

# Portal

an insight into **WAMP**

**SEE INSIDE FOR THE RESULTS OF PORTALS 1ST BIRTHDAY CELEBRATION**

## IN THIS ISSUE

**We have gone competition crazy. We have details of FOUR contests so every level of painter has the chance to grab some GREAT prizes.**

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



ISSUE 13: Jul / Aug 2011

**WAMP**  
PUBLICATION

**wamp-forum.com - the friendly mini painting site!**





# WAYLAND GAMES

DISCOUNT WARGAMING

Visit: [WaylandGames.co.uk](http://WaylandGames.co.uk)

Email: [thegeneral@WaylandGames.co.uk](mailto:thegeneral@WaylandGames.co.uk)

Call: 01702 668750



**Visit our website [WaylandGames.co.uk](http://WaylandGames.co.uk)  
and sign up for our newsletter**

**Your Favourite Brands, Discount Prices, Superior Service**

Wayland Games is Europe's leading independent online retailer of wargaming hobby products - supplying all of your wargaming needs in a 'one stop shop' at fantastic discounted prices.

**A huge range of products under one roof!**

Miniatures | Paints | Scenery | Models | Rules | and more...



# Contents

|                    |    |
|--------------------|----|
| News               | 4  |
| Contest            | 7  |
| Review             | 8  |
| Meet the WAMPER    | 9  |
| Tutorial           | 10 |
| Review             | 14 |
| Prize Draw Results | 18 |
| Contest            | 21 |
| Latest Releases    | 22 |
| Contest            | 26 |
| Review             | 28 |
| Contest            | 29 |
| Roll the Dice      | 30 |
| Wiki               | 33 |
| Gallery            | 34 |
| Social Groups      | 47 |
| Threadomancy       | 48 |

## CREDITS

WAMP Founder and OGL & Co-Editor

**Brett Johnson**

Layout & Co-Editor

**Shane Rozzell**

Cover Image

The Marquis of Montrose  
by **Cubster**

Proof Reader

**Martyn Dorey**  
**Ian Pursey**

Contributors

**WAMPERS of the World**  
**united:)**

Contact Portal at

**portal@wamp-forum.com**

Happy Birthday Portal! Our esteemed publication hits the 1 year mark and has gone from a sweet little monster and grown into a monster (or teenager!). We thought to sate its bid for independence we needed to give it its own room and so we have. (as you have already noticed when you downloaded this issue!) The new site is just one in a series of improvements we have brought to the magazine to make it even better for you folks. We hope you enjoy the changes and we welcome any feedback from you on what elements you like or dislike, maybe there is a feature you would like to see. Or even better maybe you have something you wish to contribute. We love receiving articles and news that we can help spread the word about.

Anyway to celebrate our birthday we have not one but three new contests to tell you about. Portal readers are getting to hear about these before the rest of the world as a reward for supporting our magazine. Some cracking prizes up for grabs so hopefully we can tempt you to participate in at least one.

Anyway hope you enjoy this issue

Cheers

Brett

Oh and hope you also like my Kaastaruk tutorial

Follow us on



Material herein does not necessarily reflect the opinions of Portal Magazine staff who are not liable for said opinions. All textual copy has been taken from the Wargames and Miniatures Forum website. Artwork has also been either taken from Wargames and Miniatures Forum or from company websites pertaining to the image and may not be reproduced (except for personal use) without prior written permission from the said author / artist. Most product names are trademarks owned by the companies that publish those products.



# NEWS

Welcome to Portal issue 13, a bumper issue all round. We have the results from Portal's very own Birthday Prizedraw contest with prizes donated by Maelstrom Games and news of our first unique painting competition that's open to every reader, not just members of **WAMP**. Those nice people at BitzBox are providing the prize, more details of this can be found on page 21. Also in this issue we have a great tutorial

from our very own Darklord plus the usual mix of news and reviews of miniatures by Maelstrom Games and Dark Sword Miniatures. We also have all the miniatures entered into the Warlord painting contest and a great gallery thanks to you guys.

Anyway, enough rambling, I hope you enjoy this issue

Shane.



Last month we launched the new Portal facebook page and it's had quite a few visitors. This month Portal has a shiny new website for our readers to keep track of whats happening here at Portal Mansions so if War Griffon gets a new haircut or Wagners is seen leaving his dungeon we'll let you know. The site also has all the latest news about Portal and links to downloads can be found here so why not nip over and have a look then let us know what you think of it [here](http://www.wamp-forum.com/portal) The site address is below.

[www.wamp-forum.com/portal](http://www.wamp-forum.com/portal)

## Local Painting Groups

We at WAMP and Portal Magazine want to support your local painting group in any way we can. If you are trying to set up a local group or already have one and want to spread the word, have some news, even show some of your groups works, then please drop us a line and we'll help get the word around.

## Guards! Guards!

is an action packed, fast paced adventure set in the streets of Ankh-Morpork, the Discworld's oldest, grubbiest and least law-abiding city.



Secret societies, rampaging trolls, drunken dwarves, cut throat street sellers and an 800 pound set of luggage thundering around the city on hundreds of tiny legs.

Players will need wits and strategy just to survive the day, never mind returning the stolen Great Spells to the Unseen University and saving the Discworld from looming destruction. Gaurds Guards is available 1st week in September, [here](#).



## NEW MOD ON THE BLOCK

We would like to thank Moth for the great service he provided WAMP while he was a moderator and we wish him the best of luck for the future. Moths departure from being a Mod on the forum left a space that kdlynch has filled so we would like to take this opportunity to welcome Kelly to the fold. His sense of humour and generosity with his time, either helping out new members or partaking in WAMP cometiitions is an example to us all. Welcome aboard!

| STATS BOX              |        |
|------------------------|--------|
| Portal downloads       | 32747  |
| Memberships            | 1245   |
| New members this month | 79     |
| WAMP posts             | 143209 |
| Wiki Pages             | 161    |
| Blogs                  | 40     |



**MAURICE CORRY MINIATURES** are offering a free gift on orders placed on thier website and at Euro 2011

From the 10th of August 2011 and up to the end of the show at Euro Militaire, as a token of thanks to our customers who have supported us this year we will be offering a free gift for any purchases over £25 made via our website and at the show.

One free gift per customer. More details [here](#).



**BETA RULES**

**NOW AVAILABLE TO DOWNLOAD**

Since the release of the first Sedition Wars miniatures from Studio McVey people have been clamouring for some rules to go with the miniatures, well their here at last! Battle for Alabaster is the name of the game and the beta rules and cards can be down loaded from [here](#); and the game board/map from [here](#).



We have been very busy again, replenishing stocks after the Summer Sale and have received a number of new releases from Masterclass, Smart Max and also Figurines Issue 95.

After much delay through the postal services, we finally received the range of products from Guild of Harmony. These are 32mm fantasy white metal figures. Exceptional quality and well recommended.

We now also have the new range from Soldati, produced in resin, 1:35 scale. Featuring WWII subjects, including less common Italian troops.

EuroMilitaire is only a month away and some pre-orders have already come in. Please let us know early enough to ensure we bring the items along for the show.

We would like to Start a "Readers Letters" page that is open to all our readers. If you 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](mailto:portal@wamp-forum.com). We'll endouver to print each and every one and the best letter each month will win a prize.



MDP are pleased to announce their launch of Pro Pigments



[www.modeldisplayproducts.co.uk](http://www.modeldisplayproducts.co.uk) ©2011

A range of weathering powders made from high quality natural earth pigments for use by modellers who wish to achieve realistic and authentic looking finishes, especially with military and railway enthusiasts where a weathered look is far more desirable. The pigments are commonly mixed with thinners to create a paste or mixed with acrylic resins or varnish and glues to replicate urban, rural, industrial or warfare surface conditions like: dust, dirt, mud, rust or surfaces that are in a state of damage or repair. They can also be mixed with varnish to paint our range of display plinths and blocks as well as ground effects on our range of gaming bases. Also this month we are releasing 3, 6 and 9mm Neodymium Disc Magnets, which can be used with our Metallic Sheet. For the Gamers we have added to our range of Sci-fi bases with 25mm, 40mm and 60mm Sci-fi round bases with a cracked earth theme. And a graveyard themed character base/plinth just right for a zombie, ghoul, necromancer or pretty much anything else you want to put on it really.



[www.modeldisplayproducts.co.uk](http://www.modeldisplayproducts.co.uk) ©2011



**Miniature Heroes**

The one stop mini shop for

- **Reaper**
- **Mirliton**
- **OOP Classics**

[www.miniature-heroes.co.uk](http://www.miniature-heroes.co.uk)





After the very successful, sold out, masterclasses run by The Basement with Adrian Hopwood and Mark Taylor, it was a logical step to ask Chris if he would run a two day masterclass. At the masterclass Chris will go through the process of how he produces a figure from concept to production and then will work with delegates on developing a project bust of their own; giving advice on design and sculpting. The masterclass concept will enable Chris to work individually with delegates to point out and show them how their work can be improved. This is a hands-on process rather than a passive listening activity.

The Chris Clayton masterclass takes place on Saturday 22nd and Sunday 23rd of October 2011 at the Landsdowne Strand Hotel in Calne, Wiltshire, where accommodation is available. For further details and a booking form see ( [Click Here](#) )

There has been much interest in Chris' masterclass and we have only a few places left, so make your booking now before it is too late.

## 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](#).

### MamaGeek vs Synthet

A Freindly/Fantasy Diorama

### Darklord vs skippen

Dwarf!!!

### Piratemama vs Sparks

Dwarf

### Darklord vs kdlynch

Dreadnaught

### Waghorn41 vs Jester 666

Sorcerer

# WAMP

## The last 30 days

### NEWEST MEMBERS

|                   |                       |
|-------------------|-----------------------|
| Hollow Eyes       | SimBongload           |
| GiraffeX          | Smokeouse             |
| mr_jovial         | carvel2               |
| Miriam481F        | pmavoider             |
| deguello          | sg_glevum             |
| shadegate         | Hirtius               |
| Skimblecat        | Centurio Marcus T     |
| Aureo             | Shrapnelsmile         |
| veelkoo           | liontiga              |
| Bedingfeld        | Stuart Thomas         |
| drakkonis         | flashman3             |
| Lu Tze            | Caius                 |
| dly               | Braxandur             |
| madbox            | Sapper8863            |
| 45thdiv           | danlowbaritone        |
| The-Pirate-Master | Hitchhiker            |
| thatguyjames      | Boromir_and_kermit    |
| Night             | Merijeek              |
| Mike_the_magi     | Plimpton              |
| mikeland          | shalinor              |
| Delarn            | Alberto Carrillo      |
| tylernford        | fig-man1              |
| bossman           | Madan                 |
| Aricall           | Jobu                  |
| DJoker            | darkcast              |
| bleacher          | genrou0               |
| dehewes           | Bendee                |
| utopicvision      | Portal                |
| Saruman           | GAMEFORCES            |
| mac180170         | DocQuinn              |
| vplmoo            | Palion                |
| Marco             | Mark Buckley          |
| mindg4m3          | plasticpirates        |
| apz               | Pingu-Killer-Pengu... |
| Zakarum           | Hendie                |
| gijchar           | LodK                  |
| pjrichert         | wncranger             |
| ClivetheCelt      | Eutlia85              |
| Sargent Pom       | Greenplanet           |
| Henrix            |                       |





**Deadline for entries will be the  
6pm 28th August 2011**

**Supporters deadline will be  
6pm 31st August 2011**

It's here! After two years of asking I have great pleasure to announce the first Hasslefree Miniatures painting contest here at Wamp!

