
WAMP posts	153041
Wiki Pages	165
Blogs	44

Wamp Ladder

Quite simply it's a fun painting league. You challenge another painter on the ladder to a 'paint off'. Choose a theme and have up to 6 weeks to complete your mini - both your entries are then judged by fellow members - the winner gains points and moves up the ladder. It's free to use and you can challenge people to suit your ability.

The ladder can be found [here](#).

Spectral Dragon vs waghorn41

Dwarf

Leopardpixie vs Spectral Dragon

Dwarf

Mxconnell vs Vegascat

Warmachine Single Figure

MaGie vs ScottRadom

RBG Entry

Darklord v NeatPete

Rackham Dwarf

Darklord vs skippen

Dwarf!!!

Rankings

Username	ELO	Streak
Darklord	1119	4
pae	1065	3
Cregan Tur	1063	1
MamaGeek	1052	2
Sparks	1051	3

WAMP

The last 30 days

Newest Members

Benji	Peter Blanch
Skull_And_Crown	noxenlux
dustydoggadad	echelion
Teekupp	zarkon
reltoc	saraloz1
maebee	cardshark
GRAYMOUSER17	Sethor
theAdmiral	Robert Facepalmer
Andelka	MEANHOUSE
KingThorvar	jumo
Truco2011	LonelyEye
Belegur	B0baFett
Owen	fear-max
Murden	Crackpot
frankr	Epiktetos
Xenon_Wulf	drybrusher
Metropolis	Medium John
Greene	tezz
domus	smw356
tidyfiguremaker	Fritzkrieg
Blighted Panda	Century
MahaiahNeler	DerSkuggan
TheNewBe	DonTheDime
Geist	Sly
gerion	zombiejules
Darkmeer	Vriaeliss



Portal Magazine has exclusive details of Wamp's next upcoming contest which is sponsored by Redbox Games. Portal readers have received these details 1 week before they will be announced elsewhere.

Last year the Redbox contest was one of our most popular and this year should be no different. Because the previous contest was so well received this year Redbox have put up some even bigger prizes for all you lovely

Prizes:

1st - \$100 credit

2nd - \$75 credit

3rd - \$50 credit

You have until

6pm 25th November 2011 GMT

Supporters deadline is
30th November 2011

You must be a Wamp Member to participate. Membership is free and you may register [here](#).



Rules:

- » You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage.
- » Images must be no larger than 800 pixels wide by 2500 pixels high. (It is your responsibility to check this).
- » **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 (including Portal) and Red Box Games 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 (final shots must be posted in the contest gallery before being displayed on other sites).
- » Judging will be conducted by public vote.
- » Submissions must be posted to the Redbox Games 2011 Gallery
- » Credit is eligible at www.red-box-games.com

Redbox Games produce high quality miniatures and more on them can be found here: www.red-box-games.com

REVIEW

By
Darklord

Elania 54mm Bust

Manufacturer	Morland Studios
Material	Metal
Price	\$18.99
Contact	
www.morlandstudios.com	
Other Information	
Sculpted by Patrick Keith	
Limited to 600 copies	
Ratings	
Quality	9.5 Good clean sculpting and excellent casting.
Assembly	9.5 Single piece cast and minimal mold lines make assembly very easy.
Value	8 Price feels about right for a 54mm bust/
Overall Score	9.0



Elania is a 54mm Bust from Morland Studios. Sculpted by Patrick Keith she is limited to just 600 castings but is she worth getting?

The sculpt depicts a female wearing a bodice type top and she sits upon a fluted base. Her features are delicate and soft and she has a classical, elegant feel to her. Her neck is adorned with a jewelled tear drop necklace that matches the piping detail on her bodice. Her forehead is adorned with a decorated head band.

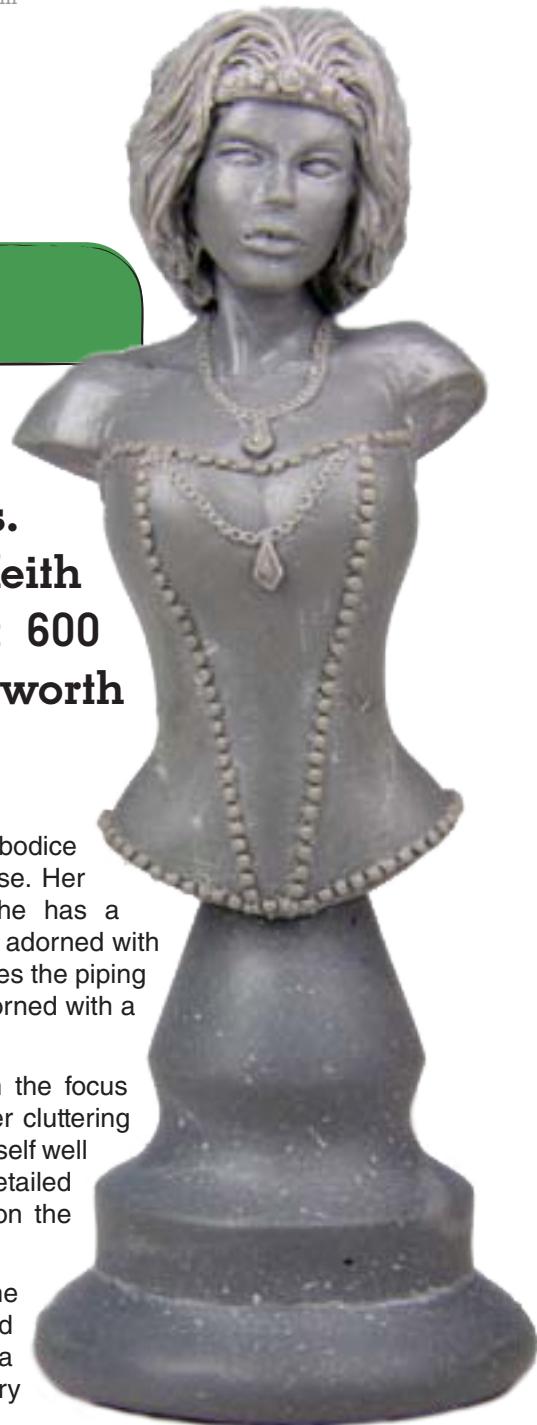
The sculpting in general is simple with the focus on smooth, simple lines rather than over cluttering things for the sake of it. The piece lends itself well to both a simple paint job or a more detailed one resplendent with freehand details on the clothing.

The quality of the piece is very good. The casting is well done with details crisp and very minimal mould lines coupled with a single piece cast mean prep work is very minimal.

Elania is priced at \$18.99 (around £11.89) which feels about right, this is a limited edition piece and you're getting a good solid chunk of metal for your money. It's certainly not a price that should prevent you buying this.

All in all this is a very nice piece. It is a simple sculpt and it benefits from the simplicity that gives it an air of elegance and offers the painter a choice of where to take the paintwork. Coupled with excellent casting quality and a manageable price it's certainly worth picking up if the subject is one that interests you and this would be a great introduction to the 54mm scale or even to busts if you're looking to dip your toe for the first time with these types.

