

Portal



an insight into **WAMP**



Two Industry Insider Interviews

We hear from Privateer Press & Dream Pod 9

Marike Reimer is In The Frame

ALSO IN THIS ISSUE

2 Great Tutorials, Miniature insights with View From The Hill. All the Latest News from around the hobby.

We also get inside the WAGS head!





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Hanako
by Landreth

welcome to issue 19

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Well folks I may be biased but I think this month's issue is our best yet. The quality of the content is fantastic and takes a step up. I have managed to entice some of the world's best miniature artists to get involved and over the next few months we have some great articles coming your way. The 'In The Frame' section is one I am particularly looking forward to. It launches this month with the well know Marike Reimer and we will have upcoming portfolio's from the likes of Julien Casses and Natalya Melnick, some of the world's foremost painters and that's just the start of things!!

The contests also keep coming with our latest one revealed in this very issue of Portal before anywhere else!

We also have a new Portal exclusive contest but you'll have to wait until next issue for that!!

Next month will also see the launch of another Wamp project. It's taking a lot of work but I am hopeful it will make Wamp an even better place to be.

Until then I hope you enjoy this issue of Portal. I know I did!

Cheers

Brett



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in this issue

Reviews



We kick off this months reviews by the group taking a look at Dark Sword's Male Elf Ranger.



Darklord casts his critical eye over Morland Studios Ruined Wall set.

Tutorials



Cassar shows us how to sculpt a large scale miniature in his in depth tutorial about his assault spacemarine.



MaGie shares her some of the secrets of her success in a brilliant step-by-step tutorial about none metal metallics.

Articles



In the frame is a new feature where we look at the best painters from all over the world. in this issue Marike Reimer.



Another new feature is Random Musings were out favourite Canadian shares his unique take on the hobby.

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NEWS

For all the very latest industry news check out
www.wamp-forum.com

Well time moves on and waits for no man. It doesn't seem a year ago when I uttered these same words but show season is upon us once again. It all kicks off proper with Salute which is fast approaching and I must admit I can't wait to see what people have been working on. It's the same with WAMPEDII which is drawing to an end soon, I have purposely avoided looking at the gallery so I can see all the entries in one go and it's kind of the same when I put

this rag of a mag together. This month especially! We have some great new features, kicking off with Marike Reimer in the frame. Tim Fitch has also come up with a great article in his View from the Hill and we have two new review's as well as two excellent tutorials. And to end it all off we have the (slight crazy) musings from our favourite Canadian. We also have an issue crammed full of great mini's for your viewing pleasure. I would say "Enjoy" but I dare not!



Dark Art Miniatures have released a new set of Tomb themed gaming bases. These Tomb bases are packed with detail showing different types of flooring and random skeletal parts laying here and there. Great for basing many types of miniatures.

This pack contains: 10x 25mm round scenic bases

10x 25mm Tomb Bases



Sculpted and painted by Klaus Teschner. Supplied unpainted.



Miniature Mentor is excited to bring you the first of two miniature painting tutorials from industry titan Ben Komets (cmon: white rabbit). Creating and Painting Unique Bases, is a must have for any one serious about creating award-winning miniatures.



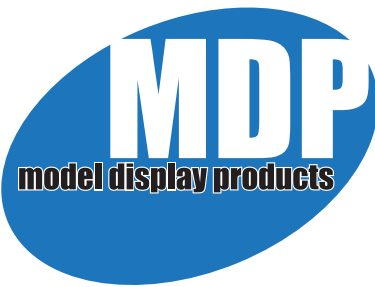
**Black Scorpion Miniatures Sale:
 overstock £1 each!!**

We've just added a new page to the website called 'metal sale'. We're selling off the remaining overstock singles in metal at just £1 each!! Available only while stocks last! This is no doubt going to be extremely popular and some codes are already low. Where possible the resin versions are now available in the standard range pages. Naturally all of them will be in resin in time. A few codes are to be discontinued, these are noted in the description. The cabin boy is available on his own for the first time. Our standard shipping options still apply including free WORLDWIDE shipping for orders of £50 or more! We rarely (well never actually) do sales so take advantage of this one!