Those lovely folks at Hasslefree have given us some lovely prizes to tempt you into this (not that you need any tempting to paint their minis!)

This contest will feature 3 categories as detailed below:

#### SINGLE FIGURE

Size limit to base of 50mm. If you place an order over £10 from Hasslefree you will get a free resin 50mm base.

#### MULTI FIGURE

Can use as many Hasslefree miniatures as you want but must all fit on a base no larger than 10cm x 6cm (basically a chariot base). If you place an order from Hasslefree Miniatures for more than £14 we will add a free resin chariot base for you from the following [choices](#), HFFENB010, HFFENB011, HFFENB012

#### DIORAMA

Using any Hasslefree miniatures convert and construct a diorama, must use at least 50% of a figure to qualify but can use any combination and number of figures but must not exceed a 50mm base. If you place an order from Hasslefree over £10 then you will get a free resin 50mm base.

#### PRIZES

Each category will have the following prizes.

- » £50 voucher plus an unreleased/recently released resin figure. There will be a choice available .
- » £30 voucher plus an unreleased/recently released resin figure. There will be a choice available
- » £15 voucher plus an unreleased/recently released resin figure. There will be a choice available

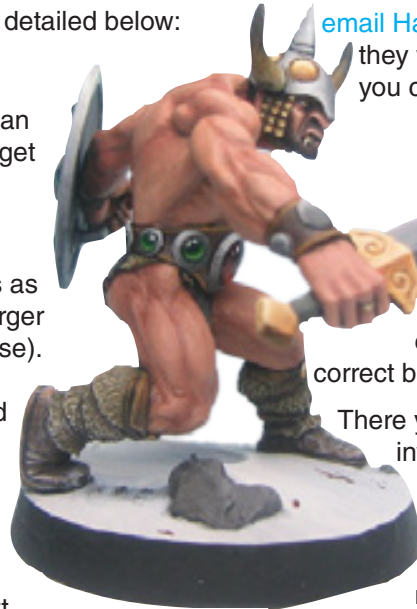
#### JUDGING

Judging will be done within 2 weeks of the contest deadline.

Winners will be decided on a points allocation system by three judges (from Hasslefree).

Finally a note on ordering from Hasslefree:

Their site will be closed until the end of July but if you



[email Hasslefree](#) and quote WAMP in the subject line they will send you a link to their off-line catalogue so you can still order.

Any order you make quote HFWAMP on the order details to qualify for your free resin base.

don't forget if you place an order with Hasslefree to mention which category your entering so they send you the correct base!

There you are folks. I have wanted to get Hasslefree involved in one of these for ages - please don't let me down!!

If you have never painted one of their pieces before I highly recommend you do - one of the most fun to paint ranges there are. Don't forget you can enter as many times as you like and there's over £300 worth of prizes up for grabs.

#### RULES

- You must be a Wamp Member to participate. Membership is free and you may register [here](#).
- You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage.
- You may receive one prize per category regardless of number of entries in that category - you will be awarded the highest placing entry.
- Images must be no larger than 800 pixels wide by 2500 pixels high. (It is your responsibility to check this). Any additional photographs of that entry will be removed.
- All entries must be new work. (New work is defined as any entry not previously displayed on-line in a completed state (You MAY enter pieces which have been shown as a Work In Progress (WIP)).
- You give Wamp and Hasslefree Miniatures permission to use your pictures for publicity (but you do retain ownership).
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be conducted by Hasslefree Miniatures.
- Submissions must be posted to the [Hasslefree Gallery](#).
- Credit is eligible at Hasslefree Miniatures's website.

Please read the rules because every contest we have to remove entries that break the rules; mainly the new work one.

# REVIEW

By Darklord

## BANELEGIONS KAASTARUK, SKULL BEARER OF THE TARVAX

|  |   |
|--|---|
| Manufacturer   |   |
| Maelstrom Games  |   |
| Material   | Resin   |
| Price  | £19.99  |
| Contact  |   |
| <a href="http://www.maelstromgames.co.uk">www.maelstromgames.co.uk</a> |   |
| Other Information  |   |
| Sculpted by Benoit Cosse<br>Concept Art by Stefan Kopinski             |   |
| Ratings  |   |
| Quality  | 10 Top notch sculpting and casting.   |
| Assembly   | 8.5 A little work required to join but mold lines practically non-existent. |
| Value  | 8 Not cheap but you get a lot for your money                                |
| Overall Score  | 9   |



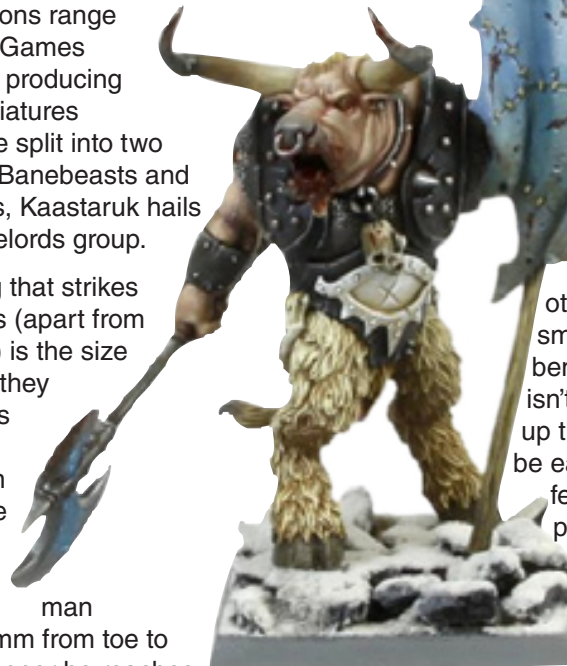
The Banelegions range is Maelstrom Games first foray into producing their own miniatures with the range split into two sections; the Banebeasts and the Banelords, Kaastaruk hails from the Banelords group.

The first thing that strikes you about this (apart from his testicles!!) is the size of him. While they are created as 30mm scale this is no man sized creature standing well above a 30mm scale man at around 50mm from toe to head. With banner he reaches over 100mm in height. You get a lot of 30mm action for your money!

He is cast in resin and it's a high quality casting which is good as the sculpting is superb. Sculpted by Benoit Cosse the details are sharp and fantastically defined. Maelstrom haven't cut any corners with the quality of this piece at all. While full of detail it hasn't been added just for the sake of it. It's all there for a reason and sits well and at the same time leaves spaces to create smooth areas of colour if desired. The face is full of expression, baying out at his enemies it fills the piece with a dangerous and powerful feel.

He comes with a 40mm a square base.

The miniature comes in 5 pieces: Torso, Left arm, banner, head and tail all separate. The head joint is cast with



a lug and hole for easy placing and a nice wide contact area meaning no need for pinning. The other pieces have smooth joints and would benefit from pinning but isn't essential. Cleaning up the mold lines should be easy, there are very few visible lines on this piece.

The addition of the banner lends itself well to freehand if the painter is feeling

adventurous though it is sculpted as sewn together segments of material whose detail can be left prominent if you require a less conspicuous banner.

Priced at £19.99 it may seem a lot for a pseudo 30mm beastman but your getting a fair amount for your money. It's a big chunk of resin and its high quality resin at that. You certainly get what you pay for.

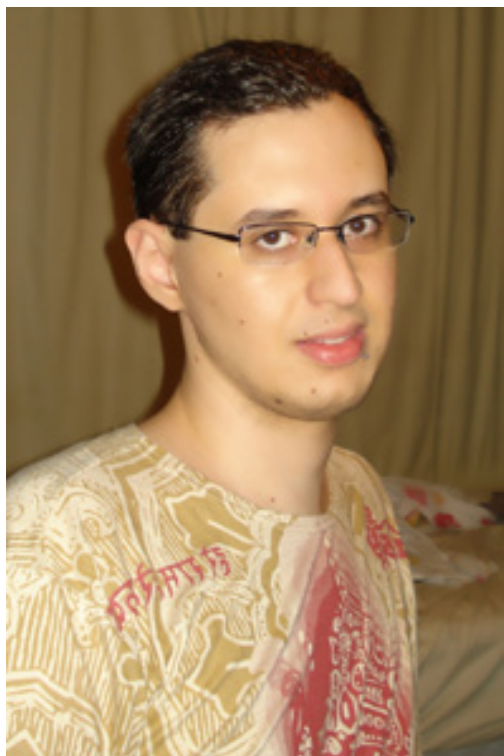
Overall this is a fantastic miniature, well sculpted, well cast and at a price that's in line with similar products. For this price your getting a piece that would easily stand out amongst others in a 30mm scale army.

Overall, a high quality piece that would dominate any army but would also work well as a display piece.



# MEET THE WAMPER

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



**Real Name:** Luiz Felipe Pereira

**Alias:** Tabris

**Website:** None at the moment

**Wamp member since:** 30th August 2010

**Bio:** Born and raised in Duque de Caxias, RJ, Brazil a big city outshined by it's neighbour Rio de Janeiro, i never left my country. I'm 23, tall (1,95m) and slim. I like reading, music, movies, gaming and other nerdy stuff. I also have sporadically or more permantly followed many artistic pursuits. Drawing, singing, writing and of course painting minis. I like to think of myself as a creative person and an artist at heart even thought I feel I have much more to explore artistically.

I don't work and in the wake of the recent death of my dad i'm helping where I can to make sure his accounting business goes on. I also recently gave up studying psychology at a university to begin studying in a school of graphic computation, bringing my artistic side to yet another medium and hopefully making that my career for the rest of my life.

**Paint, sculpt or game?** Began painting little more than a year ago but some problems with shipping and other stuff made me go into a 6 months hiatus. With all those problems solved i'm back to this. RPGs was what brought me to the hobby and i'm already planning to begin an army for wargaming in the next months. I've being studying sculpting and casting tutorials like crazy and did try some stuff with what i have here. I plan on beginning to make terrain pieces to sell here in Brazil and in the future branching out to actual minis when i get good enough for this.