Overall, a great well made piece that won't disappoint.



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With over 1400 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.

If you have products relevant to Miniature Painting, Wargaming or Roleplaying then WAMP members are your targeted market. If not, our audience are also interested in related products such as Fantasy, Science Fiction, Historical and Military related media as well as Art and Photography so it is still a good idea to advertise with us because WAMP is a vast community and for a lot of its members the first place to seek advice on books, video games, movies and much, much more.



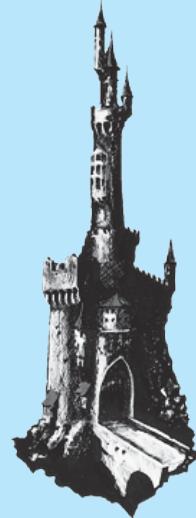
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Portal
an insight into **WAMP**

VIEW FROM THE HILL

*By Tim Fitch
(Miniature-Heroes)*



CITADEL
MINIATURES

GAMES
WORKSHOP

I thought this time I'd have a look at the current giant in the gaming world, Games Workshop. Now today the name covers both miniatures, games, books, etc. The citadel name still appears, but it's much more part of the same whole. It wasn't always so tightly bound though.

Ian Livingstone and Steve Jackson, along with John Peake founded GW in 1975. John Peake left soon after leaving the big two to carry on. And things went quite well. So well in fact that when Bryan Ansell mentioned his idea of a new miniature producing company, GW were able to fund it. And so Citadel was born and continued to be the miniatures brand of GW for many years.

Like all things, Citadel miniatures have evolved over time, and I want to try and explain some of the more common things to look for depending on which period you want to collect.

Bases provide so much more than just a platform to support the rest of the miniature. As china and silver antiques are marked, so are most miniatures. It's just a matter of knowing what you are looking at.

Starting with the early figures 80 to 82. Generally the figures are a little crude, 25mm scale and of static poses. Holding a weapon, leaning on a weapon, directing a spell at something. The female sorceress pictured is a good, though broken, example.



See how the clothing seems thick and bulky, the hands and fingers being just a bit too short and chunky.



Now have a look at the base. See how its been sculpted with a series of needle or knife marks. I think it was a attempt at trying to represent grass, basing wasn't much of a concept in those days. What it does show though is that this is an early Citadel piece. Though some were still listed in the 1983 first citadel compendium, the bases for the newer figures had changed to this.



The attempt at grass has been replaced with a surface comprised of a series of undulations. Generally they're a bit bigger and slightly thicker too. One exception to this is the Dwarf Warriors of the period. In the 83 compendium Citadel sold lots of dwarves. These were split into Dwarf Adventurers, and Dwarf Warriors. The adventurers were a mixed bag of fighters, clerics, thieves, and a few sorcerers. Their bases are the larger undulated affairs. The warriors though could well have been made earlier because theirs are smaller and thinner with a pitted or dimpled surface detail.



This is also the same base detail that they used on all their Runequest range miniatures.



To make matters even more confusing, they had a habit of including some miniatures from the Runequest ranges, into the standard Citadel codes. For example:

This is Kyger Litor – Troll Adventuress from the Runequest boxed set Adventurers. However it also turns up in the first Citadel compendium as an Ogre!

They also made great use of variations of the same miniature to bolster their range, a trick they've used many, many times since. The picture below is of a line of Dwarf warriors. All basically the same, but with different heads.



Some are listed in the compendium, but a lot aren't. As to how many variations they made, well I just don't know, but there are lots. The goblins of the time got the same treatment



as did some of the orcs. Human heads tend to hop between ranges as do shields and backpacks. All useful in identifying an unlisted miniature.

Another useful tool is looking at the underneath of a base and seeing if you can see a mark. Miniatures from this early period aren't marked clearly, and in some cases not at all. Some have random numbers scratched into their bases while others can have the sculptor's name or initials and even their catalogue number. Some of the more common ones to look out for are:

Catalogue number FA-24 (Fantasy Adventurer 24)



M.P, m p, mp, = Michael Perry (seems to have signed his work a bit more than his brother.

AP or sometimes with the side of the A providing the upright bar of the P = Alan Perry.

Bryan Ansell used two types of mark. He didn't put his name to many pieces, though I suspect he did do quite a bit in conjunction with the Perrys. Generally you get Bryan Ansell in full on the base, or a BA on some of the larger pieces.

Another mark sometimes seen is the HL of Henry Leadbetter. He doesn't seem to have made many pieces and his work was being phased out by the time of the 1983 compendium.

At the time Citadel were also in a mutual distribution agreement with Ral Partha in the US. Ral Partha miniatures got distributed through the Citadel network in the UK, and the same happened for them with Ral Partha in the

states. Towards the back of the first compendium the Ral Partha ranges available are listed and illustrated with the same line drawings as the rest of the catalogue.

It's probably a good time to round off this first collecting instalment by noting the differing styles of the two companies. With the internet, better communications and transportation networks, it has become easier for sculptors to work for companies not in their home countries. Thus the difference between the UK and US styles has blurred and become much less clear cut. However back in 1983, there was a difference.



The two figures above go someway to explaining this. Both are from around the same period, and both are of female fighters in similar poses. The one on the left in the helmet is from Citadel, the other Ral Partha. See how the RP piece is slightly smaller, and thinner. Also the chainmail is exceptionally finely sculpted compared to the slightly coarser Citadel. Note also the difference in heights. If 25mm = 6 foot, then the Ral Partha piece probably stands about 5'5" tall, an average height for a human female. The Citadel piece, though not standing completely upright would be taller, nearer 6': I don't hold one to be better than the other, but rather to illustrate the differences between US and UK sculpting of the time.

Next time I hope to delve into the last of the Citadel pre-slottas, and the emergence of the slotta base.

TTFN

Tim

MEET THE WAMPER

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



Real Name: Pete Blum

Alias: Neatpete, Peterdita(Wyrd), Pdog,

Website: <http://petepaints.blogspot.com/> It's basically a hacky rip off version of Angel Giraldez's blog. But it's nice to have a personal gallery by manufacturer and a place to direct commissions to.

Wamp member since: I joined up for a Wyrd contest a few years ago and never left. Surprisingly, they haven't kicked me out yet.

Bio: Thirty Two-bular! Live in Portland OR for the last 6 years or so. Engaged to be married summer 2012 in Mexico.

Paint, sculpt or game? I'm a painter all the way. I do play some Malifaux, in two casual D&D groups at the mo as well. I'm DMing one of them with eight players, what a hot mess that is.

Favourite mini company? Yeesh. Lots of great ones these days, Red Box Games, Wyrd, Dark Sword, Reaper, Rackham and anything Werner K. sculpts. Studio McVey and Kingdom Death make some great resin as well. I've got some Star Wars stuff from Knight I can't wait to get into soon. I'm rather easy to please in any genre.

Favourite sculpt? Maybe the Sister of Mercy from Freebooter? Wyrd's Kirai box set is pretty sweet as well.

How long have you been in the hobby? Think I played my first RPG: Palladium TMNT in 6th grade, been hooked ever since. I only really started taking painting "seriously" in the last 2 years or so.

