

Portal

an insight into **WAMP**

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



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- » **Details of the Prizes for WAMPEDII contest**
- » **WAMP Awards Announced**
- » **Brilliant Kingdom Death contest gallery**
- » **Another great tutorial plus reviews, news and the best of this months miniature releases**



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This model was one of a few choices that I had sitting in the box ready to go, but I knew that she would most likely be quite popular for competition entries too, so she needed something more than a decent paint job to make her stand out a bit more. In the grey pile I also have the KD Grand Mother, who has a massive pair of wings that I had an inkling would suit the 54mm model as much as the 35mm model that it was sculpted for, and after a quick test fit I found that this was very much true, so I set about converting the kit to suit, mostly getting the wings to fit and then altering the cloak and hood to make it fit somehow over the top of the wings. Fortunately, the hair on the model looks windswept, so I chopped up and rebuilt the cloak to follow the same direction, and so most of the conversion was done. The sword hilt broke while I was cleaning up the model, and I accidentally chopped of the little pommel piece, which I couldn't salvage, so I drilled a wire through it and into the hand, and then (later on) fitted a chain which I could wrap around the hilt and the hand (which helped to mask the join with the arm tool!).

The painting was a challenge to myself to go all out on a "high fantasy" scheme. I have seen the likes of Seb Archer's work and wondered just how they get so many strong colours to work together. So, after a bit of discussion, I came up with an "accented analogic" scheme, which is essentially taking a colour on the colour wheel, then picking its "analogous" colours (- in this case a sort of blue was the main colour, with green and purple as the analogics -) and lastly the complimentary colour for the blue is orange. It sounds a bit complicated, but essentially, if you look at a colour wheel it makes a kind of "ban the bomb" sign when you join the lines up.

Colours chosen, I started painting. The cloak came first, and due to the complex texture I painted it in monochrome tones to begin with, and was tempted to leave it like that, but it looked too flat, so I added the purple, with blue undertones, and I stumbled upon a finish that I was happy with.

The wings were done by glazing lots of strong colours over the texture of the wings, rather than painting, as such. I placed the green "highlights", then added blues next to that, onto purples, and finishing off with magenta. The final effect was really quite striking and just what I had hoped for.

Once I did the straps, belts, bikini and armour in teals and greens, I worked the metals out, relying on orange and blue inks to help the look match the rest of the scheme (this was shamelessly lifted as a technique from my mate, Chris Oclave aka Apa/Monkeyman7x).

Last of all was the skin and hair. I like the pale look of the hair in the box art, so I did a similar colour, incorporating blue and purple tones.

The skin was the make or break part of the whole model, and more than anything needed to be strongly "orange" to tie everything together. I had a false start because I had used the Andrea skin set, which I normally use on smaller models without incident, but I just couldn't get right here. So I picked out some GW skin tones, mixing dark and bronzed flesh together along with some P3 Khaki, to get a base colour that I was happy with. After that it was a case of highlighting and shading individual areas (added more khaki, then VMC Deck Tan for highlights, and mostly more dark flesh to shade, but there's dwarf flesh, tanned flesh and some blue, green and dark brown too). Because of her size, she's BIG, I needed to make sure that the blends were smooth and brought attention to the right areas of the model, which involved a fair bit of correcting, glazing and re-establishing, but in the end it was my favourite part of the whole model.

The base was made from a BNS plinth, with a Kerr & King scenic resin base attached. I put a stony base colour down, then used various colours from the rest of the model in the various parts of the base, that way tying it all together even more, add reinforcing the otherworldly fantasy look.

And that's it in a nutshell. I was absolutely bowled over to pick up the win, as I think that there were some incredibly strong entries, and the competition itself was really well supported by the members. Adam's minis draw some pretty polarised discussion, but they also bring out some really great paint jobs, which is largely down to the imagery that the Kingdom Death world now has. I personally can't wait to see what will be coming along in the future - not least the next 12 months, because of the competition prize! lol

Cheers, and thanks for the votes and support,

Scott

WELCOME TO ISSUE 17

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It's Christmas!

Well almost and it's a pretty manic time of year for those of us that celebrate it and it's been pretty manic here at Wamp too. I have been busy finalising details for next year's contest sponsors and I have some exciting new ones for you. It's a great demonstration of Wamp's

growing appeal that we are attracting the biggest names in the hobby to participate with us. We have just had the final two contests of the year finished. The Kingdom Death one you can see the results of in this very issue. Also the Red Box Games contest has just closed and voting is currently underway on that so if you're quick you could go and vote for your favourites in that one.

There's yet more contest goodness in the form of Wamped II our big end of year contest that's open to any mini from any manufacturer (even scenery & terrain gets a chance!) I have some prize details for that in this issue to further tempt you into entering!

I have been able to breathe a big sigh of relief as one of Wamp's biggest ever projects has finally come to realisation. It's taken over 6 months (and been in the pipeline even longer) but our new gallery is up and running. Over the years many Wampers have asked for such a gallery and I finally took the plunge and invested in one. It's pretty much a custom build and it aims to take the rating concept made popular by CMON but put Wamp's own slant on it with the focus on having a fair and impartial voting system. It's much more than just a voting gallery though and it's open to people wanting to show off their work but don't want rating (you can choose which (if any) of your submissions get voted on!) I hope it can build up and become a useful resource of both painted work and sculpts (sculpts even have their own separate section) It's only been open a couple of days but it's already starting to fill up nicely and I invite you all to pop a few pictures of some of your work up – doesn't have to be new work, show us your classic stuff too!

So all in all it's been a busy month but also an exciting one. I want to wish you all a very Merry Christmas and Happy New Year and I hope next year brings you prosperity.

Finally on a personal note I would like to pay tribute to my Father In Law who passed away recently. RIP Denis Wood you will be sorely missed.

Hope you enjoy our final issue of 2011

Until next year!

Brett

IN THIS ISSUE

REVIEWS



The Wamp Review group take an in-depth look at Dark Sword Miniatures Cersei Lannister. Is it any good and is it worth buying? To find out click [here](#).

TUTORIALS

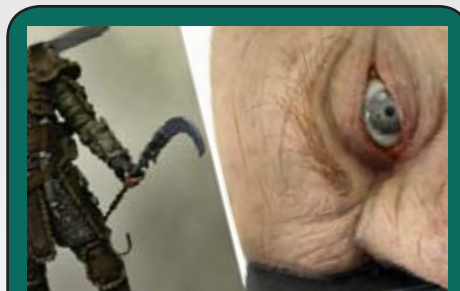


We have another great tutorial from those kind people at Manorhouse Workshop. In this issue they show us how to make realistic looking bushes for our display models or gaming boards. Click [here](#) to jump to page 16.

ARTICLES



The results are in for this years WAMP awards. To find out who got what click [here](#).



As a special gift to you this festive season we have an exclusive interview with one of the hobbies big hitters. Click [here](#) for more.

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NEWS

Welcome to this, the final issue of *Portal* for 2011. It has been a pretty up and down year for me and at times my only solace has been my hobby and the friends I have made on **WAMP** so I would like to thank you all for making 2011 bearable and I wish you all a Merry Christmas and a Happy New Year. Anyway enough of the gushy stuff and onto business. In this issue we have a great insight into the mind of one of the best in the hobby. An exclusive interview

with none other than Chris Clayton, aka GiganticDark.

We also have details of the fantastic prizes on offer for the WampII painting contest and great Kingdom Death gallery.

You want More? How about the results from this years WAMP Awards as well as another very interesting article from Tim Fitch. Anyway I hope you enjoy it :)

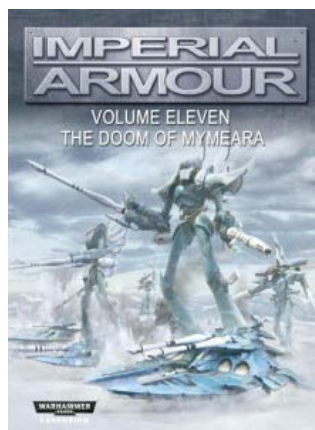
Model Display Products have been very busy of late. Their range of Miniatures (War Griffon Miniatures) is steadily growing and have some very nice releases planned for the new year. MDP's range of gaming bases is also being increase this month with the release of several new sets. The first is a set of 30, 40 and 50mm round lip bases with a dock/quayside theme and are a mix of paving and wooden bases ideal for popular skirmish and wargames on the market making them ideal for Mercenaries, Freebooters or Pirates or they can be used in conjunction with our popular range of display plinths and discs. The second set is for our Fantasy range and are in 20, 25, 40 and 50mm square and 25 x 50mm square with a rocky theme, these can also be painted up to represent cooling lava. The third is a range of round Sci-fi bases with the release of 1 x 25mm set, 2 x 40mm sets and a 60mm round base with a tech/starship deck theme ideal for many of the popular skirmish and wargames on the market. Further details and prices can be found at, www.modeldisplayproducts.co.uk



Manor House Workshop have added over thirty pre-painted terrain pieces to their catalogue and several new sections including small accessories, dungeon walls and medieval furniture. These are purchase and play so no painting or building required. For details and purchase information visit their website, manorhouseworkshopmindstalkers.wordpress.com/



Forge World have announced that Imperial Armour Volume 11: The Doom of Mymeara is now available to order.