**Favourite mini company?** Reaper

**Favourite sculpt?** Allow me to cheat and say anything by MIKH

**How long have you been in the hobby?** Little more than a year.

**How often do you visit Wamp?** Daily, but i lurk more than I post.

**Best thing about Wamp?** The community. Or hobby has a great community by itself but Wamp seems to bring it to another level.

**Tell us something interesting about you?** I loved drawing and making other crafts as a child but with time I somehow convinced myself that I was not good at it and my overall shyness and lack of confidence made my fear of the reprovall of other people win. Miniature painting had a big role in my life because it helped me reconnect with the artistic side I had as a kid. With miniature painting I discovered I was not irremedable bad at arts as I thought and that I could make stuff other people could appreciate. After miniature painting I branched into drawing, sculpting and other art forms which shaped my life after that and made me see another me I never thought existed..





# TUTORIAL

By Darklord

## Banelegions Kaastaruk Step by Step Tutorial Part One

Kaastaruk is a hulking great beast from Maelstrom's cracking new Banelegions range. Over two parts I shall show you how I painted him and created his base. While he is 30mm scale he actually stands 54mm high to his horns so there is plenty of him! This first part will focus on the painting and the second part will cover creating and painting the base.

As the miniature is new, I could only find one painted example and that was the studio paint job by Sebastian Pique. I always see what other ways people have painted a miniature I am doing as I can see what works on it and what doesn't. He's done a great job on it but I wanted to create a different feel to mine. Sebastian had gone for a light feel with human like flesh that made him more man than bull like. I wanted to do the opposite and push the animal side of him, to create a sense of danger and brute force. With that in mind I chose a predominantly dark palette with very few bright colours. These bright colours were used to create focal interest towards the runes and the eyes.

Before we get to the painting I just want to put forward a disclaimer that I am no painting whizz, I make mistakes (I did the flesh 3 times before it looked the right colour on this fella!) I paint for fun and I always try and push my painting by trying something that's either new to me or I can't do very well. I suck at painting black and I'm pretty new to NMM so this mini was a big challenge but it's these challenges that improve us and push up our skill level. So for those of you that may think this is beyond you please try it anyway, you'll be surprised at what you can achieve!

Second disclaimer: My photography sucks and my camera is about as adept at miniature photography as a fish riding a bike!

Onto the painting.





## STEP 1



The first thing we need to do is prep and clean the mini. Kaastaruk is a resin piece and comes in 5 pieces (excluding base). Remove all the pieces from the sprue using clippers. Next we need to remove all mold lines. Each piece will have 2 mold lines usually running parallel to each other so make sure you check each piece several times as you always miss some!! I always have a final check after priming as that helps show more up - easier to remove them before painting than afterwards!

Once all pieces were cleaned up I then washed them in warm soapy water then rinsed and left to dry. I do this as the mold's are coated with a release agent and this can sometimes be left on a miniature. When this happens the paint has trouble adhering to the model.

## STEP 2



Onto assembly now. I drill and pin the arms and head for extra stability (If you're unfamiliar with this refer to the pinning article in the wiki). I glued the arms, head and tail into place using super glue. You will notice I have left the banner arm unattached; this is for ease while painting. I

make sure to check this joint fit right now before painting begins.

I have also added pins to his foot, this helps attach him to the base but also can be pushed into a cork or held in a pin vice while painting (I leave this pin longer than needed for this process and trim to size once painting is complete).

## STEP 3



Time to get painting!! First thing I am going to tackle is the metal work. I have opted for NMM for him though you could create a similar effect using metallics. I have purposefully gone for dark almost black metal to help create the dark brooding atmosphere I spoke of earlier. To me you should try and create a sense of scene with a piece which help creates relevance with the viewer.

For the NMM I started with a base-coat of GW (Games Workshop) Adeptus Battlegrey. I like to thin my paints down to something like single cream for a base-coat. Best to apply several thin coats rather than one thick coat that just hides all the details.

I apply this to all the metal area including the armour, chainmail, horn covers, axe head and banner metalwork. Once this was applied I then proceeded to apply a few glazes of GW Badab Black wash. Over successive layers I concentrated this towards the shaded recesses.

I then re-applied Adeptus Battlegrey (diluted to the consistency of milk) concentrating towards the highlighted area. Next I added a little GW Bleached Bone to this mix and applied this leaving a little of the previous coat showing in the darker areas. I keep adding a little bleached bone to the mix and apply several layers with the mix getting lighter each time. You need to be careful when using mixes like this. Dark colours tend to show lighter layers easier than others so if you add too much Bleached Bone in one go your transitions will show too much. Patience is the key - I probably applied 20-30 layers using this mix with a little more Bleached Bone each time.

When light enough I then started to add a little VMC (Vallejo Model Color) Silver Grey into the mix to replace the



Bleached Bone component. I kept adding a little more each time working up slowly towards pure Silver Grey. All these layers are a little smaller than the last working the lighter mix towards the highlight areas. With the NMM this tends to be the sharp edges and points though to create realism and the effect off a reflective surface I add in bright lines of reflection on some surfaces. This is worked up just like an edge highlight but don't want to be too wide. I then applied pure GW Skull White to the very extremities (keep this minimal to push the sharpness effect).

A handy tip to bear in mind is that when applying paint in a brush stroke more paint is applied at the end of the stroke than at the beginning so always try and start each brush stroke at the darkest point and pull the brush toward the highlight area (if your applying a shading colour do the opposite). Its a simple little tip but helps a lot!

## STEP 4



Now the basic NMM is done I then want to smooth it over a little and introduce some colour. Metal is reflective and so is full of colour from objects nearby, Adding in this colour also helps create a visual interest. First I take some GW Hawk Turquoise and dilute this down to something like a wash. I then start to apply this starting near the highlighted areas and working it towards the darker sections over several coats.

When doing this process I always dab the brush onto some kitchen roll before applying the paint. This removes the excess paint from the brush giving you more control over what paint goes onto the miniature.

After several coats of this i then take some GW Leviathan Purple and dilute this down by around 50%. I then apply this in the same manner but starting from where the hawk turquoise ended into the deepest recesses. I overlap this with the Hawk Turquoise to smooth the transition. I then repeat this process in the darkest areas using GW Badab Black. The aim is to create a smooth gradual transition from

the Silver highlights through the turquoise to purple then to black. Take your time and remember less is more. It's easy to add another glaze but impossible to take one off!! The image to the right shows the armour now complete

## STEP 5



Now it's time to move onto the fur and the flesh areas. I do these using the same colours to create a natural harmony between the two.

I paint the fur first as I am using a drybrush and this can be messy. I use the same colours as for the flesh just not diluted in the same way.

First up is a basecoat of 50/50 mix VMC Chocolate Brown/ GW Chaos Black which is then washed with Devlan Mud. I then re-apply VMC Chocolate Brown using a drybrush - a subtle approach is used here and is done in several layers to build up colour. Even with drybrushing I work towards the highlighted area applying more paint to these areas. I then add VMC Iraqi Sand to the mix (around a 50/50 mix) and brush this on concentrating on the lighter areas. Over 3 or 4 passes i add a little more Iraqi Sand each time and move the highlights towards the top of the thighs and knees (don't forget the tail!) The fur is then washed with GW Leviathan Purple towards the shadows (I apply 3 layers of this pushing more into the shadows each time).



## STEP 6



I start with a basecoat of 50/50 mix VMC Chocolate Brown/ GW Chaos Black. This is followed by a wash of Devlan Mud. I then apply VMC Chocolate Brown again and work this up in lighter layers adding a little VMC Iraqi Sand into the mix each time. Like the NMM stage keep these layers thin (consistency like semi-skimmed milk) and take your time, using each layer mix more than one time is fine. The dilutions used means each layer is opaque so adding the same mix again builds up the colour just like making the mix lighter but does so in a smoother way. Use your eyes and see how it looks in different lights (I wander around the house with mine looking under lights/ windows etc as each gives a different appearance!)

I am taking the highlight up quite bright on the flesh to create the contrast needed when using dark colours. They need more punch than lighter colours!

## STEP 7



Once the flesh has been highlighted up its time to introduce some shading and tone things down a little.

For this I am using yet more glazing (it's how I roll!) and once more I turn to GW Leviathan Purple, probably my most used paint of all! I thin this down a little (75% Wash/25% Water) and start applying this to the flesh - again starting across all the flesh and gradually building towards the darker areas over several successive coats. After I have done around 10 coats I then add some GW Asmuren Blue to the Leviathan Purple and apply more layers working towards the shadows again, I add a little more blue to the mix for each layer building towards almost pure Asmuren Blue in the recesses.

Once done I then apply some GW Badab Black onto any areas I want to be darker still and around where other details meet (i.e. where the armour joins the fur) this helps create definition between the sections.

## STEP 8



The next process saw work done to the head area. First up the horns.

Now this is a matter of taste but I wanted to go with a more natural look to the horns than the super clean stripy affairs we normally see in mini painting. This process is dead simple as well. Simply basecoat the horns using VMC US Field Drab then apply several layers of GW Devlan Mud. Keep applying the Devlan Mud pulling each layer towards the tip of the horns and that's it. Add as many layers as you want to create the effect desired. This process is slightly blotchy which I feel adds to the realism.

Next up was the mouth. I started with a VMC Beige Red/ GW Space Wolves Grey mix (50/50) I then washed this with Devlan Mud then reapplied the base coat mix. I then added Space Wolves Grey to highlight then adding some Leviathan Purple and Asmuren blue to the basecoat mix i diluted this



into a wash and applied in the recesses.

The teeth were a base-coat of GW Graveyard Earth followed by a Devlan Mud wash then Graveyard Earth re-applied followed by a layer of GW Kommando Khaki (leaving a little Graveyard Earth showing towards the gums). Next a layer of VMC Ivory with GW Skull White as a final highlight to the very tips of the teeth.

Finally on the head i did the eyes. I wanted these to stand out so went for a bright colour. I started with VMC Bloody Red then a dot of GW Fiery Orange and finally an even smaller dot of VMC Lemon Yellow.

## STEP 9



Next up were the runes. I wanted to do these the same as I did on an Avatars of War beastman a few years ago which had a very similar axe.

I started with Hawk Turquoise and diluted this down to the consistency of skimmed milk. I then applied this to the axe surface surrounding the runes working it over successive layers towards the rune so it's more opaque the further it gets from the rune to create the light effect. I then applied pure Hawk Turquoise into the rune itself (they are recessed) I then applied GW Ice blue into the central parts of the rune leaving Hawk Turquoise visible at the edges. I then added GW Space Wolves Grey as a bright point in each rune.

## STEP 10



Next up is the leather straps. For these I started with VMC Chocolate Brown base coat and applied 3 washes of Badab Black to this. I then re-applied Chocolate Brown as a main highlight. Space Wolves Grey was then added to the Chocolate Brown and highlighted further. This mix was lightened over about 4 layers with each mix applied towards the extreme highlight edges. A final highlight of VMC Silver Grey was then added.