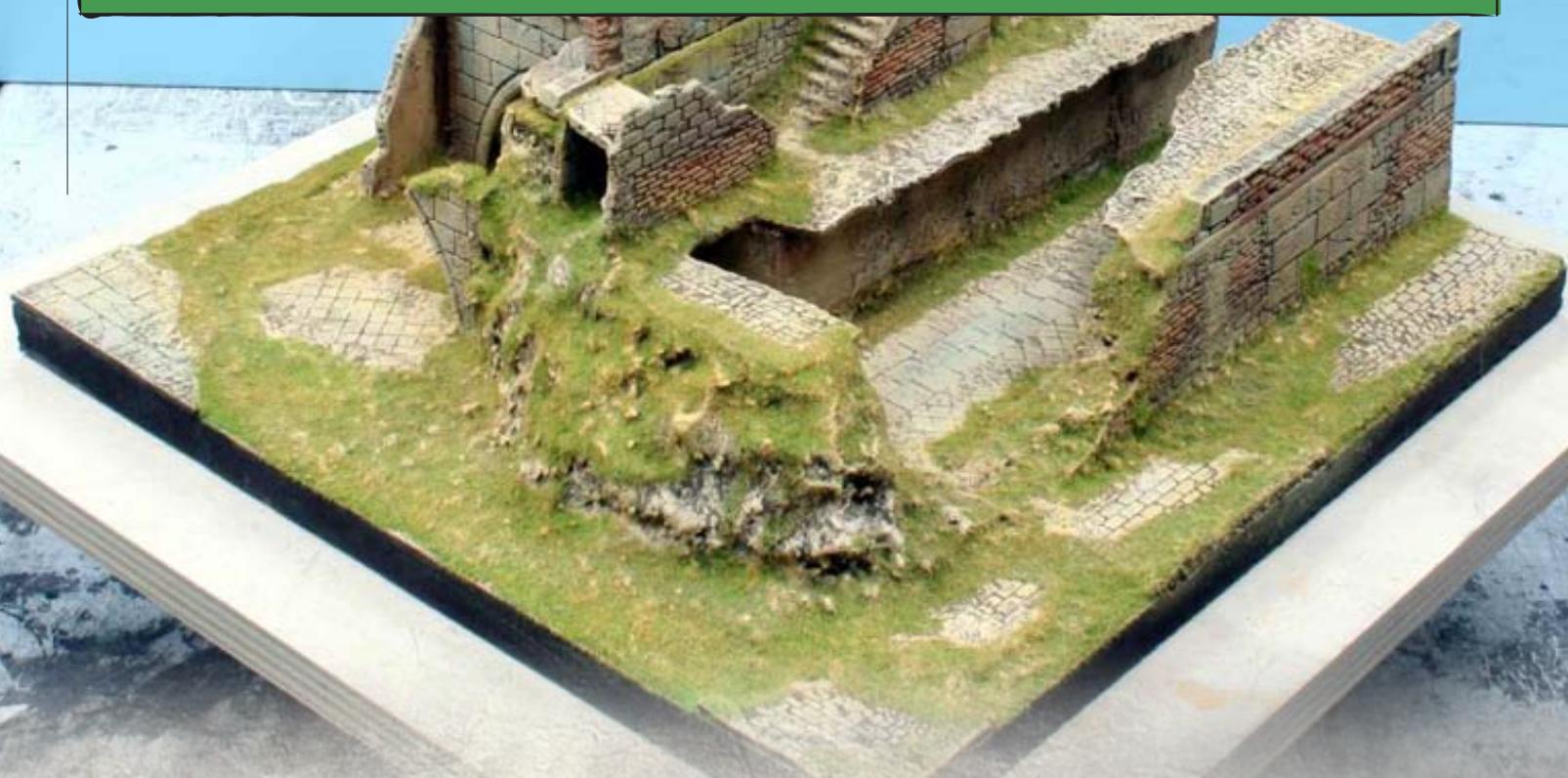
How often do you visit Wamp? More than my boss knows, that's for sure.

Best thing about Wamp? The people all the way. Great group of folks that don't take things too serious but they are always there to help and offer feedback. Great sense of community, it's a bit like family at this point. I also love the contests; I work best with deadline motivation and friendly competition.

Tell us something interesting about you? I have a 75 gallon salt water fish tank half full of corals and some cool reef fish. I stay very responsible and only buy from coral farmers and tank breeders. I just got a sweet clam last week. I guess there are more expensive hobbies out there but between the tank and the minis, there's just barely enough money left for beer!

TUTORIAL

How to Create Real-Looking Grass



Hi everyone

Let's start with a first article about one of the first secrets that eludes many people who try their chance in modelling; how to realize the grass in a realistic manner.

Tools of the trade: you will need a couple of medium-sized brushes, some glue for wood (vinavil), water, synthetic (fibre) grass, latex gloves, and some acrylic colours.

How to start:

Once the model has been painted fully, you need to mix water and vinavil (80% vinavil, 20% water). This is due to the fact that the water will break the superficial tension of the vinavil, thus preventing it from creating a thin layer of dry glue that would stick immediately to the grass, which would prevent it to glue to your diorama in a suitable fashion afterwards.



Mix the two, to allow the vinavil to be more fluid. Once the mixture is done, use a brush to spread the vinavil in all the areas where you want to put the grass. It should be remembered that grass doesn't usually grow on walls



Once you have laid the vinavil, take the grass into hand and let it spread on every related area. Don't hesitate to use a lot of grass this way, more than it seems reasonable: the excess grass won't glue anyway, and you will be able to retrieve it for later use afterwards.



Of course, to be able to retrieve easily the excess grass, I would advise you to first put some newspaper under the model, so to facilitate its gathering once the work is done



Once all the areas of vinavil are covered with grass, put your latex gloves on, and press with your palms the grass on the vinavil. Once the vinavil is dry (it will take approximately 6 hours), use a big dry brush to move away all excess grass.



The result you will obtain is very interesting as you can see in the picture, but not fully realistic yet the grass has still a somewhat vivid and phosphorescent green colour...



Get on to the next step: make the grass get a realistic colour.



Take some acrylic colours: golden yellow, beige, and dark skin. With a medium-sized brush, colour the grass using the dry-brush technique (put the colour on the brush, then take away the excess colour by rubbing the brush on a cloth/rag, and then pass/paint rapidly the grass with it).

This process does not only paint the grass, but helps it stand upright, in case you did flatten it too much when you pressed it with your hands.

Once the grass is painted, the final result is the one main shown in the picture.



Be careful! It is better to use very few colour, than to put too much on the grass due to a completely coloured-full brush, so be careful and check that the colour on the brush is at the bare minimum.

In the end, it is not so complicated to make the grass real-looking, on our diorama.

The main and only delicate step is the dry-brush, but you can always train yourself first on some other areas built for training purposes, where you put some grass on.

Cheers,

Lorenzo – Maniachouse – Marchetto



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I have great pleasure in announcing the short-lists for the Wamp Awards 2011. Each category has been reduced down to 10 entries from all the nominees, (which was no easy task!!)