This 224-page full colour hardback book, written by Talima Fox, is packed with vehicle and infantry profiles, three Apocalypse datasheets, a campaign section and an Eldar Corsair army list. In addition the book also contains a detailed background and technical section covering the existing Forge World Eldar range.





Beasts of War and Wayland Games, Join Forces to create a Tabletop Nation! ... And you're invited!

Beasts of War and Wayland Games are proud to announce an exciting new direction that will combine their resources

for the benefit of the wargaming hobby.

Tabletop Nation will bring together gamers, local stores, manufacturers and developers to deliver the best products, the most exciting games, the most current news and reviews, and a multitude of events, all interacting both on-line and through local gaming stores.

Both Beasts of War and Wayland Games are grateful for the loyal support of gamers, stores, manufacturers and suppliers. We wouldn't be where we are without you but we can't get where we want to be on our own. With this in mind, Tabletop Nation is seeking out partners who share our vision of an inclusive network of wargamers and those who fuel their passion.

So what might Tabletop Nation mean to you? Well, looking forwards, both Beasts of War and Wayland Games will be making a significant investment to create the framework and infrastructure but it's the other participants – our partners in this new world – who will help turn the vision into a substantive reality.



**VILLAGE
ACCESSORIES**



Thomarillion is a German company that makes model accessories for gaming and display miniatures. They have just released this village accessory set and they're suitable for 32mm miniatures. There are plenty of other nice things on their website so check them out here,

<http://www.thomarillion.de>

mantic

Mantic Games makes Christmas Shopping extra easy this Christmas we're offering Free Shipping on all of their great deals and miniature kits over £25/€35/\$75:

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STATS BOX	
Portal downloads	44439
Memberships	1471
New members this month	59
WAMP posts	155879
Wiki Pages	165
Blogs	44

WAMP LADDER

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

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

Vern vs Spectral Dragon

Squad

MaGie vs ScottRadom

RBG Entry

Piratemama vs. Vegascat

Fantasy Miniatures

Vegascat vs Waghorn41

Animal

Endor vs Vegascat

Machine in motion

Nameless vs Synthet

40K Squad

Darklord vs skippen

Dwarf!!!

Rankings

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



The last 30 days

NEWEST MEMBERS

bryanjones378	deathjester
lemon	Chant
Nick	designer7x
Golborak	tlepolemos
Apyllon	pachai
Mick A	Grinder
roms capps	jorghe
lordeverwynd	DSoup
Keith	callred
Plarzoid	davaan69
Grenn	Wulfric
shep	bushido
Johnx4176	TEFFH
Fingerpainter	antt1973
jameslee74	The Last Magus
Captain M.	super-glue
Vesper	Asheth
Vance Thurston51FD	AlienAmbassador
Sn0Mag5	Uncle Bomber
Gargamel	posthumous
Pegazus	Big AI
frodo100	peppermint_cat
Roscelaa	paulus
lami27	Lupus
Allonairre	Peter Crow
mbeurel88F286	Syphwyn
Col Von Barring	black cavalier
Vlado	Alpharius
Hyvofe89	FigureSculptor
sasa11	



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

DEADLINE

The closing date for entries is: 6pm Wednesday 26th January 2012. Supporter deadline will be 5 days later @ 6pm Monday 31st January 2012.

Times quoted are GMT

WHAT CAN I ENTER?

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

CATEGORIES

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

There will also be a Best In Show winner.

PRIZES

Best In Show

- » €150 Credit at Kabuki Models
- » La Meridiana: Pyros (75mm)
- » Model Display Products Anastacia (54mm)
- » Guild of Harmony Set: Phonecia, Vanys, Blagrut and Dorothy

The following categories each have a prize pool. 1st place will get first choice of a prize, then 2nd and so on

Fantasy

- » Imbrian Arts Set: Gnoll, Wraith, Necromancer and Dragon Teeth
- » Morland Studios 54mm Shar The Traveller
- » Relic Knights 'Kiss & Scratch'
- » £50 worth of Das Schwarze Auge
- » Guild of Harmony Set: Nagrot, Jian Nai, Eilwyn & Qing Long
- » 1 fantasy blister (TBC) Ironwind Metals

Sci-Fi

- » €150 Credit at Kabuki Models
- » Relic Knights 'One Shot & Fritz'
- » Gaspez Arts Tatjana
- » \$100 gift voucher Ironwind Metals
- » 3x battletech New Releases

Historical

- » Morland Studios 32mm Hatasu
- » Morland Studios 32mm Aria Bust

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

THE THEMED CATEGORY!

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

'OOPS!'

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

Rules

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

For a Full copy of the rules click [here](#).

- » MDP Oblong Display Plinth

- » MDP 33mm Display Plinth

Scenery & Terrain

- » Foundations of War Village House

- » Foundations of War Barrels Set

- » MDP 35mm Plinth

'Everything Else'

- » Morland Studios 32mm Sybil

- » Gaspez Arts Sophie

- » \$40 gift voucher Ironwind Metals

'OOPS!!' Themed Category

- » £30 Tor Gaming 'Relics' goodies

- » Super Dungeon Explore Limited Edition 'Candy & Cola'

- » £50 Demonworld goodies

Random Prizes

- » Foundation of War Round Infested Bases (awarded to 1 random entry that hasn't already won a prize)

- » 3 x prizes of 1 Battletech new release

- » 1 x prize of \$40 gift voucher Ironwind metals for most entries

- » 1 fantasy blister (TBC) from Ironwind Metals - random voter

- » MDP 41mm Display Base (awarded to 1 random voter)

Some of these prizes are unavailable or not yet released and There are still more prizes to be confirmed!!!

Total Prize Pot: £1000 worth of Prizes!

REVIEW

Group Review

DARK SWORD'S CERSEI LANNISTER

Painted by [Jen Haley](#)



CREGAN TUR

I guess it would be wrong to slam this miniature simply because it's of a Lannister; Cersei, the worst of them all to be precise, but that would not give any accurate information on the miniature itself. So put your swords down and feelings aside, my fellow Stark supporters, and indulge me in a fair review of Cersei's attributes.

This is a 2 piece white-metal kit that features Cersei Lannister as a single piece and a white metal base. I'll tackle the base first, since there's the least to say about it. It's simply a stonework dais with some moss/plant growth peeking out among a few of the stones. It's well sculpted to look like shale, or a similar layered stone, with a cutout where her dress can neatly fit in so the fabric sits nicely on the ground. It's a nice looking and simple design, but it only serves as something to put the miniature on. It doesn't add anything to the composition. This is a mini that screams for a good base, so you're going to have to make one of your own.

I'm not sure how one obtains arcane mastery over Lead, but I'm pretty sure Dark Sword has a Lead-o-mancer in their employ, as it's the only reasonable explanation for how they can get such high quality casts. Cersei has curly hair that falls in strands from her head, leaving realistic gaps between some of the strands and they are all cast perfectly. The amount of work required to prep this figure is so negligible that it doesn't merit mentioning.

This figure is perfect for a painter who wants to experiment with translucent fabrics. The dress is modeled to appear as if it were made from very sheer

material, which means it is very form fitting, but there is a very delicate softening of the covered anatomical details that lends realism to the idea of a body covered by thin fabric. This is a very suggestive piece, but there is nothing overt about it. The fabric falls into a multitude of tight folds, which reflects a thin fabric quite well.

There are many tiny details on her that will require careful brush work. Specifically, all of her jewellery is tiny and delicate looking, which fits the sculpt very well. There's also a thin circlet in her hair with a lot of tiny details. The face is quite striking, but I have to admit that I cannot tell if she's supposed to have big, open eyes or if they are lidded. The latter would support the pose better- this will just have to be the painter's judgment call.

If you want a sensual, elegant looking lady, then I doubt you could find a better

Manufacturer	
Dark Sword Miniatures	
Material	Metal
Price	\$9.99
Contact	
www.darkswordminiatures.com	
Other Information	
Sculpted by Sculpted by Tom Meier	
Ratings	
Quality	9.5 Exceptional sculpting & casting.
Assembly	9.75 Single piece figure with next to no preparation.
Value	9.75 Typical Dark Sword excellent value for money
Overall Score	9.6



representation than this. There's not much action in the pose, which is fine, but it means that she's not going to be a good choice for much outside of competition work or as a gift. I would be surprised to see her used as part of someone's wargaming army.

I've never said this about a figure before, but I really feel like she is for experienced painters only. The details are so fine and precise that people new to the hobby may find her frustrating to paint well.