The English Cemetery in 28mm is available. This item is inspired in the English Cemetery in the Urgull Mountain in San Sebastian. This city was assaulted in the War Carlist in 1823, 1836 and 1876. The item is perfect for these battles. The price unpainted is €20 and painted €50. This reference is available in the Epsilon website:
www.escenografia-epsilon.com

Model Display Products continues its monthly release schedule with the release of two new sets of gaming bases and another great 54mm scale miniature (see the latest release section). The bases released this month are 60mm sci-fi bases and regal stone that come in 30, 40 and 50mm sizes. For more details and to check out MDP's growing range of miniature accessories check out their website.



www.modeldisplayproducts.co.uk ©2012



www.modeldisplayproducts.co.uk ©2012

www.modeldisplayproducts.co.uk ©2012



MacOne Models re-release Alvic Model Vignette Display Bases! MacOne Models now reissuing the Alvic Model scenarios for 54mm figures.

Alvic Model is a well know brand for figure display scenes in Europe and due to the original design, casting is a good quality. Some references from Alvic have been painted by the most famous Spanish modellers, Pepe Gallardo, Raul Garcia Latorre, Jesús Gamarra, etc.

The scenes are supplied without plinths, unpainted and ready to mount. If you have questions, suggestions, whatever, please feel free to contact Juan Luis Macone at info@maconemodels.com. You can contact them in English, French or Spanish.



Do you have the endurance and iron to keep up? Do you want to have fun in the most challenging painting contest on the net? Do you want a chance at over \$1,000 in cash and prizes?

Ladies, gentlemen and anyone in between, Iron Painter is back. We've got a new Banner, new MC, new Judges, new Themes, but that same Old Fun and Iron.

Wyrd has been very generous with the purse and I've set the prizes up as follows: (Please note a Do Not Finish (DNF) in any round will eliminate your eligibility for prizes, except Gift of gab)

- Champion: -\$500 cold, hard cash!! (okay, maybe a check or Paypal)
- 2nd place -(you must finish): \$50 cash and \$50 Wyrd store credit and the memory of forever knowing you came "so close"
- High Score! -Highest scoring single round score when contest ends: \$50 Wyrd store credit
- I won with that? -At the end of the contest the lowest scoring winner that advanced to next round by defeating an opponent (not by DNF): \$50 Wyrd store credit.
- Gift of gab: -Best post in any IP8 thread or photo comments: \$50 Wyrd store credit (judged solely by my expertise and mastery of wit)
- We didn't win, but we had iron! -Six random IP participants that weren't eliminated by DNF and haven't won anything already: each get \$50 Wyrd store credit

Please read the rules and understand the commitment this contest is so well known for before signing up.

Got iron? If so, please copy the list of names and add yours to the bottom. Sign up will last for a week or so and then we commence the battles.

(If you are wondering what happened to the man who started it all, the one, the only Supervike... He'll be nestled up at the JUDGES TABLE this year, watching your every brush stroke and judging you on it. Beware. NeatPete (Peterdita on Wyrd) will be the new MC this year and if you have any questions, concerns or gripes, please direct them to me. I'm looking forward to a great contest.)

Full rules can be found [here](#) and the sign up thread can be found [here](#).

WAMPED II

The closing date for WAMPED II is fast approaching. To be in with a chance of winning over £1000 worth of miniature goodies get your entries in by

24th Feb 2012 4pm GMT

(30th Feb 2011 4pm GMT for WAMP supporters)

Remember, you have to be in it to win it!



JoeK Miniatures re-release Spyglass Miniatures alternative Wizards of Oz miniatures

Originally released by Steve Buddle, zO is now in the hands of JoeK Minis!