Here are the short-list's in full and real names have been used where known.

Follow this link to the voting page.

Best Miniature	Best Painted Miniature	Best Base
One Shot Sodapop Miniatures	Masques Rusto	Fruit di Mare Muhani
Zombie RedBox Games	Visions Of Hatred Picster	Severus Sebastian Archer
Cang The Implacable Coolminiornot	Renewal Sebastian Archer	Al Vianna Sebastian Archer
Bunny Girl Poupee Canope	Al Vianna Sebastian Archer	'Until The End' Julien Casse's
The Getaway Piquifi	'Until The End' Julien Casse's	The Return of the Warlord Matt Cexwish
nvocation Scale75	Fruit di Mare Muhani	Air Fienel Honour Guard
The Grinder Robert Chaudon	The Return of the Warlord Matt Cexwish	Welcome to the Jungle Paul Valenx
Pin up Twilight Knight 54mm Kingdom Death	Zues God of Gods Fischy	Outnumbered Crackpot
Sgt Conner Andrea Miniatures	Zorabeth Arsies	belle of tortugafurigurine Tatoo
Emily 'Foxy' Foxwell Statuesque Miniatures	Sgt Conner Morsi	Steampunk Jen (lovecraftian version) Jennifer Haley

Best Company

Model Display Products
 Sodapop Miniatures
 Rebox Games
 Studio McVey
 Privateer Press
 Hasslefree Miniatures
 Wyrd Miniatures
 Kingdom Death
 Darksword Miniatures
 Avatars of War

Best Range

Banelegions
 Malestrom Games
 George RR Martin's Masterwork's
 Darksword Miniatures
 Relic Knights
 Sodapop Miniatures
 Malifaux
 Wyrd Miniatures
 Kingdom Death
 Kingdom Death
 Star Wars
 Knight Models
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 Privateer Press
 Smog 1888
 Smart Max
 Warlord Saga
 Andrea Miniatures
 Relics
 Tor Gaming

Best Product

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 Liquid Greenstuff
 Games Workshop
 Pirate Ork Heads
 MaxMini
 Fine Leaf Foliage
 Woodland Scenics
 The Complete Guide to Miniature
 Painting DVD - Miniature Mentor

Best Event

Wamp2011
 Adepticon
 IMP2011
 FigureWorld 2011
 Gencon
 Games Day Germany
 Salute
 Euro Militaire
 World Expo 2011
 Kublacon

Best Publication

Portal Magazine
 Irregular Magazine
 Wargames Illustrated
 Games Forces Magazine
 White Dwarf
 No Quarter
 Figurines
 The Ancible
 Unseen Lurker
 Wargames Recon

RULES

Voting will remain open until 3pm
 14th December 2011 GMT.

You must be registered and logged
 in to Wamp to vote. (you can
 register [here](#).)

You will receive 3 votes per
 category.

You must use all 3 votes in a single
 instance.

You don't have to vote on each
 category though its encouraged.

If you have any questions you can
 contact me.

Votes are monitored and any
 found to breach these rules or look
 suspect will be removed from the
 final count.

REVIEW

By
NeatPete

Seamus - Avatar of Dread

Manufacturer	Wryd Miniatures
Material	Resin & Metal
Price	\$35.00
Contact	
http://www.wryd-games.net/	
Other Information	
Ratings	
Quality	8.5 Great detail with a couple rough spots
Assembly	9 Easy to clean and assemble.
Value	7 Seems a bit steep for me here, but it is a good chunk of resin.
Overall Score	8.2

Wryd's latest book release "Twisting Fates" for the Malifaux skirmish game introduces Avatars. Avatars are the manifestations of your crew's leader. (Aka: the big and bad version of them once they open the can of whoop-ass.) Today I'm checking out Seamus, Avatar of dread.

He stands 38mm to the eye and 50mm to the top of his hat and comes with a 50mm gaming base. Three pieces: Body, Right hand, Monocle. The right hand fits on nicely and is cast in metal as is the monocle. The main body section is cast in resin. This is the first resin miniature I've seen from Wryd and it's pretty good. The flash isn't bad, the mould lines are reasonable and the bubbles were minimal and not in any noticeable places. There was a rough part on the back of his top hat that would require some extra attention, but I always find resin easier to fix than metal in this situation anyway. The feet aren't flat as the



right foot appears to be stepping forward. Maybe this was intentional, but I found it a bit odd.

The face and teeth hold great detail as does the hair. He sports the classic Seamus top hat as a thin cigar protrudes from his daring grin. The torn shirt fragments across the back are very convincing and tell the story of this person's upper body swelling up and bursting from his clothes after some sort of wicked transformation. One can't help but think of the classic literary character Mr. Hyde looking at this miniature



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Magi-Rashaar



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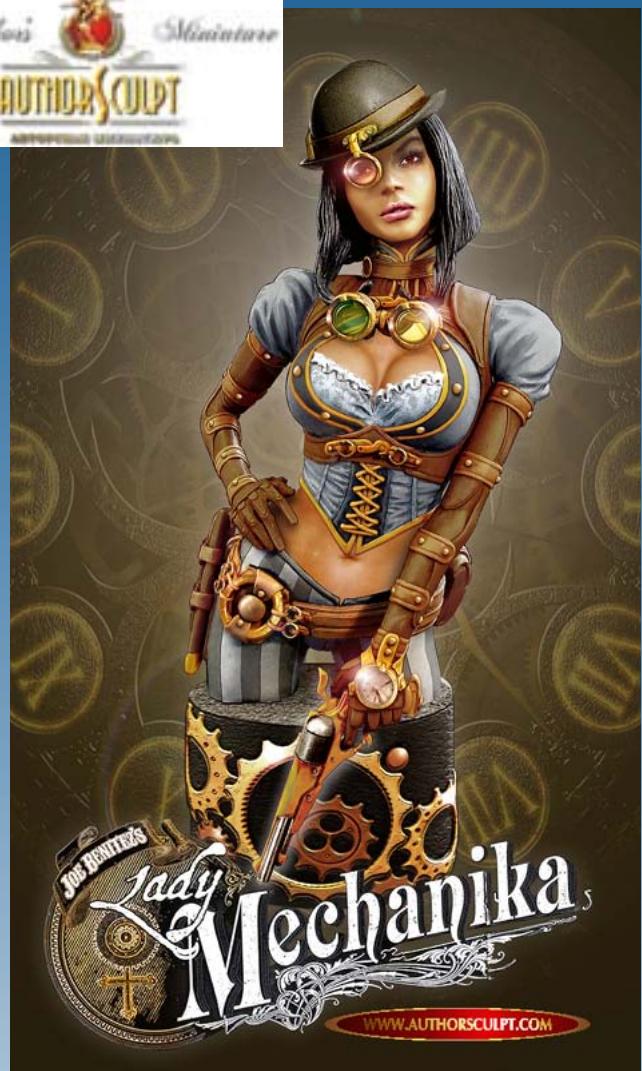
Capodecime



Female Barnaboti



Signor Geppetto



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Wamped! has returned for its second year and it's hard makeover. Gone are the manufacturer categories and entries will now be split into genre specific categories giving even more range for you to bag some prizes!