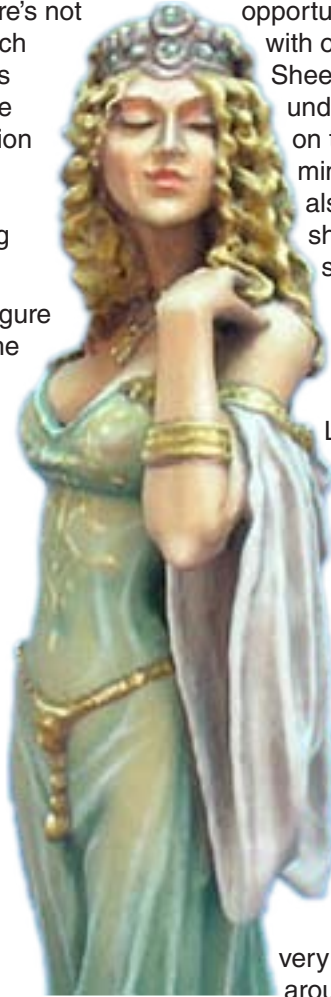
NEATPETE

"To all the ladies in the place with style and grace..." -you've got some competition from Dark Sword's Cersei Lannister. This miniature is flat out gorgeous.

Her curly hair is sculpted brilliantly and a tiny tiara peaks through the crown of her head. The curls fall down a beautiful face that is sculpted in a day dreaming state of bliss. The hair hangs to rest on gentle shoulders and a neck ordained with a tiny but detailed necklace. Her breasts fall wide across her chest into a thin dress that is draped wonderfully. The dress could be a nightgown of some high quality silk that only the Lannisters could afford. The dress twists down to the ground giving the mini a slight sense of movement and further emphasizing the day dreamy state.

The detail on my miniature was really, really good. I'm again impressed with the detail Dark Sword achieves and the quality control they maintain. There was only a tiny little spot where I would have to file a mould line on her wrist and that would just take a second while the rest is literally perfect out of the box. The curly hair and draped fabric are the major strong points of this mini for me.

There are a couple really nice



opportunities for painters to work with on this mini, mainly fabrics. Sheer effects or freehand are understandably great choices on this beaut. The stance of this mini almost looking into the sky also offers a nice OSL pose as she could look into the morning sun or bask in the moonlight.

SHANE ROZZELL

Winter is coming, or so the saying goes but in Kings Landing it's obviously still pretty warm by looking at the skimpy dress Cersei is wearing. I love the George RR Martin books and I also really enjoyed the TV series of Game of Thrones so I was very pleased when we came to review one of the stories most influential characters immortalised in miniature by Dark Sword Miniatures.

Now, I get to look at a LOT of miniatures, probably more than most due to editing Portal so I have seen some very nice versions of this mini around the various forums. One

thing that I have learnt over the years is that when painters produce those exceptional paint renditions a huge amount of work goes into preparing the miniature and this is what I expected in this case. I was very surprised that when I picked up the Cersei miniature that it was almost perfect and by far the best DS mini I have had the pleasure to review so far. As far as I can tell there is only the slightest mouldline on her right hip and I had to really look hard to find that one.

The casting quality of this miniature is fantastic and every part of her is very smooth and all the detail is lovely and sharp. Her hair, closed eyes and jewellery is ever so fine it's hard to believe what Tom Meier has achieved in this sculpt.

Unlike most other DS miniatures Cersei comes with a separate base and that's a big plus for anyone who wants to make their own diorama or display base. I'm going to look forward to painting her.

THE RATINGS

Cregan Tur

Quality: 9 / 10, excellent cast quality. Unbelievable level of detail. The base is a real disappointment as a part of the design.

Assembly: 10 / 10, Not just because she's a 1 piece figure- the quality is so great that you will barely need to do anything before you start painting.

Value: 9 / 10, very reasonable price for such a good miniature. Not as much of a steal as some of their other ranges, but I imagine the licensing ups the price a bit.

Overall: 9.3 / 10, an excellent cast of a great sculpt. You would be hard pressed to find another miniature with such meticulous details.

NeatPete

Quality: 9.5 Great detail, character and cloths.

Assembly: 9.5 Little to no prep, ready right out the box.

Value: 8.5 Decent price for the mini

Overall: 9.2 Beautiful sculpt and cast.

Shane Rozzell

Quality: 9.75/10, the quality of miniature is exceptionally good and by a long way the best DS miniature I have seen so far.

Assembly: 10/10, the fact that Cersei is separate from the base makes any assembly as easy as anything.

Value for Money: 10/10, at \$9.99 (£6.40) a little more expensive than many of the other DS miniatures but the casting quality really makes it worth while.

Overall:10/10, Cersei Lannister is a beautiful miniature in every way and one that every miniature painter would be pleased to have a crack at.

VIEW FROM THE HILL

*By Tim Fitch
(Miniature-Heroes)*



CITADEL
MINIATURES



It all seems ancient history now, but back in 1984 it's difficult to overstate the influence *Advanced Dungeons and Dragons*, (AD&D), had on the fantasy world as a whole. Though perhaps not the best RPG, it was certainly the most widespread and widely played. Making miniatures to suit it made good financial sense.

AD&D had character classes, such as fighters, wizards, clerics and thieves, so Citadel produced ranges of fighters, wizards, clerics and thieves. Their clerics never carried edged weapons, thieves never wore heavy armour, and an awful lot of their character miniatures carried backpacks, thus indicating an adventuring background. AD&D had monsters that were well described in the *Monster Manual* of the day, and these too translated into some of what Citadel produced. Ogres were tribal and primitive, trolls brutish and ugly. True the orcs never had the pig snouts of the monster manual illustrations, but that might have been an IP infringement too far, even then.

Yet also the Citadel miniatures of 1984 showed an initial

start to stray away from the guiding ideas of AD&D. Yes they still produced the core character classes and races, but also the company's own ideas started to peep through.

Code CO5 was a range of *Oriental Heroes*, a good while before AD&D released their *Oriental Adventurers* source book. They were good miniatures too, done by a new sculptor called Aly Morrison. CO11 *Halflings* was another slight departure. These owed more to Tolkien and comedic licence, than a anything you'd actually go adventuring with. The new generation of trolls became more comic in appearance too. The first range had been very realistic in design, brutal weapons, bestial faces and a thoroughly unpleasant manner. These newer offerings though ugly, did look less frightening.

AD&D had made great use of the Drow, their name for the Dark Elves, in a series of adventure modules. They were popular, versatile and had caught the gaming imagination. Citadel therefore produced an initial boxed set back in 1982 – 83 called the *Night Elf Patrol*. Clearly modelled on the Drow they were properly elf sized, slight, well equipped and lead by a female. In 1984 they released another batch, but these were bigger; human sized offerings. Females featured prominently as both troops and leaders too, another Drow trait. However it was the C21 range of *Cold Ones and Riders* that marked a bit of original thinking. Dark Elves riding giant lizards! This was new.

Citadel had used the word *Chaos* to mean evil from its

earliest ranges. Quite why it chose to do so is a mystery, certainly other miniature companies used the word evil to describe certain characters, and didn't seem to suffer any backlash. However its now in 1984 that Chaos starts to become a genre type in itself, within the Citadel miniatures world. Chaos warrior boxed sets and some single miniatures had been released in 1982-83. Three Chaos monsters were also described at the back of the first compendium. Now in 1984 there were C27 Chaos Monsters, Chaos Goblin Mutants and Chaos Beastmen, along with a new range of C35 Knights of Chaos. It is here in these early ranges that the seed of using Chaos for evil first started. Now Chaos is a major part of the Warhammer world with whole factions, deities, abilities and histories in its canon.

Goblin fanatics first appeared with their ball and chain weaponry, though one was bizarrely armed with a giant boomerang. The Slann also made their first mass appearance too. Modelled with a strong influence of pre-conquest South America, they were certainly different, if not entirely useful for most adventures.

The second compendium also officially includes Nick Lund's Chronicle miniatures line. This is worthy of its own article, but to suffice to say, it was a smart move on Citadel's part.

However despite the new miniatures, company acquisitions, and general increase in profile, there were still problems.

The first one came about through the differing styles of American and UK miniature sculptors. Citadel commissioned Tom Meier of Ral Partha fame to produce a range of High Elves for them. He had already done a boxed set of troglodytes and lizard warriors, all highly detailed and suitably realistic, so their confidence wasn't misplaced. Tom indeed came up with the goods, a range of perfectly sculpted high elves, some mounted, but most on foot. The problem was, they were also perfect 25mm scale and didn't fit with anything else Citadel sold. They were never officially sold in the US either, so I suspect Tom may have been able to sell them with his existing Ral Partha ranges too as part of the deal. Regardless, it left Citadel with a problem, they looked out of place. Aly Morrison to the rescue, and a part page squeaked into the back of the Chronicle miniatures section towards the end of the compendium.