Launched in style with a brand new logo by none other than Tears of Envy, the hope is to really establish the range, get new figures out and expand what is already a fantastic universe of really great characters. Our website has been fully updated with new sections and (finally) a fully integrated web-store. The six original figures are available now in resin, along with a limited amount of sets in metal. Come over and have a look!



Dark Sword Miniatures & Iron Wind Metals Launch Feb 14th at 9.30am GMT

We're very pleased to announce that the excellent Dark Sword Miniatures range will be added to the MH shop on February 14th at 9.30am GMT. Initially available on pre-order only, I hope to be able to get them into stock and dispatch them within 2 weeks of the order being placed.

To those that perhaps don't know, Dark Sword produce a range of

premium miniatures, sculpted by the very best American Sculptors. Fantastic levels of detail make these a real painters miniature. 32mm in scale, cast in high quality lead free pewter, with many based on the artworks of Elmore, Parkinson, Caldwell and Easley.

I've also got access to a range of the Iron Wind Boxed sets. They were originally Ral Partha pieces which are now produced by Iron Wind in the US. The older collectors may also recognise three smaller dragons that Citadel used to sell too back in the mid 80's.

So to celebrate this new addition, and to make things go with a bit of a bang, there will be 20% off the list prices on all Dark Sword and Iron Wind Metals products, starting at the launch, and continuing until midnight on the 14th. Get in quick to grab those bargains!

THE LORD INQUISITOR UNOFFICIAL WARHAMMER 40K ANIMATION

The Lord Inquisitor is a fan made, unofficial Warhammer 40K movie. The philosophy behind this project is to make a short visual tribute to the world of Warhammer 40.000 created by Games Workshop®. Thanks to the possibilities for creating more or less photorealistic images and animation with the help of computer power that has become easy for individuals to access it is possible for a single person to create and visualise a specific vision he/she got in mind.

And I finally can unveil the secret. The main story writer for The Lord Inquisitor is Aaron Dembski - Bowden, well known for his Warhammer 40.000 novels for the Black Library and Horus Heresy.) This is of course so cool, I don't know what else to write – and there is probably no need for that;) So with the music composed by Adam Harvey we now have another fantastic and well known artist on board, That has raised Lord Inquisitor again up to a new level!)



WAR CAST STUDIOS™ **PORTABLE WARFARE™**

So more people can enter the great War Cast Studio contest we have decided to extend the deadline until 10th March 2012. More details can be found on the Portal website or in last months issue.

Stats Box

| | |
|------------------------|---------|
| Portal downloads | 51400 |
| Memberships | 1,597 |
| New members this month | 68 |
| WAMP posts | 164,298 |
| Wiki Pages | 165 |
| Blogs | 45 |

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](#).

- Darklord v Mamageek -Dwarves
- Spectral Dragon vs Sparks - Sci-Fi
- Waghorn41 vs kdlynch - Gunslinger
- Endor vs Vegascat - Machine in motion
- Vern vs Spectral Dragon - Squad (voting)
- Vern vs. ScottRadom - Space Marine
- Spectral Dragon vs waghorn41 - Painted All Wrong
- kdlynch vs Spectral Dragon - Squad
- Vern vs ArkMechanicus - Chaos
- Darklord vs. ScottRadom - RBG (voting)
- KDLynch vs Arjay - Science Fiction Triple Feature Picture Show
- Darklord v NeatPete - Theme Free
- Pete McF v Darklord - Theme Free
- kdlynch vs Sparks - Studio McVey
- MamaGeek vs Krimso - Painting Challenge
- Nameless vs Synthet - 40K Squad

| Rankings | | |
|------------|------|--------|
| Username | ELO | Streak |
| Darklord | 1149 | 5 |
| pae | 1065 | 3 |
| Cregan Tur | 1063 | 1 |
| MamaGeek | 1052 | 2 |
| Sparks | 1051 | 2 |