A 50% diluted wash of GW Devlan Mud was then applied to all the leather work.

## STEP 11



This step deals with the bone sections. I started using a basecoat of VMC Deck Tan mixed with a little VMC Medium Sea Grey. A couple of washes of dilute Badab Black was then applied then the basecoat re done towards the lighter areas. I then built this up lighter over several layers adding a little VMC Silver Grey to the mix each time. Work this up just like the NMM and flesh areas heading towards the extreme highlight points. A final highlight of Skull White was added to the very tips of the bone. Dilute Devlan Mud was then



applied towards the recesses and done in several passes to build up definition in the shaded area where needed.

## STEP 12



The final step on the painting was the banner, I wanted to create something sinister yet something easy enough to paint (my freehand skills are not the best!!) To begin with I painted the main banner colour. This was done with a chaos Black basecoat with a little Hawk Turquoise added to the mix. I then added more and more Hawk Turquoise to the mix for each layer. With black you need to keep the transitions sharp so concentrate on the extreme highlight areas. After several layers I then introduced Space Wolves Grey to the mix for the brighter highlights. Finally I applied a few generous coats of dilute Badab Black to smooth things down a little.

The face was very simple really. Simply a matter of copying a design I had selected. It was painted using Chaos Black mixed with Silver Grey over progressive layers. These mixes were very thin and pulled towards the highlight area. I then took more diluted Badab Black and used this to smooth the blend between the face and the banner background colour. To do this simply apply the black on the edges of the image and pull the paint into the banner.

And that's it for painting Kaastaruk himself. In part 2, I will show you how I created and painted the base. I hope you have found this part useful in some way. If you have any questions feel free to ask me and I will try my best to help.

Oh and this fella is for sale!!

Cheers

Brett





# REVIEW

## Group Review

### Dark Sword Miniatures Male High Elf Warrior

Dark Sword Miniatures Male High Elf Warrior is another group review, here are what the review team had to say.



#### DARKLORD

The High Elf Warrior is from Dark Sword's hugely successful 'Visions In Fantasy' range and is another fine addition. The first thing that strike you about this piece is the dynamism of it. The flowing robes and hair billowing to the side as he stands ready for combat. His legs bent and torso twisted to meet some unseen enemy. This gives the piece a great sense of action and poise.

The piece offers plenty for the painter and welcomes those that choose more advanced techniques such as NMM or freehand but also retains simplicity that allows beginners to create a visual success

The sculpting is once again superb from Dark Sword. Jeff Grace has created a beautiful piece of work with crisp details, a broody face and a great feel of movement. The casting is up to Dark Swords usual high standard with very little flash or mold lines that makes clean up pretty easy. He is cast in three pieces with both arms separate. They are cast with a small lug/hole combination to ease assembly, which shouldn't pose any real difficulty even for beginners.

The warrior is priced at \$7.99 (around £4.87) which is a bargain for what you get. This is a high quality piece and blows most other offering away at this price.

In conclusion I must say this miniature impresses me greatly. The piece has a dynamic elegance that is lit up by beautiful sculpting and casting. Add to this the fact you can get this with change form a fiver and I can see no reason not to buy it!

#### CREGAN TUR

This is a beautiful model of an Elven warrior from Dark Sword with an art style reminiscent of the Lord of the Rings movie. The armour and sword have a very natural feel to them that give this miniature a very fluid feeling even though his armour looks pretty substantial. Combine that with the movement of the fabric and you have a very dynamic looking miniature.

There's a lot to this piece that should make it appeal to any miniature painter. Not only is it sculpted very well, but it has a large variety of natural elements, like cloth and hair, along with the armour

|  |  |
|--|--|
| Manufacturer   |  |
| Dark Sword Miniatures  |  |
| Material   | Metal  |
| Price  | \$7.99   |
| Contact  |  |
| <a href="http://www.darkswordminiatures.com">www.darkswordminiatures.com</a> |  |
| Other Information  |  |
| Sculpted by Jeff Grace   |  |
| Ratings  |  |
| Quality  | 9.5<br>We all agree that the sculpt and cast of this miniature is excellent quality. |
| Assembly   | 8.75<br>Fairly easy to put together and prep.  |
| Value  | 9.5<br>Again, we are unanimous in thinking this mini is great value.                 |
| Overall Score  | <b>9.25</b>  |





and weapon that provide good areas for NMM or metallics. The amount of detail is balanced well against the more open, but very ruffled, cloak and cloth.

This kit contains 3 parts; the warrior's body and both arms. The base is nice looking, with its jutting rock, but it is an attached base. You could remove it, but it would take a fair amount of careful cutting to remove.

Assembly was a little challenging. The arms do come with tabs that should fit into holes in the torso, but I had to do a bit of cleaning on the tabs and drilling out on the holes to make them fit, but even then I had to do a little careful putty work to hide the join. Mold lines aren't much of a problem on this piece, but I did have a lot of flash that I had to clean off of the left arm, especially between each finger. This is careful work, so plan on taking some time on this.

There are a lot of elves out on the market and the most distinguishing thing about this one is its quality. Even at a glance you can tell there is some masterful sculpting on this piece. He would make a great replacement for any game system elf hero, even GW's LoTR game, because he just looks better, but only if you want an elf with a curved sword.

### CAPTAIN SPROUT

This is a three piece miniature sculpted for Dark Sword by Jeff Grace. Packaged in the usual Dark Sword sturdy blister with generous foam, the mini arrives with the customer looking as well as when it left the packing department in the USA.

The mini is a classic 'High Elf' fantasy sculpture, depicting an armoured, cloaked, helmeted High Elf warrior in fighting stance. Some people don't much care for High Elves and they can be a bit love or hate, but I like their attractive lines and elegance and this mini fits very well with the elven tradition of looking good while looking deadly.

The mini comes in just three parts, the main part being the body with head cast on, mounted on an integrated rock like base. The other two parts are the arms, one of which holds a curved katana like bladed weapon. The empty hand has outspread fingers, as if the elf is gesturing to something or someone and the individual fingers are well rendered. The parts are logically separated and the mini can be fully assembled before painting, lending itself well to all levels of modeller.

There is not too much clean-up required on the model, a bit of flash here and there and some excess metal on the



fingers on the open hand which will need careful attention. But nothing anyone who has worked with a metal model before could not handle. Its important to pay close attention when cleaning up a model like this one to avoid mistaking a filigree line for a mould line..a tip can be to clean up the main areas and then lightly prime to get a bit more definition to have another go. Not entirely necessary if you want to rush your Elf into combat on the tabletop but a useful one if you want to make sure you are cleaning only the right lines off. Assembly is straightforward, the arms are unlikely to need a pin as they are so small and light so unless you plan on playing table tennis on your table top, just glue will suffice. There is likely to be a bit of filler required but some watered down Milliput or similar should work.

The mini has finely sculpted armour, without too much filigree and detail which can sometimes be a little annoying on the Elven folk. In this case it is well balanced and well done which does make a change from some of the GW versions which stand really in direct comparison (if a little smaller). Of particular note on this model is the drapery..I think the folds on the cloak as well as the loin cloth are stand out and it really does look like the cloth is moving in a swirling wind or as the result of a sudden turn by the wearer. Skill-fully done it really adds to the mini and as a result its the favourite of Mr Grace's that I have seen so far..on a couple of more static minis the cloth has seemed a bit over worked. Here it is in excellent balance. Thumbs up to the cloth!

The pose is the other highlight, it just looks and feels 'right' with the sense of movement and drama spot on. Some fantasy minis in the classic style do bore me I am afraid but this one isn't just any old Elf, it feels like it would be well worth having it in a collection. Its one of those small models you wish was also available in a larger scale so it could be enjoyed in 'big' time too. Andrea do an Elf posed rather like it, if you want your fun in more millimetres.

As usual the broccoli or integrated base is part of the mini but it could be removed. A better option in this case however would be to mould it into a larger base or leave it as it is as it does support the raised foot as well as the cloak. The modeller does know when buying that all these minis have integrated bases, I confess they are not my favourite thing and I would much prefer the mini without one. For the gamer who wants to use the mini on a gaming base however it does make some sense.



There is stiff competition out there in the 'Elfy' warriors category, not only from other companies like GW (who have whole armies of the little blue and white devils) but from the rest of the Dark Sword range. This is a model that does hold its own though and a gamer might be pleased to have this as a leading army character. The painter has lots to work on with cleverly rendered surfaces with just enough detail.

### NETEPETE

This is the 6th miniature I've reviewed from Dark Sword and I'm starting to notice a pattern: They make some really awesome miniatures. The Male High Elf Warrior has great detailing, positioning and movement. The stance looks to be one of someone on the defence with backward movement in preparation for some offensive whoop ass. Sporting a curved blade and the offhand arm maintaining balance, the mini stands on a small rock sculpted on the integral base. If you wanted, you could remove this mini from the base with the right tools without damaging the overall sculpt or details.

The back of him is a highly detailed flowing cape that wraps around the front and creates nice negative space filler created by the backward lean. If you can paint fabric really well, this mini would be great for you to show off/test your skills. The armour is crisp with nice elven style bordering that will help the beginner to intermediate painters look fancy if they have a steady hand and follow the sculpt.

The mini comes in three pieces: 1) Body, 2)R. arm w/sword, 3)L. arm. Assembly goes together nicely, I'd recommend pinning the arms if the mini will be handled or transported. They aren't too thin, so you have no excuse not to. My copy had a small mold line running down the right side of it, nothing major, but a delicate hand will be best cleaning it up with a tiny file. There were another couple areas on the cape as it comes over the left leg that will have to be cleaned

up as well. Despite some of the more prominent blemishes I've seen on a Dark Sword mini so far, this still ranks up with the top shelf stuff. The micro details on the scabbard and armour are impressively sharp and crisp for a metal mini.

### SHANE ROZZELL

Dark Sword Miniatures' Male High Elf Warrior is a fantastic sculpt. The dynamic pose really draws the viewers eye to all the great detail that Mr Grace achieved. The elf is standing on a sloping rock with his cloak, hair and helm plume blowing to his left, his left arm is outstretched to show his perfect balance while in his right hand, he carries an elvish style sword.

What I really like about the sculpt is that Mr Grace has managed to capture a uniformity and militaristic style and couple that with the grace and flowing lines of an elf, something that we don't normally see in other high elf miniatures from other companies. Compare this to the Prince Althran miniature from Games workshop. Both High Elf Warriors and in not to dissimilar poses, although the GW model carries a shield. That unfortunately is where the comparison ends. The Dark Sword mini is superior in every respect, Even the price because Prince Althran comes in at a whopping £8.20!