Another change was rather more fundamental, the casting metal was altered. Citadel had always cast in an alloy that was mainly lead. The results were usually pretty good. Silver grey miniatures that from my own experience seem to age well. From the time of the second compendium though this changed to a dark, almost black alloy, with even more worrying long term results.



(Early Dwarf against a later Slann)

The darker metal clearly has a higher lead content than the alloy it replaced. I can only assume it was for cost reasons, reducing the price per unit at a time when the UK was in a recession. What I do know is that it produced a range of miniatures more susceptible to lead rot than most others. Again lead rot deserves its own article, but for those who might not have seen its affects, have a look at the pictures below.



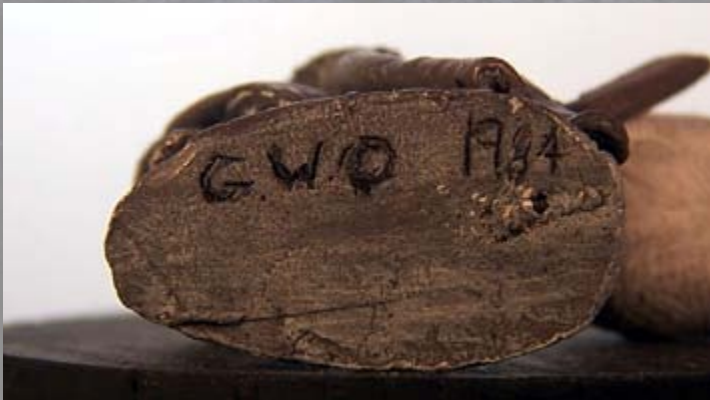
This aside, these are a great range of miniatures and well worth collecting. But what do you need to look out for?

Well as with the earlier offerings the base is key. For some reason Citadel really got their act together in 1984 and produced a stamp to date all their figures. It appeared in two versions, square framed, (pictured below), and diamond

framed, both impressed and stating Games Workshop 1984.



You can also sometimes find GW 1984 scratched into the base on some miniatures. Perhaps they were finished before the stamp was produced?



One oddity to this were some of the White Dwarf Personalities boxed set, which though stamped Games Workshop 1984, was a raised mark as apposed to an impressed one.



Sculptors initials disappeared, apart from a tiny AM that you may find on the side edge of some of Aly Morrison's work. It's not common and very tiny. He also seems to have used only two base styles, square and rounded, sometimes both in the same range.

Probably the most different thing



though was the titling of miniatures on top of their bases. Not every range was done, and not all to the same degree. Dwarves and Halflings were just labelled such.



Ranges sculpted by Mr Morrison provided the character class that the miniature was supposed to represent. Again I don't know why, but it does once again show just how much AD&D dominated the industry back then.



So that just about concludes the collecting pre-slotta overview. There are of course many other things to mention, but that's for another article. Next time I want to take a break from Citadel and explore the subject of lead rot in greater detail.

Thanks for reading,

Tim

MEET THE WAMPER

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



Name? Donna McConnell

Alias? Wiccanpony, also known as Wheelie Witch around the house.

Website? None.

Wamp member since? 26/ 11/ 2008

Bio: - I'm a Vintage Navy brat... me and AARP are dating ... I did commission horse paintings, which helped when I switched over to minis. Now a days besides minis and other hobbies I just about live on the internet. I'm very snooty and want to know what's going on in the world.

When I pick a mini to paint I like to do something different with it, something that tells a story and if possible a touch of whimsy and humour.

Today, Lizcam and I live together, plus RogerB (in time he's going to wed the fair Liz). We're a blended family now and to think we all met over the "web"



Paint, sculpt or game? Played D&D in the 70s, but now I'm into the painting side... As for playing, curse you World of Warcraft.

Favourite mini company? Gamezone because I love their horses, they are so life like I can almost smell the road apples.

Favourite sculpt? I have a soft spot for Hasslefree, Kev White's work (honest Sally, we're just good friends), innocent blink, blink.

How long have you been in the hobby? Let's just say the 70's and leave it at that ;)

How often do you visit WAMP? Everyday, I don't trust you people not to burn the place down.

Best thing about WAMP? First and to me the best are the people, group hug everyone!

Tell us something interesting about you? Looks left, looks right... I like to ice my brownies with butter



TUTORIAL

HOW TO REALIZE REAL-LOOKING BUSHES

After showing you how to realise real-looking grass, I will explain how to do the same with bushes.

Let's first have an overview of the diorama, fully completed with the previous grass step, just before the work with the bushes.



Tools of the trade needed:

Like for the grass, bushes do not require a lot of material. You need at least 2 different types of green powder, one very thin and of clear colour, and the other more thick and darker. The powders from Noch (used for train diorama) are a perfect choice.

Then, you need some lichens. You can find them too into the same modelling shops you can find the powder, but also in floriculture centres (where it is



usually cheaper and in bigger quantity).

You'll need of course the vinalil (glue for wood) and a half-full glass of water.

Add some latex gloves and tweezers.

Now let's get to work: mix the two powders inside a cardboard box. Mix everything well, until you get an homogeneous result.



Then add the vinavil to the water, until you see the level of the liquid reaching 2/3 of the glass. Mix the two together. The final result should be something very fluid, still mostly water-like.

Now divide/cut the lichens into small pieces of no more than 7-8cm. The bigger they are, the more complex it is to work with them. Anyway, once treated, the bushes can still be divided into smaller pieces, as needed, to better make them fit following your needs into the diorama. The ideal dimension is the one seen in the picture.

Take then one lichen with the tweezers, and immerge it into the glass (vinavil/water), and then squeeze it with your hand (in the latex glove) to let the excess liquid drop, and put it on a sheet of newspaper.



Repeat the operation until you have some 5-6 lichens.

Immediately start, then, to put the lichens full of glue in your the powder mix, before they start drying.

It is important to note that you can't really prepare more than 5-6 lichens at a time, due to the glue drying (and you want it to happen on the diorama, not on the newspaper!). 5-6 is a good number to still not have a painstakingly slow process, while not risking to waste lichens.



How to place your bush on the diorama:

First, use a brush of medium size to put some vinavil where you want your bush to be. For this process, do not use the diluted solution of water and vinavil, but straight vinavil.

Then put the bush (which is still wet with the water/vinavil solution) in place. You will see that the vinavil in place, being dense, will more or less fix the bush there.

Do not worry about the bush losing part of the powder on it, or about it being somewhat flattened, due to you pressing it in place.



Remember that bushes can grow vertically on surfaces too, so if you wish to obtain that effect, just use one or two drops of cyanoacrylic glue (superglue) on the wall or vertical surface you want the bush to “grow”, and connect the bush with it.

It will immediately stick to it, strongly, due to the humidity of lichen reacting to the superglue.



With this kind of superglue, be very attentive to your eyes and fingers while using it. And be also careful, if some of the superglue touch your gloves, as not make it touch the bushes.

Usually, I do use the tweezers to manipulate the lichen both in the water/vinavil solution, and when placing them on the diorama. The tweezers are also easier to wash and clean afterwards (any strong glue can be taken away with some cutter once dry).

Once the bush is placed, take the bottle of fine and clear powder, and let some of it rain on your vegetation. Don't drop too much of it: you just need to cover the zones where the bush lost its color due to your positioning it in place. Due to the still wet nature of the lichen with the water/vinavil mixture, the powder will stick to it easily and permanently.

Now, repeat the process with another bush, and then another one, etc, up until all bushes are placed on your work.



You might have guessed that if you do not work a few bushes at a time, those will get dry. And bushes, once dry, can't be really manipulated and worked on easily, making the “real-looking” process much more difficult.

When all bushes are placed and fully dried, use a fixing transparent opaque spray to fix better the powder which didn't stick fully to the lichen.



Don't spray too much, else you will make the bushes look too dense and compact.

To dispose of the excess powder still around, turn upside-down the diorama, and hit lightly with your hand its base, for the powder to fall naturally.

For a multi-panel diorama, of course proceed one panel at a time, allowing you to get the final result shown in those last pictures.

Unlike grass, which is in the end quite simple to realize, recreating a rich and realistic overall green area, full of bushes, is quite another matter, both due to the necessary drying time of your bushes, both due to the merging and placing of the bushes to reach a good result which fits (and heighten the beauty of) your diorama.

The example shown in those picture is a typical green area for gaming purposes: complex, but not as to compromise playability.



Of course, you can push the process even more, and getting even more realistic results ... but this will be the subject of another article...

... I will however tell you that you can get some interesting new vegetation with fennel tufts and oregano ..

Until next time, Lorenzo-Maniachouse-Marchetto



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With over 1400 members and a 15% month on month increase as well as over 7000 page impressions daily not to mention Portal, the No1 free monthly mini painting magazine that averages over 3,000 downloads per month. Wamp is a growing, vibrant web based community with members based all over the world, many of whom are regular contributors to other hobby based forums. This means that advertising with WAMP will be one of the most positive things you can do to make your business grow.