WAMP

The last 30 days

Newest Members

| | |
|-----------------|-------------------|
| Przemas | kywallac |
| DarKolia | HonourGuard |
| digerr | saleekateeba |
| Klimpen | HarveyP |
| Dr Rhubarb | Venger |
| Baluc | Bugsda |
| WarploqueM | keykey26 |
| Pbz | parvusmachina |
| Tiberium | spiderboy24 |
| Lookster | Mrdee |
| Cogs | !!!Aalthea! |
| shane | doskar |
| Laughing Buddha | Grand Master... |
| stonebraveheart | SmogHouse |
| Heinrich Kramer | skarekrow07 |
| swoods | alangoodie |
| DariusZero | Repurgator |
| Silesianheretic | chusensha |
| red.cracker | John Belcher |
| Glennmartyn | jfrejo |
| Krothmar | fredfab |
| !!! Amanda !!! | proc2 |
| SoulTang | logan876 |
| itsacoyote | glazed over |
| nickjspencer | Tarty |
| waynepashley | YorkshirePoet |
| Yithian | Pete McF |
| themurphyfella | The Dozing Dragon |
| IAnon | MiztrezzLyn |
| Bloodhowl | inquisitorlewis |
| macgarns | redfox4242 |
| Blackwarden | ArkMechanicus |
| The Gamer | barryrigby |
| dsmiles | collak |

MEET THE WAMPER

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

Real Name: Randy Shea

Alias: Cregan Tur

Website: www.StoneTowerMiniatures.com

Wamp member since: May 2009. Seems like longer, in a good way.

Bio: I live in North Carolina with my wife and son, and we're expecting a little girl in early May! I work as a web applications developer for a major financial institution, study American Ninjutsu, and hope to make a career of being an author.

Paint, sculpt or game? Mostly painting, some sculpting for conversion work. I'd love to learn more sculpting, I just don't have the time right now. I'd love to game, but it's too time intensive.

Favourite mini company? Stone Tower Miniatures! Actually, to be honest, I'd have to say that Dark Sword has become a favourite for me because of their high quality and really interesting sculpts. I mean, who else has Guinea Pig warriors? Reaper would be a close second for their wide variety- while their quality can be very spotty, it has been improving over the years.

Favourite sculpt? Sean Green's Goblin Ninja is a favourite for me; I love the design and the character of it. I also love the Preacher from Kingdom Death because that was the first (and currently only) miniature of mine that got > 8 on CMON.

How long have you been in the hobby? I first encountered miniatures in the summer of 2002 because the D&D group I joined had a tradition of painting miniatures for their characters when starting a new campaign. Bought a beginners painting set from GW a couple days later and have been painting ever since. Didn't really start pushing to improve until late 2008 when I joined some forums.

How often do you visit Wamp? Back before work blocked the forum I was on every single day, multiple times a day. Now it's lucky if I'm on once a week.

Best thing about Wamp? Definitely the people! I've met a lot of awesome people here. A very close second is the help, I get the best feedback from WAMPers.

Tell us something interesting about you? My greatest ambition, ever since I can remember, is to have a career as an author. I just graduated earlier this year from Orson Scott Card's Literary Boot Camp and have submitted a short story I'm very proud of to the Writers of the Future contest (which I got an honourable mention in a couple years ago for a different story). I'm really hoping to win this year, but while I'm waiting to get the results I'm working on the novel version of my story. Since I live in the same town as OSC, I've been able to use him as a mentor and have learned a lot from him.

Another bit of interest is my career path has taken some strange turns. I went to college for technical theatre. The job I was supposed to get disappeared a few weeks before graduation and now, after a very long road, I am a programmer. Funny how life works.





Yep the Golden Couple of mini's are back again to tempt you with some lovely Studio McVey goodness! Last years contest was a cracker and this year there's a brand new element with the launch of Sedition Wars offering up more choice than ever.