Deadline

The closing date for entries is: 6pm Wednesday 4th January 2012

(Supporter deadline will be 5 days later @ 6pm Monday 9th January 2012)

Times quoted are GMT

What can I enter?

Anything! It can be any scale, genre, manufacturer. It can be terrain, duel, diorama,a full blown army even. BUT! Take note it must be new work. That means it must not have been shown completed anywhere. If you have shown WIP elsewhere that's fine but not completed photos!

Prizes

Prizes will be announced next month!

Categories

- » Fantasy
- » Sci-Fi
- » Historical
- » Scenery/Terrain
- » Everything Else

There will also be a Best In Show winner.

In addition this year will see the introduction of a brand new concept to Wamped! It's one we have used in our oldest contest the Wamp Monthly and it always brings up some fun entries.

The Themed Category!

The Themed Category add a theme element to entries and is a prize awarded in addition to the others. The theme for this year is.....

'OOPS!'

What you do with that theme is entirely up to you but we will be looking for originality and clever use of theme as well as the technical skill of the entry

Rules

You must be a Wamp Member to participate. (registration is free), you can 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 any additional photographs of that entry will be removed

All entries must be new work (*new work is defined as a piece not shown in a finished state in public before. It is fine to enter a piece that has been displayed in a Work In Progress state (if your unsure ask!)*)

You give Wamp and Portal Magazine permission to use your pictures for publicity (but you do retain ownership)

You may post pictures of WIP both here and elsewhere in public. Completed work may be displayed elsewhere AFTER it has been entered into the contest gallery [here](#)

Judging will be decided by Public Poll

You may enter as many times as you like in each category.

You are only eligible to win 1 prize per category with the exception of Best in Show or Theme prizes as these can be awarded in addition to other prizes.

Submissions must be posted to the contest gallery.

Photographs must be no larger than 800w x 3100w pixels. If they are the software will automatically reduce your image size and make it pretty small. It is your responsibility to check this

You may enter a single miniature,diorama full 300 piece battle scene - whatever you like as long as its within the correct category rules.

Any entries found to be breaking the rules will be disqualified

Entries must be placed in the appropriate category here:
[Wamped II Gallery](#)

So there you go folks - In short create anything you want, any mini from any manufacturer, an army even terrain, buildings and scenery!!

p.s. if your interested in adding to the sponsorship of this contest contact me

Portal

HAS TEAMED UP WITH



WAYLAND GAMES

DISCOUNT WARGAMING

Article Writing Contest: The Results!

Thanks to all the people who entered Portals first article writing contest it has been quiet a success. We had plenty of different types of entries from tutorials and poems to how someone got into the hobby.

We would also like to take this opportunity to thank Wayland Games for sponsoring this contest.

So without further ado, the winner of The first Portal writing contest is...

Cubster

Who wrote a very evocative piece of how he was introduced into the hobby and about the toy shop he bought his first miniatures.

Other notable entries were from Jabberwocky who wrote a mini painting tutorial and the WAMP Rap from NeatPete.

We hope you enjoy some of the entries over the next few pages.



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The Acorn

By Cubster

"Call me Ishmael," said the man behind the counter.

"Why?" said I nervously. "It just sounds better for the start of a story than, 'Call me Mr Jack Davies'"

Clearly I was confused and perhaps my memory has failed me in the same way the rest of my once-youthful body has, but the words are less important than the image. Picture a tiny shop, shaped like a thin wedge, perhaps thirty foot long by fifteen foot at its widest and a good thirty years ago, give or take a yard. This superb TOY SHOP certainly deserved the capital letters and endures in my memory as everything that has ever been, and will ever be, what truly drives my love of toys. Oh, call them what you will, models, miniatures, figurines, they're really toys and I'm still 9 years old, visiting my Gran's house and desperately hoping she'll press a 50p piece into my warm and sweaty palm with a wink and a conspiratorial finger to her nose. Off I'll scamper to 'Jack Davies' down the road, to the odd little shop that was like an inverse Tardis, proudly spreading its gleaming multi-coloured delights behind an acre of glass that wouldn't look out of place in Seaworld. In I squeeze through the softly jingling door to the shady, cramped environs within. The first thing I see is the gently smiling 'Jack Davies' himself stood behind the counter wearing his pinstripe shirt, bow tie, shiny metal sleeve bands holding those immaculate cuffs away from the ever-hazardous wrist area, his faintly disturbing smile and swept back greying hair (was he thirty? forty? ninety?) held in place with ancient-smelling Brylcreem. Give him a bowler hat and he'd be playing the banjo on the 'Mississippi Queen'. His was the only toy shop in town, but had there been an army of them, I suspect his would always be the first and last I'd visit.

The whole place smelled of dusty tin clickers, paint thinners, rubber bicycle tires, rubber bouncy balls, rubber snakes and, inevitably, gently decaying Brylcreem. Even as a child, I knew it was an old-fashioned emporium, not your run-of-the-mill store or corner shop, despite being a shop on a corner, but a relic of my parents' childhood perhaps, or maybe even my parents' parents' This place was very special, laced

with the golden marinade of a visit to my Grandparents, but in its own right a little magical place of dusty secrets that hypnotised my child eyes as the motes sparkled slowly in the sun's sneaking beams. The door with its cheerful little bell and the glass counter stood at the fat end of the wedge that was Jack Davies' small grotto, with the shelves and central stand extending down the long point to a corner that was so sharp you had to turn your shoulders to get round it (an unwritten rule of one-way traffic existed in the shop and failure to adhere to it resulted in severe tutting and a socially crippling roll of the eyes). Every inch was crammed with treasures and the efficient left, right, up, down scan was essential to make sure that the marrow of every precious visit could be sucked dry and stored in the memory.