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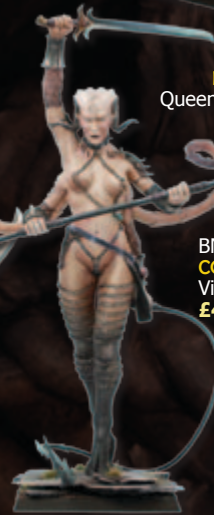


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WAMP AWARDS 2011

It's a great pleasure to announce the results of the Wamp Awards 2011.

We started with initial nominations for several categories and from those nominations we came to a final short-list of 10 for each category. Each short-list was then opened up for voting and after weeks of voting we now have our winners.

So here they are and a worthy bunch they are too. The competition has been more fierce this year and to even make the short-list in a category shows a nominee has something special to offer. A massive congratulations to all the winners and nominees and thank you to everyone that took the time to nominate and vote on the entries. The results show a nice range of genres from our hobby and its nice to see up and coming companies and artists making the short lists.

Until next year!

Best Painted Miniature



Gold: Visions Of Hatred - Raffa (Picster)



Silver: Zorabeth - Arsies



Bronze: Masques - Rusto

Best Base



Gold: Fruit di Mare - Muhani



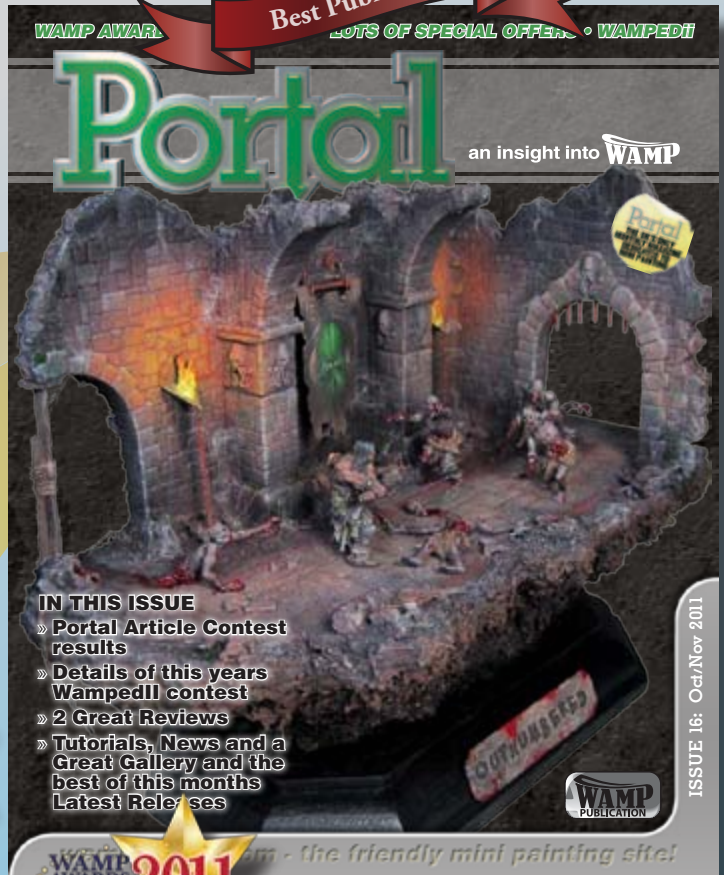
Silver: Welcome to the Jungle - Paul Valenx



belle of tortugafigurine - Marc Chicard (Tatoo)



Best Publication



Gold: Portal Magazine



Silver: Irregular Magazine



(Tied) White Dwarf, Wargames Illustrated and Games Forces Magazine



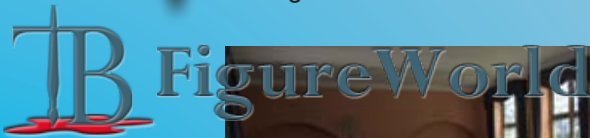
Gold: Salute 2011



Gold: (Tied) Series 33 Brushes - Rosemary & Co and Silfor Tufts - miniNatur



Silver: (tied) Wamp2011 and FigureWorld 2011



Bronze: (Tied) The Complete Guide to Miniature Painting DVD - Miniature Mentor and Liquid Greenstuff - Games Workshop

Best Range



Gold: Banelegions - Maelstom Games



Silver: Smog 1888 - Smart Max



Bronze: (Tied) George RR Martin's Masterwork's - Darksword Miniatures and Relics - Tor Gaming



Best Sculpt



Gold: Cang The Implacable - Coolminiornot

Best Company



Gold: Studio McVey



Silver: Red Box Games



Bronze: (Tied) Sodapop Miniatures and Privateer Press



Silver: (Tied) Bunny Girl - Poupee Canope and Emily 'Foxy' Foxwell - Statuesque Miniatures





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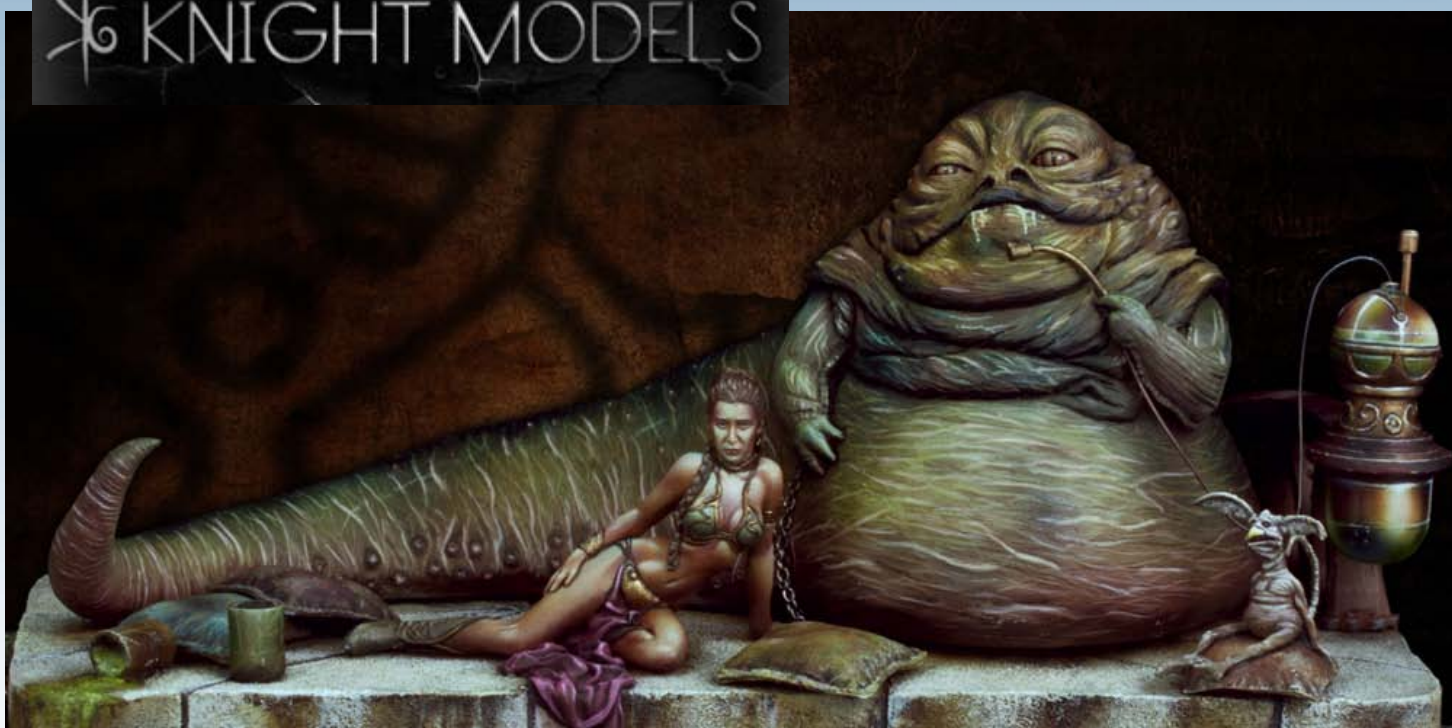


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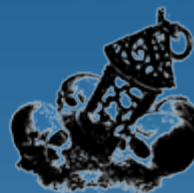
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BNL-020 - Kraan, Tain of Baalor (foot and mounted)



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Tinker Belle



Tilly Tumbleworth

THE NEW WAMP GALLERY

We have great pleasure in announcing the new Wamp Gallery open! After many months of blood, sweat and tears the next evolution of Wamp is here. Our current gallery has served us well but has lacked a user friendly experience and this coupled with the many requests I receive for a rating gallery led me to make the decision to create a new one more suited to our needs.

So I give you the new custom built gallery with no expense spared!

So what's so good about the new gallery I hear you ask? Well the major change is the easy to use rating system. To make the system as fair as anything like this can be a few things were put into place.

The first is only registered members of Wamp can vote in the gallery; anyone can browse it but you must be logged in to vote.