Well if you need an excuse to enter (though I doubt you do!) how about some lovely prizes?

- 1st Place: £75 credit @ Studio McVey and your entry featured on the cover of Portal Magazine
- 2nd Place £40 credit @ Studio McVey
- 3rd Place £25 credit @ Studio McVey

Has that got your interest? Well maybe you're still undecided so how about another apple to tempt you with?

How about this: Place an order with Studio McVey during the contest and quote:

WAMP-SM to receive 10% off your order.

Thought that may interest you!!

Deadline

24th March 2012 4pm GMT

Supporters deadline is: **31st March 2012 4pm GMT** (for details on becoming a supporter [CLICK HERE](#).)

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. Any additional photographs of that entry will be removed.
- 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 Magazine) and Studio McVey 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 Studio McVey.
- Submissions must be posted to the Contest Gallery (link to follow)
- Credit is eligible at www.studiomcvey.com
- All Studio McVey products are eligible (including Sedition Wars).



REVIEW

Group Review

Dark Sword's Male Elf Ranger

Dark Swords Male Elf Ranger has a classic old school miniature feel and appearance but does it stand up to what is expected of a character miniature in today's miniature market?



Cregan Tur

The male Elf Ranger is an older sculpt from Dark Sword that shows that, even in its infancy, this was a company dedicated to pushing the boundaries of detail and quality.

The ranger is standing in a very iconic stance, as if he is taking a moment to examine the battle before him before notching an arrow and entering the fray. Like all of their earlier work, this is a single piece figure with an attached base. It's very clean and there are only a few mold lines. This would be a very quick piece in regards to prep time. There is a mold line between the figure's quiver and right hip that's hard to get to, so be careful when trying to remove it.

One of the first things I noticed about this figure is that it is very flat- bear with me. There is a lot of definition to the figure and some depth to it, but it looks like it was probably cast with a 2 part mold, giving it that flat feeling that so many Reaper miniatures have. The cloak is a good example of what I'm talking about. There are nice fold lines in the fabric, but it's all on a single plane- there's no fullness to the fabric like you see in many of their more recent figures. The front of the lower legs is another indicator- they come to sharp line along the front of the shin.

Now, I don't want it to seem like I'm complaining about these things- I'm merely trying to compare this first generation miniature, which is quite good, to their much better current line that has a full dimensionality to it.

The design of this character's costume is quite plain, made up mainly of a simple tunic, cloak, and boots. There's nothing about him that screams "elf" except for a single pointy ear. Other than that he could pass for a human archer/ranger. The few details on this miniature are very well sculpted, but for the most part it's a pretty open canvas with a lot of wide open fabric to be painted. The base is very minimalist it serves as something to hold up the figure, but it's not good looking.

Neatpete

You know what they say about men with small feet... Maybe it's the elf in him, but this guy's left foot is a size 6 max. The right foot isn't as bad, but still pretty small compared to the height of the miniature. The rest of the sculpt is pretty spot on detail wise.

| | |
|--|---|
| Manufacturer | |
| Dark Sword Miniatures | |
| Material | Metal |
| Price | \$7.99 |
| Contact | |
| www.darkswordminiatures.com | |
| Other Information | |
| Sculpted by Dennis Mize | |
| Ratings | |
| Quality | 8.75 Very nice quality. |
| Assembly | 9.5 One piece mini with a few mouldlines. |
| Value | 8.75 Typical Dark Sword excellence! |
| Overall Score | 9.0 |



The back of the mini is a cloak that is heavily draped with deep folds. A curved Elven long blade crosses the back and up over his shoulder. His face has a strong angular cheek bone and long flowing, well conditioned hair. His clothes are simple in design and offer a nice chance for some freehand patterning. Maybe a cool Wood Elven design or flowery shirt.

The curved bow is pretty cool and different to what I usually see. The quiver holds long, thin arrows one of which is about to be drawn from the hip. The detail is very nice and you can actually make out two fingers about to grasp the arrow.