The casting is a very high quality as we have come to expect from Dark Sword Miniatures, all the detail of the armour is nice and sharp. The miniature comes in three pieces, his main body and the two arms separate and pinning, although delicate due to the small parts shouldn't pose a problem to the experienced modeller. When I dry fitted the parts together they fit perfectly so no filling will be needed. Mould line and flash removal should also be straight forward as well because all the seem lines are easy to spot and equally easy to get to meaning prep time will be a minimum.

### Darklord

Quality: 10/10, superb quality.

Assembly: 8.5/10, three piece assembly but poses no real problems.

Value: 10/10, top quality miniature for less than £5 - a steal!

Overall: 9.5/10, fantastic quality offering once again from Dark Sword, highly recommended.

### Cregan Tur

Quality: 9/10, extremely crisp details on a well designed and sculpted figure.

Assembly: 8/10, a good bit of careful clean-up was required. Arm attachment was a bit fiddly and required careful putty work to hide seams.

Value: 9.5/10, at \$7.99 this figure is an absolute steal!

Overall: 9/10, This is another extremely well produced figure from Dark Sword, who have proven themselves very consistent when it comes to quality. The price makes this figure a must have for anyone who wants an elf with a sword, whether it's for a war-game or RPG. Be prepared to spend some extra time assembling him, but you'll find that it was worth it.

### Captain Sprout

Quality: 9/10, well sculpted and well cast, well proportioned with a realistic and clever action pose.

Assembly: 9/10, easy to assemble, it has just a few parts, though they are fairly small and a little fiddly. Removing the base would make it all rather harder so in this case I'd recommend simply living with it.

Value: 9/10, the mini retails at \$7.99 (£4.50 approx) which seems very good value when compared to other elves out there.

Overall: 9/10, a well sculpted, well designed miniature that rises above the norm in a crowded field. The drapery should appeal to painters and the classic elf thing to gamers. In terms of the 'classic' figures from Dark Sword, this is the best one I have seen so far.

### NetePete

Quality: 9/10, pose, character and cast are excellent.

Assembly: 8.5/10, they could have made it less pieces, but they gave it great pose at the cost of two nicely fitting arms.

Value: 9.75/10, \$8 for this mini is really a great deal. I'm not sure what a fairer price for this model would be.

Overall: 9.1/10, great cape, armour, price and assembly.

### Shane Rozzell

Quality: 9.5/10, excellent quality on this guy.

Assembly: 9.25/10, he's easy pinning and no filling, what more could you want?

Value for Money: 10/10, at \$7.99 (£4.80ish) I hope nobody tells Dark Sword but for the quality you get, their mini's are really cheap.

Overall: 9.75/10, the Male High Elf Warrior is a fantastic piece all round.



# Why Advertise with WAMP?

With over 1200 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.



For more information go to  
[www.wamp-forum.com/advertise](http://www.wamp-forum.com/advertise)  
or email us on  
[portal@wamp-forum.com](mailto:portal@wamp-forum.com)

Apart from classified ads, which are black and white only, all adverts are full colour. If need be we can even design it for you free of charge. It will include your company logo and any images or text you require plus direct weblinks to your company's website.

Portal  
an insight into **WAMP**



# Portal

## Birthday Prize Draw Results



So, Portals first unique competition has finally come to a close and we had a pretty good response which pleased us all at Portal Mansions. We would like to thank Maelstrom Games for the prizes they have kindly donated and also all those that took time to vote on which they thought was the best cover from our first year.

that the winners are...

First out of the SSPRNP and winner of the fantastic Ulmons, Tarask of Var is,

### Jabberwocky

Second name out of the sock and winner of the awesome Maagaan, Warlock of Baalor is,

### Warlady

Congratulations to both winners and we would also like to again thank Maelstrom Games and all those that took part and made this inaugural competition a success.

After the voting was closed we counted up which cover got the most votes and we're please to announce that the cover from issue 9 was the most popular. We then put all the names into our super sophisticated steam powered randomised name proliphicator (one of War Griffon's old socks) and drew out the names of the two winners. Therefore, without further a-do and in a very specific order we are please to announce



# BANE BEASTS

BNB-009  
**GALAGAAK**  
Ox-Gore of  
the Darkwald  
£49.99

BNB-014  
**FLINT-FANG**  
Kill-Thing  
of the  
Infernal Pits  
£49.99

BNB-015  
**OPHIUS**  
Gorgon Lord  
£39.99  
Released  
September  
3rd, 2011

BNB-008  
**OACYNING**  
Lord of the  
Oak-Enta  
£49.99

BNB-010  
**EURYALIA**  
Queen of Ker-Ys  
£49.99

BNB-007  
**THE TERROR  
OF FORTRIU**  
Chimaera  
£89.99

BNB-006  
**SCAR-SCATH**  
Fiend of Vermin  
£29.99

BNB-012  
**KERMORANNAC**  
Savage Oghurüc  
£49.99

BNB-013  
**ULMONS**  
Tarask of Var  
£49.99

BNB-016  
**CONJUNCT XIII**  
Vivicocot  
£49.99  
coming in  
October 2011

see our full range of miniatures at  
[banelegions.maelstromgames.co.uk](http://banelegions.maelstromgames.co.uk)

miniatures not shown to scale

# BANE LEGIONS

[www.maelstromgames.co.uk](http://www.maelstromgames.co.uk)

# MAELSTROM GAMES





ADVERTISEMENT

OFFICIAL

# WAMP

[www.spreadshirt.co.uk](http://www.spreadshirt.co.uk)

**MERCHANDISE**

## Love Wamp? Why not tell the world!!



Wamp Umbrella



Wamp Bandana



Cooking Apron



Ladies 'Primed and Ready'

You can now purchase some rather spiffy Wamp merchandise, anything from T-shirts to mugs.

Available for Men, Women, Children and even pets!

You can even have your username on the back plus there are lots of other slogans to choose from.

and Much More!

<http://wamp.spreadshirt.co.uk>







**H**ot on the heels of the Prize draw giveaway competition we have a new challenge that's open to all our readers. We have teamed up with Bitz Box to bring you Portal's First Bit Box Challenge. Over the next three months we want you to dip into your bit box and produce a single miniature, vehicle, diorama or mix of all three from the odd bits left over from other kits and models. We would then like you to take two photographs the piece, one before you start and one finished and along with a small description of the piece and what parts from which models were used to create it. Email it to us at [portal@wamp-forum.com](mailto:portal@wamp-forum.com). A winner will then be drawn from the super sophisticated steam powered randomised name proliphicator and a winner will be choose.

## The Prizes

**1st place recieves a £20 gift voucher**

**2nd place recieves a £5 gift voucher**

One random entry will also receive a £5 gift voucher.

## Deadline

The competition will run until Sunday 6th November 2011 6pm GMT and the and the winners will be announced in Portal Issue 16 which will be published 16th November. The winners will be contacted via email so please put your full name in the email along with the picture of your entry.

## RULES.

Each piece must be your own work and the work of a single person. No teams.

All entries must contain parts from at least three different models.

Each piece entered must be a new work, one not entered into another competition before the closing date of the Bit Box Challenge. Work In Progress images are aloud to be shown on the internet beforehand but not the finished piece.

All photographs must be a maximum of 800 x 3100 pixels in size, any larger and they will be deemed none eligible and overlooked.

You retain the rights to your own but Portal and associated bodies also claim the rights to use the image for Future promotional reasons

Images supplied must be clean and free from other graphics or logos.

You may enter as many times as you like.

Any futher questions then please email us at Portal via our website using Bit Box Challenge as the subject.

## SPONSORED BY

**BITZ BOX**





Cang the Implacable, 10th Anniversary Dragon



Confrontation - Hydra of Mid-Nor



Confrontation - Flesh Golem



Marbella





Shae



Zahn

# Forge World



SKAVEN EXALTED VERMIN LORD



SKAVEN BROOD HORROR



# GREY MATTER FIGURES

# MAURICE CORRY MINIATURES



Medieval Crossbowman c. 1350

Fairies Wear Boots



Fat King Robert Baratheon



Red Dragon



# BANELEGIONS



Ophius, Gorgon Lord



Nagausith, Black Ælf Augurer



Ornung, Bone Orc Shaman





# KINGDOM DEATH

ADVENTURES INTO THE ABYSS

Portal has great pleasure in exclusively announcing details of Wamp's next contest a full week before its announced anywhere else! The latest contest see's the return of the hugely popular Kingdom Death back for its second year following last year's success, and boy do we have a great contest lined up for you! We also have heard a rumor that there will be a special discount for WAMP members purchasing on the KD store but more details of this on the forum. ;)

**YOU MUST BE A WAMP MEMBER TO PARTICIPATE. MEMBERSHIP IS FREE AND YOU MAY REGISTER [HERE](#).**

## PRIZE:

There will be just one winner in this contest but what a prize!

The winner will receive a copy of EVERY miniature Kingdom death release between November 1st 2011 and November 1st 2012. That's EVERY new release for 1 YEAR!!

Only 1 prize? That's great for the winner but what about everyone else? Well EVERY person that enters will receive \$25 credit for kingdom Death's online store. That's right each and every one of you that enters will receive that amount!

Interested? Thought you might be!!

You have until

**6pm 26th October 2011  
GMT**  
to get your entries in.

**WAMP supporters deadline  
31st October 2011**

You may enter as many times as you like (but you will only receive one \$25 credit.) Kingdom death produce high quality miniatures in 35mm and more on them can be found here: [www.kingdomdeath.com](http://www.kingdomdeath.com)

Portal readers have received these detail 1 week before they will be announced elsewhere.



## 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 Kingdom Death 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 been displayed on other sites ).
- » Judging will be conducted by public vote.
- » Submissions must be posted to the Kingdom Death 2011 Gallery
- » Credit is eligible at [www.kingdom-death.com](http://www.kingdom-death.com) and is valid for 12 months. You must provide high quality photographs of your work to be eligible for the credit.





# WAYLAND GAMES

DISCOUNT WARGAMING

Visit: [WaylandGames.co.uk](http://WaylandGames.co.uk) Email: [thegeneral@WaylandGames.co.uk](mailto:thegeneral@WaylandGames.co.uk) Call: 01702 668750



**Visit our website [WaylandGames.co.uk](http://WaylandGames.co.uk)  
and sign up for our newsletter**

**Your Favourite Brands, Discount Prices, Superior Service**

Wayland Games is Europe's leading independent online retailer of wargaming hobby products - supplying all of your wargaming needs in a 'one stop shop' at fantastic discounted prices.

**A huge range of products under one roof!**

Miniatures | Paints | Scenery | Models | Rules | and more...