You cannot vote for your own work and you can only vote on each image once. These key features will help eliminate a lot of voting irregularities.

To further make voting fairer an images current score is not shown on the rating page so will not influence your vote. Also the submitters identity is not in plain site on the voting page. Each image has a link to the artists profile so you can find out who's work it is if you wish (also by hovering over the image will show their name) this helps shield your voting mind from undue influences if you like to work that way but still lets you find out more about an artist whose work you admire.

BUT I DON'T WANT MY WORK RATED!

Not a problem. I was aware some people didn't want to be a part of the voting culture so I took this into account. Every user has the ability to decide which of their images can be voted on by others. You can specify this on an individual basis for each image or with one click make every image in your gallery rateable or unrateable as you see fit.

Sounds good so far?

Well there's more!!

You can arrange all your work into albums as you see fit. You can even make these albums private and decide which users (if any) you allow access.

You can see stats of your rankings, profile views, average rating - even how many votes you have received.

Each image can be tagged on certain features such as whether it has NMM or OSL or maybe that its a gaming piece. This means voters get more information than just a description and it means you can filter search results with these things - only want to see wizards with OSL? well that you can do! There's a lot more besides but you probably want to jump in and get started.

A Spotlight On

To Celebrate the launch of the new gallery we're running a prize draw to give you the chance to win either a Daemon Champion from Avatars of War or a \$15 Wyrd Gift Voucher.

2 winners will be chosen at random with the first name out of the hat getting first choice of the prizes.

To get your name in the hat simple upload a valid image to the new gallery during the next 5 days, For every image you upload your name will be entered into the draw once so the more images you upload the more chances you have to win!

The new gallery can be found here: [Wamp Gallery](#)

Rules

You must be registered on Wamp to upload an image.

Any image uploaded must meet the gallery guidelines (Must be your own work and must not be a WIP shot) unpainted sculpts are permitted.

Images can be of any genre, subject or manufacturer.

Separate images of the same miniature are not permitted.

Only Images approved by the moderators for submission are eligible.

Each valid image uploaded will result in your name been entered into the draw once.

If you upload ten images you get your name entered ten times.

Closing date for entries is 12 noon 21st December 2011 (GMT).

You may only win 1 prize. The first name drawn will be offered first choice of either prize. The second name drawn will receive the prize left over.

You may upload a maximum of 31 images to your gallery (that includes any images you already have in your gallery).

Entries posted from this moment are valid.

Good Luck!! I hope you like what I have tried to do with this and it makes your time on Wamp even more enjoyable.

You all have your own personal gallery url too like so:

www.wamp-forum.com/gallery/users/yourwampusername

Features

- » Here's a run down of the main features of the new gallery:
- » A user can choose to allow or disallow rating on their images, either on a per image basis or all their photos can be opted together (This option can be changed whenever they like).
- » You must be logged in to rate a photograph and you may only rate each photograph once.
- » You cannot rate your own work.
- » You can choose whether to rate just sculpts or painted minis.

PLEASE NOTE: This gallery is designed for completed work not WIP shots so please bear that in mind.



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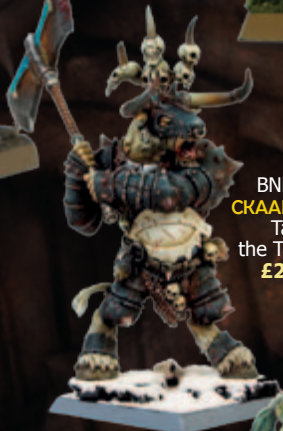
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INTERVIEW

Award Winning Sculptor, Painter and
the brains behind Giganticdark Miniatures

Chris Clayton

This month we get inside the brain of currently, one of the best in the business and find out what makes him tick?

WHAT DO YOU PREFER, PAINTING OR SCULPTING?

Painting and sculpting, for me, are very different sides of the 'same coin'. When sculpting a figure I always try to imagine how it will look when it is finally displayed and try to make the piece as easy and pleasurable to paint as possible. I've never considered myself a particularly great painter and find it very difficult at times, usually making judgements based on intuition rather than prescribed techniques. I'm generally itching to sculpt when I'm painting and nearly always wish I were painting what I'm only halfway through sculpting.

WHERE DO YOU LIKE TO GET YOUR INSPIRATION?

Inspiration can come from many different and disparate sources. I generally avoid looking at other modellers work for inspiration, relying instead on more abstract elements to kick-start an idea. Scenes in movies, passages from novels and pieces of music, walks in forests, fragments of memories or dreams and even birdsong can all be considered inspiring. If not in the literal sense then more in the initiation of the creative process.

WHAT THREE TIPS WOULD YOU GIVE THE BUDDING SCULPTOR OR PAINTER?

The most important three tips I would give the budding sculptor or painter would be to practice, practice, and practice. Seriously though, practice is invaluable however much experience you have. Just because you have mastered a new technique, don't expect to be able to cast it over your figures like a magic wand for instant perfection. It is essential to keep all of your skills up to date and not to be afraid of trying new methods for fear of failure.

Furthermore, only paint or sculpt what you enjoy. Being true to yourself and your interests will show through in your work. I see excellent painters and sculptors talents subdued because they are painting or sculpting what they think they should, rather than letting go and having fun.

Lastly, get up and go out. There is nothing like a good stroll and a few gulps of fresh air to get the brain working and the creative juices flowing. Spending all of your time at your desk or your computer diminishes your 'world'. If not a lengthy hike then just a walk round the block every now and then will give you a well earned break so you can return to your modelling with a fresh eye.



APART FROM YOUR OWN STUFF, WHAT OTHER MINIS DO YOU LIKE?

There are so many fantastic miniatures and figures available these days it would be impossible for me to pick a favourite. I don't buy that many miniatures, as I generally don't have a great deal of time to give them the attention I think they deserve and paint everything I liked. I do however have a real soft spot for vintage miniatures by the likes of Grenadier (John Dennet and Andrew Chernak sculpts), Ral Partha and Citadel (anything before 1990). I also have a large collection of Japanese garage kits by Fewture, Falchion, Max Factory and Billiken.

WHO IS YOUR FAVOURITE PAINTER AND SCULPTOR?

There are so many incredible talented artists in the modelling community it would be unfair to single out favourites as I'm sure I would omit as many important people as I would include. However, there has been one constant and driving inspiration and influence for me, is the great Japanese model maker Takayuki Takeya.



Takeya is one of the most original creative minds of our generation. If you are fortunate enough to spend time with a copy of his two-volume book of works, *Ryoshi no Kakudo* (Angles of Hunters) contained within are not only Takeya's incredible commercial pieces but also a rich fantastic story illustrated with amazing lifelike dioramas. For me Takeya changed the way I perceived model making and encouraged me to think and try to work outside the conventions of traditional sculpting and painting.

DID YOU HAVE ANY FORMAL TRAINING AS A SCULPTOR OR IS IT ALL SELF TAUGHT?

I've never had any formal training as a sculptor. I have a degree in illustration and during my final year I produced a number of 'three dimensional illustrations'. I had been model making for a number of years before then but this was my first real foray into full sculpting and scratch building. After getting a taste for sculpting I continued, trying different techniques and experimenting with new materials and tools.

WHAT DO YOU THINK WILL BE THE NEXT BIG THING, AS IN TECHNIQUE, TO SET THE HOBBY ALIGHT?

Zenithal lighting, seamless blending, object source lighting and non-metallic metal etc, etc. These are techniques we have all become familiar with. Each one has its place and in the hands of the right painter can be used to great effect. However, for me, they are all just techniques or tools for the painter to use as part of their arsenal. I personally don't believe a models' worth should be determined by how well a 'glowing eye' effect or NMM armour has been executed, but rather by how well the painter has incorporated those techniques into the piece and contribute to the overall success of the piece.

I have noticed recently that there now seems to be a reaction against the pristine finishes everyone spent so much effort trying to master. Dirtier, weathered, painterly, expressive paint jobs may be considered 'one to watch' emulating the works of artists such as John Blanche and evoking an 'old school' atmosphere. Techniques, as fashions, come and go and on their own stand to demonstrate the painters ability to master said technique, but for me the 'next big thing' will always be a beautifully realised and engaging model regardless of the techniques employed in its execution.

I HAVE NOTICED YOU DON'T USE NMM ON YOUR PIECES, WHY?

Regarding my previous answer, non-metallic metal is a valid technique and in the hands of a good painter can display a huge amount of patience and skill. For me, however non-metallic metal has never really appealed to me or suits the way that I tend to work. It is safe to say that I am increasingly obsessed with the reproduction of convincing, realistic metallic surfaces and will go to great lengths polishing, burnishing and painstakingly applying gold leaf to try to achieve the right look. I like to be able to view a figure from all angles and let natural light play upon surfaces and textures. In my opinion non-metallic metal can reduce the field in which the figure can successfully be viewed.

ROUGHLY HOW LONG DID IT TAKE TO COMPLETE DRAGONSLAYER?