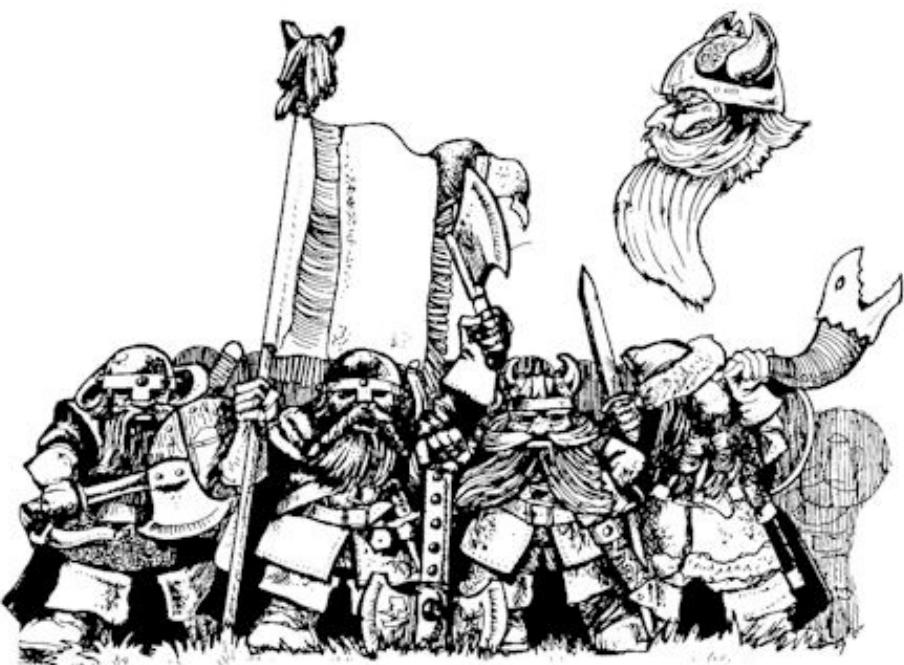
There was a certain ceremony to visiting 'Jack Davies'. After meeting the soft, understanding eyes of the man himself (I swear he slept behind the counter, stood motionless until he could open the doors again) and giving him a shy little smile that wanted to say, "Don't worry, I won't be long, I just want to drink it all in for a while before I buy anything," I would always allow myself a teasing glance to the left as I walked in the door, to the wall of Citadel, Grenadier and Ral Partha models. Just a quick glance, to see if my eye could catch something new there, some new dragon or chimera to look at, some new 'Orc of the White Hand' or 'Adventuring Cleric' within my meagre budget. Then I would turn to the right and begin the traipse around the aisles, fooling myself that the shiny coin in my pocket could be tempted out by

the super-bouncy balls, the fake dog poos or the fruit-smelling erasers. This was part of the routine, a tantric process that merely sharpened my appetite for lead models, miniatures, figurines ... toys.

These were the days when White Dwarf was an independent hobby magazine, when a 25mm model was a whisker over an inch tall, when orcs were scrawny gangly creatures with jaws like an open sock drawer, when I could be confident of buying a model from the squeaking carousel of blister packs with my 50p coin and still have ten or twenty pence to take to the sweet shop. Of course, if I was really disciplined I could save up my pocket money and ... oh the sweetness of that blessed day, I could take a whole £3 into 'Jack Davies' on one of those infrequent visits, complete my regular tour of inspection and then approach the shelves of lead with enough money for a 'Regiment of Renown.'

Something about the dully rumbling metal models encased in their polystyrene pockets set the senses alight. It was akin to seeing those interesting lumps beneath the material of a Christmas stocking, except I knew that none of those cardboard-shod boxes with the word 'Citadel' emblazoned across the front were going to contain any walnuts and tangerines. 'Gromm's Goblin Guard', 'Mengil Manhide's Dark Elves', 'Harboth's Black Mountain Boys' ... these pre-slotta names were woven with mystical excitement and were the wondrous regiments that would finally defeat my brother's previously unbeaten 'Bugman's Dwarf Rangers'. They never did, not once. Yet when purchasing a 'Regiment of Renown' there were always the various box options to choose from. Of course the first box bought was always the one that contained the Hero model plus 8 identical troopers. But then should I somehow scrape together another £3, either through saved pocket money or a note falling gleefully from a birthday card I would be left with a dilemma ... what box next? The one with the Champion, with the Standard Bearer or the Musician? Usually this order of consideration was the order in which they were purchased, resulting in many units of 24 troopers, complete with Hero, Champion and Standard Bearer ... but no Musician.

But it didn't stop with Citadel, they weren't even the front runners in the early days as my fevered attention slid from shelf to shelf. The ever present Mr Jack Davies behind me was temporarily forgotten, but no doubt looking with patient understanding at the crippling indecision of a boy with too many options. Ral Partha made some beautifully sculpted and cast pieces back before CAD was anything but Terry Thomas leering through his cigarette smoke. Grenadier had an enormous range of very useful models, all bearing Nick Lund's distinctive chunky stamp. TSR and D&D reigned supreme as roleplaying games, yet the likes of 'Middle Earth Roleplaying Game' and 'Runequest' brought variety and the



'Warhammer Fantasy Wargame' was simply a way to use all those dungeon nasties and gleaming heroes at the same time. Who can put into words the effervescent anticipation of seeing the 'Goblin King's Chariot' or the 'Skeleton Dragon' on a shelf and hoping against hope that someone in the know would put in a quite literally lead-weighted hint in time for Christmas?

Yet eventually the purchase would be made, the by now blood-warm and moist coinage placed into the cuff-free palm of Mr Jack Davies. It would be whisked away into his brass-bound cash register with a resounding 'ching' and my precious cargo in its plain brown paper bag would be clutched to my chest as I scuttled back to my grandparents' house round the corner. I would rarely resist the temptation until behind closed doors and usually I'd need to have a peek ... just a little peek, outside on the pavement by the enormous shiny window with its red bikes and yellow kites. Did Mr Jack Davies look through the window and see the effect this tiny sale had made on that skinny boy with the sticking-out ears and shining eyes?

Close on three decades separate the boy with his glassy gaze, peering into a paper bag on the pavement and the greying father sitting in front of the keyboard with a sore back from spending a whole two hours at the painting desk today. But whenever I see a new model on a forum, or scroll through a drop-down menu on a webstore, deep inside me, in my very core where that acorn was first planted I'm not seeing a glowing screen three foot in front of my eyes, I'm seeing Mr Jack Davies stood behind his glass counter, pinstriped sleeves tugged forcibly upwards behind their metallic restraints, his slick greying hair gleaming in the soft reflected light with its lazy dust motes drifting and swirling through golden beams ... and I smell once again the poignant, faintly reassuring tang of old Brylcreem.

TUTORIAL

Eastern Front Studios Minotaur Step-by-Step. By Jabberwocky



I finished up my latest Eastern Front Studio piece and once again did a detailed step by step on how I painted it. I was looking forward to this piece as an experiment on how to highlight black in a warmer tone, unlike the usual "shades of gray" that I had done in the past.



My first step after prepping is to apply a coat of primer to the miniature. This provides some "teeth" for the following layers of paint to adhere to. I also find this initial primer will uncover any mold lines I may have missed during the initial prep work. For this particular mini I mixed black and white primer and brushed it on. Sometimes, I will do a specific area in black or white as an undercoat, as I did with on this model with the club and hair. My next step is then to take my brightest lamp and place it down close to the mini at the angle where the lighting will be coming from to give me an idea where the shadows and highlights will fall.

I started with the skin as I typically do. The skin obviously makes up a large part of this model and I was wanting to get started with it first as it was the experimental part of the model, which is (usually) the fun part. For this minotaur, I was inspired by a piece done by Angel Giraldez's I had seen previously and opted to modify it a bit to fit this model. The skin was going to be "two tone" alternating black and brown. Both areas were going to have similar recipes to help tie them together. The brown skin of the torso and arms was based with VMC Black (which I forgot to photograph...), but was "highlighted" nearly completely with RMS Russet Brown, then a mixture of Russet Brown and VMC Cork Brown to pure Cork Brown, and finally small highlights of Cork Brown and RMS Linen White.