# REVIEW

by shanerozell

## FAIRIES WEAR BOOTS



Well, what can I say? Vern alerted us all to the new miniature "Fairies Wear Boots" from Grey Matter Figures last week. I popped straight over to Grey Matter facebook page and asked if it was okay to put her into Portal. Few days later, a pre-release copy floats gracefully from my letterbox onto my desk; a true fairytale story. She arrived well protected in a small card box and several layers of bubble wrap and the first thing I noticed is that the final release version will have clear resin wings which will make the final mini a much better piece.

The fairy herself comes in six parts, her raised right leg separate from the rest of her as well as four very fine clear resin wings. The base, which is a collection of love heart sweets, you know the ones with the little messages on them, is a one piece cast.

First up the sculpt... What can I say, Kev White has done a superb job capturing a rebellious fairy having a tantrum and stamping the hell out of the sweets. Her party dress, hair and boots are in a nouveau-gothic style (I only know this because my youngest sister is a Goth) which adds to the drama and the dynamism of her pose. All the detailing is breathtakingly good and Kev has done a brilliant job on her, combining the Gothic style and giving it a cute fairy twist. Many will think that the Fairy is 32mm but I have been reliably informed that she's actual size so 1:1 scale it's just that real fairies are very small so this little lass stands roughly 45mm from head to boot. As a comparison she's slightly smaller than the "The Squire" from Stone Tower Miniatures.

Moving on to the cast I can honestly say that Grey Matter have done an exceptional job. Having painted a Grey Matter figure before I know they're good quality but with the fairy they have stepped up a level. Her wings are so finely crafted and there is no sign of any mould lines what so ever. The fairy is cast in the standard grey resin which keeps all her details sharp and crisp

and the cast is so nice seeing is believing. The fairy herself has only the slightest mould line which can be seen down the frills of her dress and then again down one side of her boot. She's also wearing cycling shorts under her dress and the separate right leg joins where the shorts end and the fit is perfect there is no fixing lug here so it would be advisable to pin this joint. There are a total of six small sprue lumps to be cleaned, two at the base of her dress; one just below each elbow, one on her separate right leg and one under the standing heel, cleaning her is going the be very easy. Also on the heel of her standing foot is a thin lug that fits neatly into a hole in the base so the positioning of her on the said base is taken care of.

The base also has a seem line but this is positioned well and will be a cinch to remove with a sharp knife. Because she's 1:1 scale I think Kev White used real sweets for the base so if you want to customise the messages on the sweets I think it would be pretty easy to replace them.

**Overall:** Fairies Wear Boots is a breathtakingly good miniature that I hope does really well for Grey Matter Figures. Kev White has proved yet again that his sculpting prowess, attention to detail and ability to convey a slightly humorous story into a sculpt is almost without peer. I hope Grey Matter and Mr White team up again soon and I'd love to see more continuing with this theme. One Final note, she'll be available to buy next week and I strongly suggest getting her not only to support a small British manufacturer but because she's worth every penny.

|  |   |
|--|---|
| Manufacturer   |   |
| Grey Matter Figures  |   |
| Material   | Resin   |
| Price  | £15 (ex VAT)  |
| Contact  |   |
| <a href="http://www.greymatterfigures.com">www.greymatterfigures.com</a> |   |
| Other Information  |   |
| Sculpted by Kev White  |   |
| Ratings  |   |
| Quality  | 10<br>Superb quality in both the sculpt and the casting.  |
| Assembly   | 9.5<br>There are a few separate pieces but they go together so easily, why can't all models be this good?                             |
| Value  | 9.25<br>Although Fairies Wear Boots is not the cheapest miniature of this size around. She is by far, one of the better quality ones. |
| Overall Score  | 9.75  |





# REDBOX GAMES

Portal Magazine has exclusive details of Wamp's next upcoming contest which is sponsored by Redbox Game. Portal readers have received these detail 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 Kingdom Death 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 been 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](http://www.red-box-games.com)

Redbox Games produce high quality miniatures and more on them can be found here: [www.red-box-games.com](http://www.red-box-games.com)



# Roll of the Dice



## Alternative History

By  
**WARHAMMERGRIMACE**



Alternative history campaigns, battles and backgrounds have always held an interest for both war gamers and historians, it's the question, What If? Such as what would have happened during World War 2 if Hitler had invaded Britain?

A campaign could be built around the that question, in which the first wave of German military are paratroopers, followed by beach landings. The possibilities are endless and the scenarios numerous, but an alternative campaign setting needn't be restricted to the 2nd world war, any period can be used as a possible alternative setting. Such as the Imperial Roman military might marching to conquer ancient China, or just making the existence of magic real in the ancient world.

In the last couple of years alternative settings have become extremely popular, especially with campaign settings around the 2nd world war, both leading up to it and during. A very popular growing setting is A Very British Civil War, set in 1930's Britain, surrounding the abdication of the King.

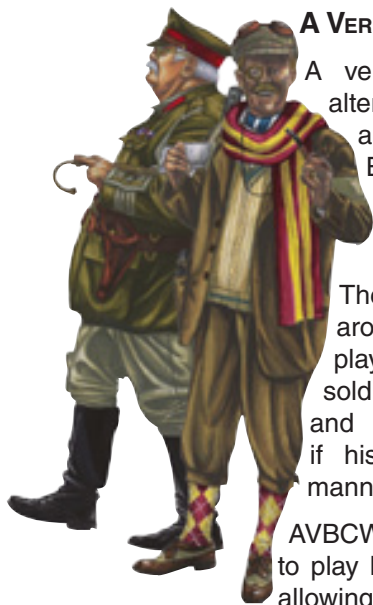
In real life the king abdicated, in the setting he doesn't and this leads to a civil war, with various factions all fighting for control of the country. Much more mainstream and popular settings are those set during the war, based on the Nazi's obsession with the occult. In the setting they discover a way to harness the power of the occult. This sees the war take a different turn, with demons, vampires, zombies and advanced technology. Lets face it anything with zombies will be popular, and these are Nazi zombies.

Though you don't have to purchase into a background, as there are plenty of good resources on the net and they're not all set in and around the 2nd world war, which is quite popular at the moment. There are plenty out there for free, which is always a good thing, and these delve into other areas of history. Also you could always develop your own alternative background, which could be developed with the armies and periods you already own. A possible idea could be an invasion of England by France during the Napoleonic period. A good



jump off point may be the invasion of Fishguard in Wales in 1797, though in reality this invasion was a dismal failure for the French, you could decide that they manage to get a foothold, which leads to a massive invasion of French forces.

I'm going to look at some of the current alternative backgrounds available commercially and those which are free out on the internet.



### A VERY BRITISH CIVIL WAR

A very British civil war is an alternative history setting based around the abdication of King Edward VIII. In the setting it assumes that he didn't abdicate, and this in turn sets in motion a civil war in Britain. The background is centred around the idea of wargames played with small companies of soldiers who represent factions and locals, who many assume if history had unfolded in this manner.

AVBCW doesn't have a set of rules to play by, this is left to the players, allowing them to use a set they are already familiar with. Its become very popular over the last 12-18 months. The reason for this is the organic nature of the background, players have the ability to input their take ideas on how the background should develop. I myself shaped and developed the initial flavour of the conflict in Cornwall. This has now been developed and nurtured by other players on Gentlemen's Wargame Parlour. Its also that element of being set in our own backyard and the ability to fight battles and skirmishes in our own towns, cities and villages which make this an interesting and fun game to play.

There's the fun aspect of developing of new units, adding local flavour to them, being able to add fun local flavour to the background as well is a great aspect of this game. I decided to make druidry the main religion of the Cornish Nationalists, with druids joining units and factions within the nationalists. The reason being that a druid society was created during the 1930's in Cornwall, plus I thought this would be a fun aspect to the Cornish. There is basically no restrictions to how you develop your game or factions.

More information can be found at the following website;

[www.solwaycraftsandminiatures.webs.com](http://www.solwaycraftsandminiatures.webs.com)

### 1588 AND ALL THAT (SPANISH INVADE ENGLAND)

This is an alternative background developed by Tim Eagling over at the website [www.spiritofthegame.org.uk](http://www.spiritofthegame.org.uk). Set in Elizabethan England, during the period of the great Armada and the question. What would have happened if the Spanish had invaded England? it's a period sandwiched between



two hugely popular gaming periods, The War of The Roses and the English Civil War. The period of 1588, is a period of transition in war and weapons, it's the switch from Medieval Europe through to the early modern period. It also comes after climatic change and in the wake of the black death.

Had the Spanish landed in England it would have been an interesting period in history. There was no trained standing army in England, the trained bands in the counties varied from each other. Though there would have been thousands of men, mainly peasants, equipped and ready to fight, though they would have varied in training and competency. The trained bands were provided by each of the counties, and this meant that a trained band could get held up if required at a national level.

It was during this period that saw the decline in the use of the longbow, is was slowly being replaced by the forerunner of the musket. This was a weapon that was easier to supply and train troops to use, where as the longbow required years of training to become competent in its use. The longbow would have still featured heavily on the battlefield still, it was also during this period that soldiers started to loose their armour, which made the use of the longbow more devastating.

So could the Spanish have conquered England if they had managed to invade? The Spanish would have faced problems with supply lines between mainland Spain and England. This could be a very interesting alternative history to explore. It allows the use of both longbow and early muskets/handgun's. Though best of all its completely free.

More information can be found at;

[www.spiritofthegame.org.uk](http://www.spiritofthegame.org.uk)

Another alternative history idea would be one that looks at the recent riots, developing a storyline that sinks Britain into a modern civil war. The Falklands war has the potential to be used as a alternative backdrop. What would have happened if the war had escalated and Britain was forced to invade Argentina? What would have been the consequences and how would the rest of South America reacted?

The possibilities are endless which is why alternative history gaming can be an interesting and fun to play.



# BANE LORDS

BNL-011  
**ORNUNG**  
Bone Orc Shaman  
£9.99

both models released  
September 3rd, 2011

BNL-007  
**KAASTARUK**  
Skull-Bearer  
of the Tarvax  
£19.99

BNL-012  
**NAGAUSITH**  
Black Ælf Augurer  
£9.99

BNL-004  
**ULRIC**  
**THE DEFILER**  
Autonomor  
£9.99

BNL-009  
**VÖRTUN**  
Troll Jarl  
£24.99

BNL-006  
**CYNUISE OF OLD**  
Barrow Knight  
Banner Bearer  
£9.99

BNL-008  
**ALASSAR**  
Bearer of the  
Dragon Standard  
£9.99

BNL-010  
**MAAGAAN**  
Warlock of  
Baalor  
£9.99

BNL-014  
**MELODA**  
Warrior-Queen  
of Mercia  
£8.99

BNL-013  
**QUICK-BLADE**  
Under-Vermin Kin-Caller  
£9.99

BNL-003  
**GUILLAUME LE PÈLERIN**  
Vagrant Knight  
£19.99  
Foot and Mounted  
Vagrant Knight

BNL-015  
**VIKTOR CEL RÄU**  
Vojvod of Ardeal  
£9.99

four new models  
coming in  
October 2011

BNL-005  
**EREC ONE-ARM**  
Dwarf of  
Carn Corm  
£9.99

BNL-016  
**DAACHUCH THE BROKEN**  
Skull-Bearer of the Gabrax  
£9.99

see our full range of miniatures at  
[banelegions.maelstromgames.co.uk](http://banelegions.maelstromgames.co.uk)

miniatures not shown to scale



[www.maelstromgames.co.uk](http://www.maelstromgames.co.uk)

**MAELSTROM GAMES**







## 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 it's 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.

### PRIVATEER PRESS

A US-based manufacturer of [tabletop miniature games](#), including [Warmachine](#), [Hordes](#), [the Iron Kingdoms](#) RPG and [Monsterpocalypse](#) collectible miniatures game.