The production of Dragonslayer, along with most of my other display pieces, was spread over several months alongside other projects. I usually like to space out the conceptualising, sculpting and painting to give myself time to properly evaluate my progress. There is probably about 150 hours of work in Dragonslayer.



WHEN AND HOW DID YOU START IN THE HOBBY?

It is difficult to pinpoint an exact start point, as there are probably a combination of elements that first initiated my interest and passion for the hobby. One of my earliest recollections of exposure to miniature figures as a boy was on a trip to the city centre with my dad. There was a store in a small shopping arcade with a window crammed with all manner of miniature figurines. Mostly historical subjects, Greeks, Egyptians and Carthaginians (I remember the elephants) with other such gems of antiquity. I think I was probably old enough to know that these were not toys but something different, more precious.

Later I stumbled upon a store called Games Workshop. This was at a time when GW was an independent retailer and stocked everything from Dungeons and Dragons to playing cards and jigsaw puzzles. There was a small cabinet within crammed with miniatures. Somewhat crude by today's standards they seemed serious and exotic, adult, dark coloured metal figures, languishing in blister packs on a bed of foam (ahh the nostalgia). After buying a few figures I was hooked and soon I attended my first Games Day in 1986. It was there I discovered miniatures from many different companies. Grenadier, Dixon, Essex and Ral Partha, some of which I still own and have recently been painting some of the old favourites. Over the following years my thirsts for model making lead me to explore beyond the realms of miniatures and into other areas of the hobby and the rest is history...

DO YOU SKETCH OUT YOUR IDEAS FOR A FIGURE BEFORE YOU START?

Before I start a model, be it either sculpting or painting I usually spend an unhealthy amount of time thinking about it first. I'll then, very quickly, make several thumbnail sketches and notes to coagulate the various elements of my ideas and inspirations. When sculpting I'll work these thumbnails into resolved conceptual images and diagrams to help map the idea and the form of the piece. I never used to use sketches and found that I would abruptly come to a frustrating halt halfway through a piece not knowing what to sculpt next because I hadn't properly planned the figure. Because of this I am now fastidious in my preparation of any new piece of work.

WHAT MADE YOU CHOOSE AN ULTRAMARINE FOR YOUR FAMOUS 120MM RE-SCULPT AND HAVE YOU EVER CONSIDERED DOING ANOTHER SPACE MARINE, MAYBE FROM ANOTHER CHAPTER?

Ever since I first saw the ForgeWorld Large Space Marine

I wanted to do some kind of conversion on it. I found it so disappointing that ForgeWorld had basically scaled-up a Space Marine miniature rather than using such a large figure to really explore the marine design. I'd had one of the kits for a few years and periodically made some notes on the conversion. None of the notes had ever been chapter specific but I had always been drawn to the iconography of the Dark Angels and Black Templar chapters as these leaned towards a very medieval styling with their robes and swords, something that appealed to me. However, I realised early on in the project that I would really like to use the marine to try out some new techniques and that it would be prudent to choose a less fussy and complex styling. An Ultramarine was eventually decided upon as they are both a 'vanilla' and iconic chapter frequently used to encapsulate the idea of the Space Marine.



The Ultramarine was such a huge project and if I did have the luxury to revisit the idea of another Marine I would want to do something completely different with the kit, one of the Traitor chapters or a pre-heresy suit perhaps.

WHAT PIECE OF YOURS ARE YOU MOST PROUD OF AND WHY?

I never really sit around and admire my pieces as I am always striving to improve and learn from my works. Although I have won awards for some of my pieces, for which I am immensely honoured, I don't linger on those figures as I'm always looking towards the next sculpt. The Ultramarine was, in retrospect a huge undertaking into which I put an incredible amount of time recording the process. The Dragonslayer too was a real labour of love and something of an emotional roller coaster. Winning Best of Show brought closure to such a difficult piece.



I think however that if I were to single out a piece to which I measure all my continuing work it would have to be Giantkiller. This piece was a real turning point for me in both painting, sculpting and building a narrative into a piece. It is one of the few pieces I feel fairly satisfied with.

WHAT DOES THE FUTURE HOLD FOR GIGANTIC MINIATURES?

Gigantic Miniatures has been an incredible learning experience and great fun so far. Partly setup to satisfy my thirst for knowledge and experience about all areas of the hobby and partly to exorcise some ideas I've had gnawing away at me about producing large scale figures.

When I initially launched GM it was a very hectic time for me, having just won Best of Show at Euromilitaire. Obviously I didn't foresee this and in hindsight this probably wasn't the best time for me to do this as there was a huge expectation for me to create the same type of figures that I had done for my display and competition pieces.

I chose 120mm figures as I was used to sculpting in this scale and it was a size I had become 'known' for. However

my future plans for the range included some huge pieces and at 1/15 scale the figures would have been massive and very expensive to produce. In addition I was doing everything myself from the conceptualising and sculpting to the casting, web design and marketing. Once the last figure was released the range came to a natural end and to mark this I produced a 'show only' limited edition figure for Figureworld 2011, which completely sold out in about ten minutes!

Gigantic Miniatures is far from over though. I am currently working incredibly hard sculpting a brand new range of fantasy figures. They will continue my passion for classic fantasy 'standards' with human and demi-human adventurers accompanied by all manner of enemies and monsters. Stylistically I want to give them an old-school feel with a contemporary twist, classic dungeon crawl characters realised for a modern audience.

I'm creating the figures at true 1/35 scale too, so an average human figure will be about 50 mm tall. This is a challenge for me and I'm very pleased with my progress so far. Why



1/35? Primarily the reason for this scale decision is for me to expand the range to include some truly gigantic beasts and terrain pieces without them being ridiculously huge or expensive. Furthermore I think, from the comments I received over the previous range, that they will be more comfortable to build and paint. Not too large for a miniature painter to feel intimidated by and have to change their techniques for and not too small that people from other areas of the hobby would feel that they were exclusively 'gaming' figures. Lastly they will be easier for me to produce and will give me a chance to really push the boundaries of the mould making and casting process to deliver very high quality affordable figures. I'm very excited about the new range and really looking forward to release sometime in the new year.

WHAT WAS IT LIKE TO WIN BEST OF SHOW AT EUROMILITAIRE AND DID YOU THINK THAT YOU WOULD WIN?

Winning Best of Show at Euromilitaire has to be one of the highlights of my modelling career so far. I really like the Euro show and for the past few years it has become the focus of my working year. I never intend to sculpt a piece specifically for competition, it just turns out that I'll produce a couple of display pieces during the year and usually get them finished in time for the competitions held in the autumn.

Dragonslayer was no exception only a little more thought was put into the engineering of the piece as it had to be transported in a couple of pieces and assembled in the hotel the afternoon before the competition!

I've never created or entered a piece of work into Euro with the intention of winning anything, I see it as a way of displaying pieces I've been working on over the last 12 months and what is more important than to get a chance to see some truly astounding work by many, many talented artists. The competitive element always makes me feel slightly nervous on the morning the results are displayed and this time, for no good reason, I felt particularly agitated. So much in fact that I had to send my wife to the competition room while I stayed in the trade hall. She came back looking a little shaken and told me I had been awarded Best of Show! I remember standing there with tears rolling down my face in utter disbelief. The rest of the day was a bit of a blur and it took a few weeks for it to properly sink in. I never imagined a fantasy piece would ever be awarded Best of Show at Euromilitaire, let alone mine. It was a great day, not just for me but fantasy modelling had finally been recognised, accepted and awarded at what is considered a predominantly military and historical international competition.



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.

TANK BRUSH

A tank brush is a [paintbrush](#) designed for applying paint quickly to large surface areas (for example on vehicles). It holds a large than normal quantity of bristles allowing for a larger volume of paint to be held and thus reducing the number of times the brush needs refilling with paint.

ASSEMBLY

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

SCIENCE FICTION

Science Fiction (or Sci-Fi to give it its common name) is a genre of fiction dealing with the impact of imagined innovations in science or technology, often in a futuristic setting. It differs from [fantasy](#) in that, within the context of the story, its imaginary elements are largely possible within scientifically established or scientifically postulated laws of nature (though some elements in a story might still be pure imaginative speculation).

It is a very popular genre of [miniature painting](#) with many dedicated game systems devoted to it such as [Games Workshop's](#) Warhammer 40,000 or [Epic](#) and [Rackham's](#) AT-43.

Many people define [Steampunk](#) as a sub-genre of Sci-fi.

WAMP

Wamp is a miniature painting website that has been around in various forms since 2005.

History

It was originally known as 'A modellers Paradise!' and was set up by Brett Johnson as an ebay group. In its original form it was very basic with little forum structure and the groups activities were limited. It was in these early days however that one of Wamp's most famous features was established, the [Wamp Monthly](#) painting contests. It was later on its time on eBay that the group changed name to Wargames and Miniature's Paradise to create a more descriptive title.