For the legs, head, and hair, I started with VMC Black as the base coat. I then added VMC Cork Brown in a 1:1 ratio as seen in the second pic. This lightened it a bit too much for me, so I went back and darkened the shadowed areas again to bring it back to read as black. I then added incremental amounts of Cork Brown (this time over a smaller surface area) until I was using pure Cork Brown.



The trick with highlighting black is to lighten it to a limited degree. If you overhighlight the area, it ends up changing the color. Both areas of skin are made up largely of Black and Cork Brown, it is just a degree of highlighting. I've read that if you keep about 50% of the area black it will read as "black" and not the highlight color. This is more easily appreciated when highlighting with gray; in my experience, it is definitely

a fine line between highlighting to get the black to pop and overhighlighting, in which case it comes off as gray. It's not quite as much of a problem with brown, but still something to watch for. As a side note, I've also used a dark blue (RMS Blue Liner is my usual go to color for this) to "shade" black. The viewer's eye sees the dark blue and the mind interprets it as cooler or more distant.

The next step were the horns and hooves. Both parts were based initially with RMS Polished Bone. The horns were then glazed with GW Griffon Sepia, followed by Devlan Mud, and finally by Badab Black. These washes were used straight from the bottle and painted carefully brushing the paint from the base toward the tip of the horns. The hooves were done similarly. After the base coat, Griffon Sepia was applied over nearly all of the hooves. Devlan Mud was then glazed over the upper parts of the hooves nearest the fur. Finally, very thin vertical lines were freehanded on the hooves to give them some texture.



The leather bits were based with VMC Black Red. The shading was done with a mixture of VMC Black Red and VMC Dark Sea Blue, which gave a cooler purple tone. Highlighting was then done with progressive amounts of RMS Oiled Leather and edge highlights done with VMC Yellowed Bone.



The axe handle was based with RMS Shield Brown. I then added wood grain freehand with RMS Brown Liner, thinned slightly with flow improver. The lower half of the handle was shaded with RMS Woodstain Brown, and the top portion highlighted with RMS Driftwood Brown and subsequently by RMS Yellowed Bone for the brightest highlights.



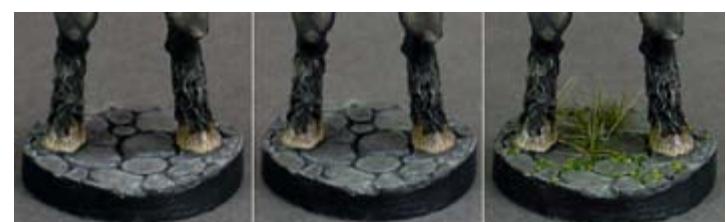
In the home stretch now! The metallics were achieved with a black undercoat (initially seen on the primer photos). The shackle and axe head were then based with Vallejo Air Color (VAC) Gunmetal. A generous coating of GW Devlan Mud was applied over the metallic areas to knock down some of the reflectivity from the Gunmetal. I then put on successive layers of GW Badab Black to add additional shading. Once this was completed, I added very thin Gunmetal to the areas that would receive some light, followed by VAC Silver for the bright highlights. I kept the metallic fairly "dirty" and did not add any additional color as I wanted the metals to look worn and beaten, but not neglected.



Basing was done last. As this was a studio piece, I kept the base simple and left it on the base as it would be purchased. The flagstone was based with black, highlighted with the RMS Stone Triad (Shadowed Stone, Stone Gray, Weathered Stone) with a few brightest highlights with RMS Leather White.



I then went back with GW Leviathan Purple and Thraka Green to add some visual interest (a very good tip I picked up at WaMP). The cracks were then given some foliage with flock and some static grass glued into place.



The last part is always the toughest to describe. It's basically going back and tweaking things here and there to get a smoother look or add something that is missing or needs additional work. In this case, I tweaked the metallics a little to get the blends smoother and added some point highlights. I did some additional highlighting of the face to lighten it up some and added a thin glaze of RMS Blood Red to the nostrils.

I hope this step by step is helpful and gives you some insight how to approach painting a warmer black. Until next time!

Jabber





[Legend](#)

[Link to page](#)

Page doesn't exist

Minipainting Wiki is a community project set up to create a place of information on all aspects of miniature painting and its related aspects. The content is entirely driven by you the users. Each month in Portal we will highlight some of the information people are adding to the wiki.

The more information we can gather the better, anything from details on painting contests, tools, painting and sculpting techniques, clubs, games and even famous painters, sculptors and miniature companies. You can add as little or as much as you like from a single sentence to entire pages of useful content, its all welcomed from everyone.

Here's just a few of the things added over the months.

Legends of the Old West

A production by [Warhammer Historical](#), set in an idealized version of the American Mid-West in the mid- to late-Eighteenth Century. Usually abbreviated as LOTOW.

Rules

LOTOW utilizes the core rules mechanics of the [Lord of the Rings](#) Strategy Battle Game, importing more of a sense of the dynamic of western movies and novels by the use of heroic actions and special skills. Besides that, the use of terminology in the rules is intended to evoke a sense of time and place but is otherwise unchanged from LOTR.

The game is intended for skirmish battles of a dozen or fewer models on each side, with each model moving independently.

Background

The game is predicated on a campaign system similar to that used in the [Necromunda](#) games from [Games Workshop](#), with each player recruiting a gang that is made up of either outlaws or lawmen. The intention of the rules is not to faithfully recreate conditions in the American West, but rather to evoke the feeling of a gritty, hard-boiled western movie or novel in which the good guys are never clearly defined and even the heroes can fall, but in which certain figures stand taller than others.

External Links

[Warhammer Historical's Legends of the Old West Home Page](#)

Goblins

Goblins are a fantasy type creature usually depicted as a smaller relative of [Orcs](#). They are often depicted as gregarious creatures that live in large groups with a rudimentary social organisation. Mean willed and sneaky creatures they are usually shown as having the ability to create weapons and

tools though they lack the intelligence of other humanoid creatures. As a staple of [fantasy](#) culture many miniature companies produce ranges of Goblins such as [Games Workshop](#), [Gamezone](#) and [Rackham](#).

Assembly

Assembly is a term used to describe the process of constructing a miniature ready for painting and often overlaps with the term 'prepping'. Many miniatures come in multiple parts for ease of [casting](#) or to offer various poses or equipment options. It usually comprises of removing the parts from the sprue (if plastic) removing any [flash](#) or [mould lines](#) then gluing and [pinning](#) (If necessary). Some painters will attach the [miniature](#) to the base prior to [painting](#) whilst others may do this once the miniature is done.

Zenithal Lighting

Zenithal lighting is a term used to describe how light falls on a [miniature](#) in a certain way. Zenithal is when the light is portrayed as shining down on the [miniature](#) from above (the Zenith) usually in a Halo pattern. Zenithal lighting creates much more contrast on a [miniature](#) with enhanced shadows that helps the eye read the miniature better.

Ink Wash

A variation on the Wash technique which uses Inks instead of thinned down paint or [commercially-formulated wash paint](#). An Ink wash generally goes on a lot thicker and messier than a standard wash, and is used to more dramatically change the tone of a coat of paint and to fill the recesses and darken them.