Privateer Press is also responsible for the [Formula P3](#) range of [acrylic paints](#) and hobby tools.

**External Links** [Privateer Press Homepage](#)

### MIDTONE

A mid-tone is a median colour used as a starting colour for a particular section of paint. The mid-tone is applied and from this mid-tone lighter and darker variations of this colour are used to create [shading](#) and [highlighting](#).

For example you may paint Orc flesh with a basecoat of [Citadel](#) Snot Green. This would serve as your mid-tone. You would then mix a little Scorpion Green in with some Snot Green to create a lighter variation of the mid-tone. You use this mix to highlight up the mini adding more of the lighter colour as you go. After highlighting you may then take the basic mid-tone and add a darker colour to it, say Dark Angels Green to create a darker variation of the mid-tone. This would be applied in the recesses and use to shade the miniature. This is a simple example of using a midtone. Many people will start with a midtone then use a [glaze](#) or [wash](#) to add colour variations or shading and highlighting.

The use of a mid-tome is often seen as a better technique than the more basic method of starting at the darkest colour and working from shade straight up to highlight. The midtone allows for [contrast](#) to be applied in a balanced way and gives the painter more control as well as the ability to increase colour variation.

### BATTLEFLEET GOTHIC

The game is for two (or more, but typically two) players, each controlling a fleet, the size of which is determined by a points

value agreed at the outset of the battle. Ships cost a varying amount of points, determined by their influence on the "battlefield". The playing surface represents a substantial area of space and may include planets, moons, space stations, asteroids, nebulae and other astronomical phenomena as "terrain".

Turns are broken into Movement, Shooting, Ordnance and End Phases, and one player goes through all four phases with his fleet before the second player begins his Movement Phase. The scale is non-specific. Ship models are said to be approximately 1:40,000 in scale but, in game terms, all measurements are taken from and to the stem of the ship's base, which varies from between 2mm and 5mm in diameter.

### MODELS

[Games Workshop](#) produces its own range of plastic and metal miniatures for the game, which vary from tiny fighter counters up to massive battleships, as much as 10cm long. In addition [Forge World](#) has added a number of additional models to the range. However, at time of writing, neither company is planning to extend the range of models available for use.

The quality and detail of the models range varies. The plastics are exceptionally well-made, easy to assemble and highly detailed. There are two main flaws with the plastic ranges. The first is that they come only in Imperial and Chaos versions, with no plastic models being available for Eldar, Ork or any of the other major races in the [Warhammer 40,000](#) universe. The second is that, being based on a common template for each faction, it can be exceptionally difficult to determine the type (and, hence, capabilities) of any given model at a glance. Indeed, even the players who assembled the models have sometimes discovered that what they thought they had assembled as one type of vessel turns out to be another.



I have been asked to jot down some blurb as to how I went about making my entry to the recent 2011 Warlord Competition. Choosing a subject to cover was surprisingly difficult, since Warlord cover a lot of different periods and have some very attractive personality models too. Conscious that they were planning to release a 'Pike and Shotte' rulebook centred around the English Civil War and Thirty Years War, I thought that a subject from this era would be a good idea as I could also submit it for possible publication in the book. Having made that decision, Warlord's mounted Montrose was an easy choice, he being my favourite character of the period and then all I had to do was plan the details.

After having read the technique for preserving moss in Portal (issue one) the whole project actually bent around my desire to use garden moss on a Highlands-themed base. Clearly I'd need a nice big base to show it off and this would also allow me to include a couple of extra models scuttling about too. I bought Montrose on his horse, a Highland officer and a piper from the Warlord website, but when they came through I realised I was going to have trouble incorporating the piper. His head was facing the

caused me a little worry since it was trotting briskly along, something not conducive to the easy use of a telescope. I wanted him and the officer to be interacting; the one pointing to the enemy and the other about to raise his eyeglass to study them closer, so the horse needed to be in a more static pose. This was achieved by slipping plastic tubing onto the ends of my needle nosed pliers and bending the legs round. I first softened the metal by immersing it in a cup of boiled water, which helped prevent the legs breaking open, and held it in a teatowel.

Then it was really just a case of painting them and the base up. Since joining the Wamp site I have been inspired by the lovely paintjobs on display to push myself as much as possible. Rather than limit the effects I try to achieve to the techniques I can use, I have tried to teach myself the techniques I need to use to achieve the effects I want. The NMM is an obvious one, but I have also worked on improving some subtler things like the intensity of the colours I use, the positioning and nature of highlights and shadows, the palette of colours I use and their combinations. When painting the subjects, I tried to keep in mind the whole time where



The Marquis of Montrose 1645  
by Cubster.  
Winner of the Warlord Contest.

wrong way for the composition I wanted and he would either be walking away from where the officer was pointing, or he'd be saluting the horse's bum. Neither option appealed and I reluctantly had to remove him from the diorama.

I measured out a 60mm diameter circle on some plastic fibre board and cut two circles using a compass cutter. One circle had about a third sliced off one edge, which allowed me to stack the two chopped pieces, one on top of the other, onto the intact circle. This gave the base some height along one edge, something I was keen to achieve so I could have some low boggy ground for the Highland officer to squelch about in. Some garden stones were added, along with Milliput mud to smooth it all over and a garden twig pretending to be a fallen log. Montrose's horse

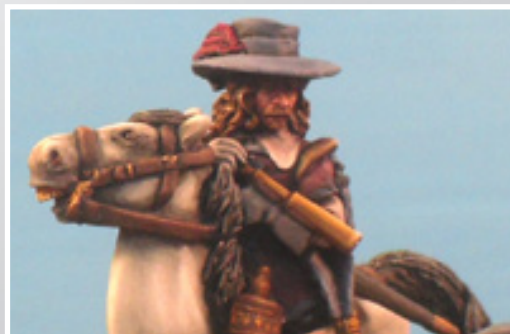
my light source was coming from, where the shadows would lie and what realistic colours would look like. The horse was painted from a very pale grey basecoat, with shading added via layers of washes and highlights via very thin layers of near-white. The darker grey around the face and lower legs was achieved by thin washes again. The decoration on the saddlecloth caused me a lot of sleepless nights as my original white and blue design was ugly, too simple and clashed with the coat of the horse. I eventually repainted it in a quasi-heraldic pattern of faded gold, which added to the whole feel of the dusty chivalry of the Marquis himself. The Marquis of Montrose was given faded colours for the same reason. His pale greys and lilacs just seemed appropriate to me. I very much wanted his face to be in the shade of the brim of his hat, yet also give



the viewer a chance to see his worried expression and I did my best to achieve that. The NMM on the telescope is probably as simple an example as you're likely to find, but for some reason I felt compelled to redo it again and again until I was happy. I'm still not sure about it! The Highland gentleman waving his sword was always going to be about the NMM on the blade for me. The rest of his kit and clothes I tried to make as drab as possible, just faded browns of various leathery hues as befits someone on extended campaign. After playing with the small metal bits and pieces on him, when it came to doing the sword blade I got very nervous and took my time with a lot of very thin pale highlight washes over the mid grey-purplish base colour. It's come out pretty much how I wanted – shiny but not chrome-shiny as on a fantasy model. I do find it hard when doing NMM to have the courage to go from a mid or dark tone all the way up to white highlights. It's almost as if I feel it's unjustified to make such huge highlight leaps on a flat surface! But it does work, and although it's till an ongoing process, I'm happy with my progress so far compared to where I was six months ago.

With the models painted I needed to get the base done and after looking to see how they fit onto it (and where the shadows would lie) I then fairly quickly slapped some paint about. The mud was a very dull grey-brown colour (matching the mud splatters I had painted on the figures' legs) without too much highlighting (I wanted it to still look fairly dark and damp) and the rocks a pale grey, with some yellowy-green mossy drybrushing. The log was painted with grey bark and pale sandy-brown wood to depict a rotten and worm-ridden tree flaking away. The low moss was just fine sand painted in a bright green and the scrub-type moss tufts are from Mini-Natur. Sadly, after having planned the whole thing around my preserved moss, when I held some bits against the base, it just didn't look right, so my mummified moss will have to wait for another project (some Chindits may be on the way courtesy of my £50 Warlord voucher). The bracken leaves were a bit of an indulgence and my first time using brass-etched stuff. They're from Antenocitis were a lot easier to work with than I thought. They're painted mid green with some brown deadening drybrushed round the edges. A couple of Army Painter tufts (I think Mini-Natur make them too) at the back and it was done.

This was a really good fun diorama to do and I can honestly say it is not something I would have achieved or probably even attempted had I not signed up to Wamp and absorbed all the great advice and tips on offer. So many thanks to all and long may the site continue to inspire.