On the 26th November the group found a new home and relocated to a dedicated forum based site at [www.wamp-forum.com](#) which also signalled the first use of the Wamp acronym that has since become its more popular name. The new site created much more functionality and it gave the site the basis of its current layout. The main area was the forum but there was also a gallery and front page. The move to a dedicated site saw Wamp grow in popularity and slowly become familiar to the general miniature painting public. The site had gradually moved away from the gaming side and become a much more painting focussed group. The new site also saw the beginning of the well known [Wamp Specials](#) painting contests.

The 3rd March 2010 saw a major update to the site with the introduction of a much improved forum and Gallery and saw the addition of Blogs, articles and much more and is the same layout as you see today.

Features

Reviews - One of Wamp's most visible features came about in spring 2010 with the launch of its review system. While several sites already did miniature related reviews, most had variable criteria and didn't award a quantifiable value. Wamp followed the mode made popular within... more [here](#).

Threadomancy is where we look at some of the most interesting and helpful post from the recent past. If you wish to contribute to the thread, click on the title.

Threadomancy

IS OUR HOBBY SHRINKING?

shanerozzell:

A few weeks ago TGN was bought by CMoN and I had a few conversations where people were concerned that opportunity for independent news and the ability to get news out into the wider hobby was diminishing. At the time I did think the TGN would become just another means for advertising for cool mini but so far these misgivings have not been realised.

More [here](#).

Spectral Dragon:

I don't believe so shane, if anything I think the fact these companies are able to get bigger is a sign that a lot of smaller companies are coming out of the woodwork. Call it a hunch.

I see more and more people on WAMP alone who are trying to make a living on the mini business all the time. I don't think we are going the megacorporate direction just yet (save for GW, obviously)

kdlynch:

Well, bigger companies are known for doing just that. "Survival of the fittest" and all that brujah. However, I'm not so sure the detrimental effect will be as large as one would expect in a different market. Our hobby, at least the gaming side of it, requires more than 1 person to play, and usually you'll want a whole little group to keep your battles 'fresh.' As a result, one of the players, having discovered "the next great game," will try to pull the others in their circle into the same game. Word of mouth advertising, basically, that bypasses the main news networks.

frogimus:

On one side, it's good that the independent, boutique companies are using larger distribution channels. My concern on that front is that they might bow to the pressure of "marketing" instead of making mini's they are passionate about. Creativity is best driven by that voice in your head instead of "business partners".

The removal of independent news and review sites on the other hand really sucks eggs. TGN's coverage of the industry is (to me) no longer valid, and has been removed as a bookmark.

Darklord:

Hopefully the TGN move and other factors will help push folks to publishing news on Wamp. It's something I encourage though I suppose to many we are not seen as big enough or indeed 'trendy' enough

TRIPOD, IS IT WORTH IT?

Spectral Dragon:

I have gotten much better at taking good photographs but.... Well as some of you may have noticed I am not quite there yet.

I have a Panasonic Digital Camera, and I was thinking of buying a tripod for it to help stabilize it. I plan to sell a heck of a lot on ebay in the next year and need to take the absolute best pics that I can. That said, I don't want to break the bank and buy something uber expensive.

thetang22:

All the tripod is going to do is keep your camera still, while giving you a variety of angles. I have a cheap-o tiny tripod that came with my camera. All you have to do is set the delay to 2 seconds on the tripod, click the button and let go.

I can't imagine there are any significant advantages that would justify the cost of a fancy tripod over something cheap, but having any tripod will provide advantages.

frogimus:

I have a small one from WalMart that has the flexible legs and also use the tall tripod from my astronomers telescope (yeah, its the same mount). As Tang said, you just want 2 seconds of stability while you camera's timer does its job

jcichon:

Tripods are great but learn to use your camera properly. Use the custom white balance settings and go from there. Good lighting is essential for pro quality shots. Think of camera equipment like buying paints and mini's. Buy the good stuff!!

warhammergrimace:

A tripod is essential for shooting close up work, like everyone has stated it will allow to photograph a steady shot. I also use a quick release cable, so I don't touch the tripod. Though I generally cant be bothered to set up this lot when I'm photographing my minis. I mainly use it for macro work.

Spectral Dragon:

Nabbed a cheap but durable tripod at Target for around 9 bucks. I played around with it and after trying several things out realized I could use the extreme zoom feature on it at the correct distance, when I couldn't do so before. Now I am taking better pics every time and loving it.

Nabbing a Tripod was definitely the next step I needed in order to take better pictures. Now I just gotta figure out how to set up the light correctly around my cheap, homemade photobox. Before and after results can be seen in my ladder challenge with wag, with the after pic being the final shot in the gallery.

FAVOURITE ARTIST AND ARTWORK

sublimebrushwork: Here's one to mull over. Do you have a particular favourite artist or piece of artwork from the miniature industry? Some piece of concept art that sets your juices flowing? Promo art that makes you go 'ooh, I'm gonna try and replicate that on a miniature'? Or is there somebody that you'd just like to shout about? I'm going to get the ball rolling by shouting out about Des Hanley. He's a brilliant concept artist and illustrator who has done sterling work for GW, AOW... more [here](#).

shanerozzell:

Not really a concept artist but a fantasy artist. Frank Frazetta and his Deathdealer character.

Undave:

One of my favourite artists is Les Edwards. He's not really anything to do with minis, he mainly did covers for horror novels and mags, but there were a few of his works in the colour section of an old Cthulhu rpg rulebook and they've stuck with me.

LOBO:

There are to many to just name one. Check out the Spectrum: The Best in Contemporary Fantastic Art series books, they are well worth the investment for inspiration. I have a few of them! The early ones will cost you though.

lacton:

Just typing in the words "concept art" into a google image search is enough to get me dissolving into a happy pool of ideas. I'm rather partial to Matt Dixon's work. He did a

fair bit of stuff for Privateer Press, I believe. He does great "curvy" women, robots and fantasy stuff, but all have hint of humour about them...

sublimebrushwork:

Definitely with you both on Frazetta, Edwards and Miller. I saw an exhibition, many years ago in Brighton, of Ian Miller's and Roger Dean's art. Two more distinctly opposing styles you could not imagine being put together. What struck me was the size of Miller's work. Many of the pieces we have seen on book covers, etc. are printed about actual size. His famous cover for Death on the Reik was (as far as I remember) roughly 10" high. Certainly small enough to fit comfortably on a sheet of A3 paper, if not A4. I can remember slavishly copying his Nurgle swords from the Realm of Chaos books back in around 1989. Brilliant artist.

Twilight Knight Pinup by Iacton



Monster Hunter by Landreth



KD- Great Game Hunter by CrookedEye



Kings Men by Century



Game Hunter by monkeyboy2769



Candy Game Hunter by noxenlux



Preacher Pinup by Xenon_Wulf



White Speaker by boyzie



Play? by KittenCeleste



54mm Kingdom Death by DerSkuggan



Who me? by vegel



White Speaker by Greene



The Hunter by Neolis



Harlequin by jester



Great Game Hunter by Robert Facepalmer





Inquisitor Lord (Lady?) by JTastic



The Preacher! by CarbonCopy



Twilight Knight by mattimao



Game Huntress by Necron_99

Great Game Hunter by Inquisition



Memories by MA5X



Introducing the new skull light by maxstyles417



Savoir by waghorn41



Pinup Great Game Hunter by Chameleon



Manhunter by Nameless



King's Men by StampedingViking



Man Hunter in the Graveyard by astolfus



Kingdom Death Manhunter by Sparks



If he wants you
you'll be found

Kingdom_death_2 by aphorys



Big Game Hunter by Nomad



Kingdom Death Preacher Pinup 35mm
by sublimebrushwork



54mm Twilight Knight
by slidedog



What big teeth you have.... by Sister_Lucy



Hammer Time by slidedog



Preacher Pinup by Stubbs



White Speaker - Kisya by Kaeloth

speaktHis by TheProdigalGamer



The big black woods - Twilight Knight by Canuma





Wamps social groups are a feature where you can join like-minded 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 your own. Below is a small selection of the current crop.

WAMPs Social Groups



Skyrim Players Guild

A group in which to share your Elder Scrolls experiences

Group Maintained By: Undave

Members: 4

Group Pictures: 0

Group Discussions: 5



Parentz United

For all wampers with (real!) ewoks, goblins and terrorists impacting the time and opportunities for hobby activities. Want to share a good, charming or funny story? Want to **** about too little free time, and get sympathy from others in the same situation? This is the group for you.

Group Maintained By: Endor

Members: 19

Group Discussions: 5



What's in issue 18



In Issue 18 we'll look forward to what 2012 will bring for the hobby of miniature painting and start off with the first of the years new release. Also well have the usual news, views and interviews and lots of great Mini's to see.

... 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.

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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
- Winner of numerous GW Durham and GW Regional contests
- Finalist Iron Painter 6

For more
information visit

www.darklordminiatures.com