Threadomancy is where we look at some of the most interesting and helpful post from the recent past.

Threadomancy

How does works Vallejo Crackle Medium?

HaWior

Hello! Does someone knows how to use Vallejo Crackle Medium 70.598?

Haven't found instruction. Tried to mix it into the color before painting on the surface. Used it already on painted surfaces. But no satisfying effect. Its a little bit like a lottery. Sometimes it happens and sometimes never.

I know there are better mediums (e.g. Distress Crackle Paint) out there. But I want to know how the Vallejo one works.

Ulfgrimm:

Can't offer advice from 1st hand experience but thought these might help;

<http://www.coolminiornot.com/forums/...read.php?31835>

<http://www.youtube.com/watch?v=Q5k1nwpshM>

"Vallejo Model Colour Crackle Medium is a water based medium used between two coats of paint to create a weathered effect, or as a final coat to create a transparent crackle surface. It is a clear liquid that dries to a transparent film, which will crackle if applied on an acrylic base of either paint or primer." (from Maelstrom Games' site)

<http://www.militarymodelling.com/for...p?th=49743&p=5>

Hope you can find something of use there.

Iacton:

The main thing that I've found with crackle medium is that what you paint on top needs to be either completely undiluted or at least barely diluted, otherwise it won't work.

Undave:

Mine works by sitting there in its bottle reminding me to never buy any more of it. It's rubbish, I can't get it to work in any useful way. Most of the time when it dries it simply flakes off and when it's mixed with anything it completely loses its crackling effect. It's odd as Vallejo stuff is normally quite good in my experience.

Orki:

The trick is not to keep working the medium when you apply it after the base/undertone layer. Apply generously, quickly and leave it! When the surface is dry paint on the final top layer, again quickly and without over working it, and wait for up to a few hours sometimes for the cracks to appear.

Also, experiment with how thoroughly you leave the medium to dry, from surface dry to completely cured, before laying down the top coat of paint.

Your brush-stroke direction you use to apply the medium can influence the crack direction too. Try applying it in a circular fashion for instance when compared with straight, or perpendicular strokes.

Black Powder (ruleset) base sizes?

Vern:

What are the base sizes (& numbers to base) in the Warlord Games Black Powder rules? I was presuming the same size as the Renedra bases supplied in their box sets, but what about artillery & command sections?

Thanks

Cubster:

It's up to you really, there's no hard and fast answer, just what is convenient and looks best for your models.

If we're talking 28mm scale then a Napoleonic infantryman, for example, would most likely be on a 20x20mm or a 25x25mm base. Then it depends on the unit sizes (large, standard, small) as to what the normal unit frontage is.

It's been deliberately devised so no-one should have to rip all their models off their bases and rebase them all if they've been designed around a different system.

Artillery again is about what is convenient, with a single gun usually representing a battery, but some prefer to have two or three guns to represent a battery. Again, so long as you and your opponent agree on the conventions it is pretty flexible.

Command groups (generals and such) are really just plonked onto a little vignette, an individual base, whatever you fancy.

It's not a game for competitive play or tournaments, it's more designed around a bunch of mates who regularly play together to meet up for good clean fun.

Undave:

Yep, one of the best things about BP is that it doesn't really matter what base sizes (or even scale to some extent) you use. It does help if you can get roughly the same frontages to your units as your opponent, an inch or two won't matter but obviously the bigger the discrepancy the odder it will play. Most people use 20mm square bases for a single model but as the Perrys think 15x20 is better all their sets are supplied with smaller bases, it makes no difference in the game, you just have slightly denser units which work quite well for Frenchie attack columns.

H'officers don't fight, what self respecting toff would, so it doesn't matter what you base them on. A bloke on a horse and some appropriate lackeys on a vignette base is always good.

Washing minis

Darklord:

Just assembling a resin dragon and forgot I need to wash it before painting - anyone know if some warm water will affect any superglue/ pinning work already done?

shanerozzell:

If you submerge it yeah it will soften the glue. Pot of soapy water and an old toothbrush will do the trick.

War Griffon:

Never had any problems before with warm soapy water affecting superglue!!

I do all assembly and cleaning including pinning and gap filling on resin stuff prior to giving them a good scrub in the sink and never had an issue before.

Cubster:

Lukewarm water should be safe, but really hot water could start to weaken the bond.

Spectral Dragon:

Well, fairly sure the dragon is safely washed already but,

Fun little tidbit, superglue was designed by the military to close wounds on the battlefield. It is, in fact, waterproof, although certain cheap brands might be less so.

Of course, if you have two completely flat surfaces, or in your case pinned it, only the outer edges of the superglue will be effected and you won't have to worry about a thing.

shanerozzell:

Superglue contains cyanoacrylate which itself contains cyanotic acid and methyl, When this is exposed to oxygen is boils the air surrounding it and the moisture made from the heat reacts to other chemicals in the glue and solidifies to make the bond so water is the reactant, too much water ruins the bond, hence the less you use the better the bond and on the back it says if you have an accident wash with warm water.

In a past life I worked in a cleanroom making and repairing harddrives and had a hand in designing a glue that we could use to stick magnets to a spindle to drive the motor for the harddrive.

Gallery



Bregan, Apostle of Darkness by Corvus



Wood Elf King by HaWior



Praetorian Malcador Infernus by odinsgrandson

Ork Killer Kan by megazord_man



Eldar War Walker by megazord_man



Deep One by brushmistress



Wee Wullie by Cubster



Eva La Revolucion! By lacton



The librarian by amon chakai



Eldrad Ulthran by LilLoser



Volgor the Skull Hunter by jcichon



Shameless Dave by Gi6ers



Suicide Queen by Sister_Lucy



Snow Trolls by HaWior





Gretchin Mob by Darklord



Alten Ashley & Orin Midwinter BY Blighted Panda



Cassandra by odinsgrandson



Colette Du Bois BY odinsgrandson



Otto the Merry by fear-max



Axenarf Ogre by Miniature-Heroes
Severus by fear-max



Female Elf Archer by thetang22



Warrior Monk by ScottRadom



Franc Jeaunoir, Assassin by piratemama



Roderic Ambermead and Glitter, Halfling on Dragon
by TaleSpinner



WAMPs Social Groups



Terrain and Basing

Covering any and all topics relating to terrain building and basing techniques.

Previews of tutorials being worked on etc.

Group Maintained By: TheBugKing

Members: 22

Group Pictures: 0

Group Discussions: 1



Fredericksburg, VA Game Vault Painters

For those of us who really like the Game Vault, we can talk about painting (possibly meeting up, contests, etc.) and other nifty things! I only look at the painting threads on the GV forums, so thought it might be easier to just see it here :D I know there are a few people here from GV :) This will be the place to be!!

Group Maintained By: piratemama

Members: 12

Group Discussions: 21



what's in issue 17



Issue 17 brings us a few more of this years entries into our successful Article Writing Contest. More tutorials, articles and reviews plus lots of great miniatures to sate your miniature fix.

... just as long as you keep posting them :-p

Member Pages

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