CHARGE!... it to my card please by Undave  
2nd place Warlord contest



Celtic Chieftan  
by Nomad



ECW Command Group by StampedViking  
3rd place Warlord contest



Raaarrgghh!! by Coenus  
Warlord contest special prize



The Five Sons of Mary  
by mule





Druid of War  
by LOBO



Sharp edge!  
by carvel2



ECW Firelock Drummer  
by StampedingViking



Roman Primus Pilus charging  
by Sparks





Prussian Landwehr officer  
by In Chigh



For Rome! by Hirtius



DBA Celts 1 by worlds slowest painter



DBA Celts 2 by worlds slowest painter



Ambush in the Mountain Pass by Nomad





New Castle's Lambs - Pikemen  
by danahohn



New Castle's Lambs - shot  
by danahohn



Lord Goring's Cavalry  
by danahohn



George Lord Goring  
by danahohn



Royalist Northern Army  
by danahohn



Viking Chief and Captive Female  
by War Griffon



Mole Alchemist  
by Midnight Lurker



Mockingbeast Mimic  
by Midnight Lurker



Vermina, the Rat Queen  
by Midnight Lurker



Kaastaruk  
by Darklord



TradKarl  
by Spellscape



Dark Elf Sorcoress  
by War Griffon





Renegade Ogryn  
by SkelettetS



SDE Mage as a FF Time Mage  
by thetang22



Eldar Ranger-GD Germany bronze  
by Chameleon



Forgeworld Ork Skwadron Commander  
by Sleipnir



Thulsa Doom  
by harrytheheid

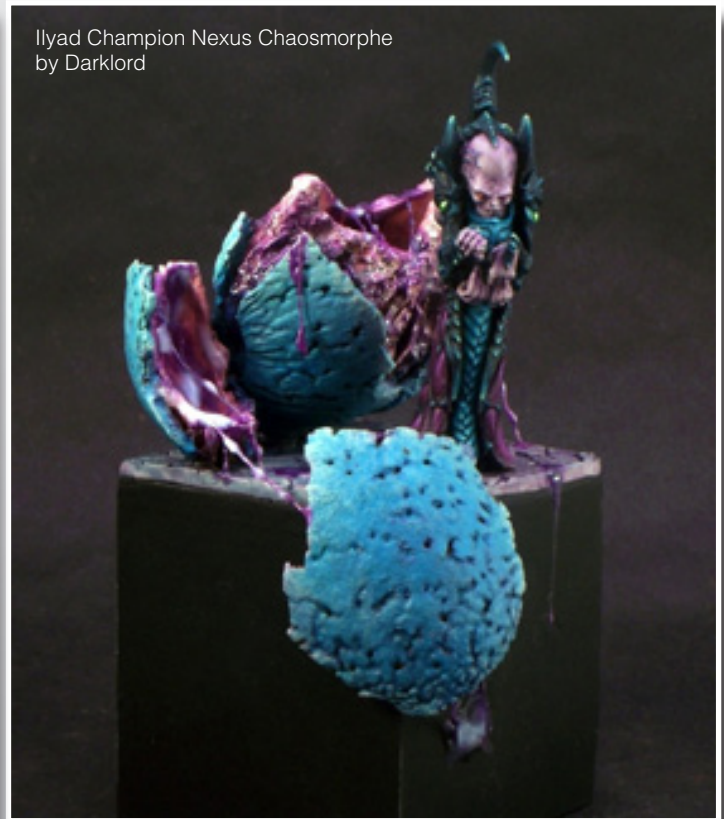


King Richard  
by Ocelot





Skaven Lord in a pipe  
by megazord\_man



Ilyad Champion Nexus Chaosmorpher  
by Darklord



Deathwing Terminator Standard Bearer  
by Jester 666



Roboute Guilliman by Jester 666





Cavalier bust  
by Undave



The Butcher  
by NathanS



Talon  
by NathanS



Nomad  
by NathanS





Cornelius Fauchelevant  
by Ulfrimr



GHOST Attack!!!  
by amon chakai



Goblin Pirates  
by Shades





Wamps social groups are a feature where you can join likeminded fellow WAMPERS and shoot the breeze about the things that make you tick. This [link](#) will take you to the social group area where you can see what other groups are currently up and give the choice to join in the conversation. If you have an idea for a social group you can always start you own. Below is a small selection of the current crop.

# WAMPs Social Groups



## The Toy Collector

This group is for those individuals that collect, hoard, stockpile, and have a fetish for all things toys. Whether it's action figures, robots, cars, planes, trains all in between, this is the group for you! So come and join the fun!

Group Maintained By: LOBO

Members: 2

Group Pictures: 7

Group Discussions: 1



## 1/6 Figures

This group is for those interested in 1/6 figures, maquettes, comiquettes and all things Sideshow, Hot Toys, Bowen and other manufacturers related. They maybe referred to as toys, action figures, or dolls but they're truly works of art! Come on and have some fun

Group Maintained By: LOBO

Members: 2

Group Pictures:0

Group Discussions:3



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

# Threadomancy

## WET PALETTE NOT STAYING WET

### Caius

I use a wet palette - its basically its a flat plastic food container (I think it came with sushi in it) with a piece of 1/2" foam and I use Sta-wet acrylic paper. I soak the foam sponge and the paper and keep a lid on it when I'm not using it. It has always worked perfectly well - often I can use paint in it for weeks at a time. But it's summer - temperature is higher and there is air movement from fans - And even though the sponge is wet the paper is drying out in an evening.

### Boonie:

Add some more water at the end of a session.

### Darklord:

Do you use lighting? Perhaps thats shining too close to the paper and drying it out?

### Orki:

Few tips - To prevent the paper from curling, when you first place the paper in it you can lay it down on the sponge and then lift it off and flip it over before adding paint as normal.

Tuck the front and back (or L&R sides, but not all of them) of the paper down the side of the sponge (between the sponge and the tub sides) so it dips beneath the water level. This will help keep it moist through a capillary action.

Keep the water level in the reservoir as high as possible (without it flooding over the top obv) by topping up as needed with clean water. Jut leave a little gap in one corner so you can trickle some more in as needed throughout your

### session.

Oh, and another thing I do is while initially filling, is that I over-fill the tray and squeeze the air out of the sponge - so it holds more water and also doesn't float. Drain off excess before use obv.

### kdlynch:

I use kitchen sponges instead of foam, cut to shape ... they seem to be better at moving water up to the paper compared to the foams i've tried. I also keep enough water in it to almost float the sponges (indeed, on a few occasions, they were floating... just don't mix hard with the brushes hehehe)

## MAKING SILICON RUBBER MOULDS LAST LONGER

### Tabris:

Being looking into beginning to cast with resin and some friends said that with time the silicon rubber moulds begin to release a sort of oil and shrink. Looking into that some people said that using a silicon based release agent adresses that. Is that true? If so i have to apply it only when the mould is finished or before ever casting? Also, a friend said that the quality of the rubber can influence on that. How do i know if the rubber is of good quality?

### War Griffon:

RTV (Silicone rubber) is oil based yes as is all rubbers but I have never heard of it releasing anything or shrinking as such.

Resin will shrink as it dries and because the rubber is absorbent in some way or other when used with resin, over time (casting) the rubber will absorb and break down, this is normally in the form of the rubber drying out and becoming brittle and also bits of the rubber mould coming away depending on the complexity of the cast. Also if you have to bend and twist the mould to extract the casts a lot then after a while as the mould breaks down it will become distorted.

This all means you will need to make a new mould periodically.

### shanerozzell:

Moulds degrade over time like Martyn said and shrinkage is part of the degradation, they basically get tighter and less pliable causing tares. Again like Martyn said resin

shrinks as it cures but the difference can only be measured in Microns.

### Twosoc:

The rubber will shrink as it cures, often up to as much as 72 hours after. Basically the degradation occurs when the resin strips the silicone out of the surface of the mould. This causes it to be less flexible as the guys said, and loses its tear strength, thus chunks coming out of it. Dependant on the resin used, you don't always need a release agent, in fact my resin supplier claims he never uses a release for any resin.

the resin will shrink only in microns, like Shane said, it really is the best way of reproducing accurate casts, as it shrinks much less in comparison to metal. Be sure to check the shrinkage rate of the resin first, some shrink more than others.

## NEED PAINTING RECIPE

### Dr. Willett's Workshop:

I'm trying to paint some Mediterranean rocks but although it seems easy I'm really struggling to get the right results. I have been working around different ochre, snakebite leather, pale yellow but it just is not good. Anyone with a good recipe? I don't mind if it's a long one...

An example of what I'm looking for:



### Ulfgrimr:

Have you tried starting with a flesh colour as a base?

The darker yellow patches on there could be made by introducing a bit of a yellow ochre type colour, the darker grey bits with a black or dark brown wash (depending on the texture of your rocks) and the lighter patches by introducing white or a similar colour (depending on which range you are using).

If you wish to mix your own flesh colour a basic one can be made by mixing an orange from red & yellow and adding white, varying the amounts of the colours will give you different starting colours. For added variety to the base colour you can add a touch of green or blue.

### Endor:

You could try out (GW paints) calthan brown, khemri brown, bubonic brown and then bleached bone. Keep the layers a bit irregular. Wash recesses with catachan green, glaze irregularly with mud brown and sepia. This (to me at least) gives a warm and nice sandstone type. Maybe a bit less orange than the reference pic above, but worth a try to see

if you like it.

### Spectral Dragon:

If you work with inks I would do a yellow base (probably GW's foundation yellow rather than an obscenely bright yellow) then I would wash with brown ink (I use flesh wash, but you can't buy that anymore. Vallejo has an exact equivalent from what I understand) I would water that ink down a lot and then do a highly irregular wash, then I would highlight some areas with very watered down white. After that I would take a stippling brush for the dark circular recesses, or just add them in with a very fine detail brush. The dark striations I am a bit confused on how to handle, but depending on what you are painting a drybrushing technique might work, or a watered down ink and just gradually paint that effect on.

I have had fair success with rock in the past, however I am by no means claiming to be an expert ;)



# WHAT'S IN ISSUE 14

**In issue 14 we'll have another great gallery featuring the miniatures from the Hasslefree Contest. We'll also continue with Darklords fantastic tutorial as well as all the news and views from around the hobby.**

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

## Member Pages

**Are you a commission painter or sculptor?**

If so and you would like a cheap and easy way to get your info out there without the hassle and cost of creating a full site then we may have the answer, maybe you have your own site but want another way to advertise.

Wamp is now offering 'mini sites' for just **£10 a year**.

What you get:

Full setup of your own page within Wamp.

Your own url at Wamp (yournamehere.wamp-forum.com) or link to it from your own domain name of your choice.

Each page can include text, photos, live cmon ranking, live eBay listings as well as links to your gallery, email and blogs and more.

Pages will be linked via a prominent link visible across the whole of Wamp.

**For an example page visit:  
www.darklordminiatures.com**

## 8 REASONS TO JOIN

While everyone can read the content on Wamp to their hearts desire there are even more benefits to registering on the friendliest mini-painting site around. Registration is simple and FREE!!

1. You can enter and vote on all contests.
2. You can post in the forums, including the Work In Progress and display cabinet sections - great places to get feedback.
3. You get your own personal gallery on the site where people can comment and rate your work if you wish.
4. You can join the Wamp Ladder - a challenge based ranking system for mini-painters.
5. Have your own personal blog space that's fully customisable.
6. Join or create personal social groups with their own 'mini site'.
7. Create articles, reviews or tutorials to help out others in the hobby.
8. Get access to exclusive member only offers.



ADVERTISEMENT

# DARKLORD

## MINIATURES

Professional Miniature  
Painting Service by  
award winning painter  
Brett Johnson

- 5x Finalist at Golden Demon UK
- Winner of Silver Monster, Gold Single Fig and Best in Show at IMP2009
- Winner of Avatars of War and Westwind contests at [www.wamp-forum.com](http://www.wamp-forum.com)
- Winner of numerous GW Durham and GW Regional contests
- Finalist Iron Painter 6

For more  
information visit

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