The base is pretty solid and you'd certainly lose those size sixes trying to remove it. For those looking for a RP character to use right out of the box, this mini is great. There's no assembly required and depicts a very table top identifiable character.



Shane Rozzell

On the Dark Sword Miniatures website the write up for this miniature is simply this "Dennis is doing up some of our general fantasy miniatures," which to me is not very inspiring but I quite like this chap. The characters pose is rather old school and a bit static but looking close the sculpted detail is anything but old school. It's finely done and very precise which is typical of Dark Sword. The miniature offers lots of flat smooth areas for the painter to really have a blast on this guy and there is just the right amount of detail to give the miniature some focus. Gamers will like the miniature because of the generic elf appearance of his weapons and clothing.

The miniature has strong facial features and the his eyes are sculpted very well, this is something I always look for in a miniature as they tend to be the focal point of most paint jobs. In his left hand the Elf Ranger is holding a re-curved long bow while with his right hand he is drawing an arrow from a quiver at his right hip. He is wearing a long cloak and strapped to his back is a very nicely sculpted curved longsword that has an Elvish ornateness to it.

Again Dark Sword have done an excellent job in casting and producing this miniature. It's a single piece affair with an integral base but don't let that put you off as I think it would be easy to remove and preparation time will be minimal because I can only find a few mouldlines and all of which are easily dealt with.

The Ratings

Cregan Tur

Quality: 8 / 10, very high quality cast with crisp details. A very simple figure that is well made. The design doesn't really set it apart.

Assembly: 9/10, very quick and easy to prepare.

Value: 8 / 10, very reasonable price for a high quality but plain figure.

Overall: 8.3 / 10, I can see this being used as a character marker for an RPG, but it's such a plain design that I can't really see it being used as a hero unit for any wargames— I could be wrong, someone may love this ranger enough to have him leading their elves into combat. This is a very high quality figure that doesn't have anything more than quality to set it apart from the crowd. If you love the design, then I would recommend purchasing it, but if you just want some sort of elf warrior, then there are better options available- many from Dark Sword's own selection.

NeatPete

Quality: 8/10, nice mini, classic character, static pose and subtle detailing.

Assembly: 9.5/10, Slight mold lines and no pieces!

Value: 8/10, at \$8 it's a reasonable price for this mini.

Overall: 8.5/10, Nicely sculpted and cast miniature but lacks the dynamics or interest I look for when I invest the time painting a miniature.

Shane Rozzell

Quality: 9.5/10, the Male Elf Ranger is a very nice miniature that has all of Dark Sword's trademark manufacturing quality.

Assembly: 10/10, single piece casting so a small bit of filing is needed and you're ready to paint. What could be better?

Value for Money: 9.5/10, at \$7.99, or just over a fiver in real money (:p) VFM is excellent!

Overall: 9.75/10, like the DS write up said, a general fantasy miniature, but this offers more than generalities in its detail, quality and what it offers it's target audience.





In this feature we are profiling companies associated with our hobby and ask the people behind these companies what makes them tick and what role they play in getting a product from the drawing board to our painting table.



DREAM POD 9
WWW.DP9.COM

In this issue we profile John Nguyen, Marketing Director for Dream Pod 9.

Tell us a little about your company

Dream Pod 9 is a Canadian company based in Montreal, Quebec. Our flagship game line is Heavy Gear, a fast-paced mecha miniatures combat game set in the 62nd century.

How did the company come about?

Dream Pod 9 was founded by a group of gaming friends straight out of school in the early 90's. Originally, the company was founded as a division of Ianus Publications and later on broke off to publish Heavy Gear as an RPG.

How long has it been going?

The company has been in existence for 16 years. (excluding the time when we were part of Ianus Publications)

How many employees?

On top of the Administrative staff and Manufacturing located in Canada, we have our Production staff of writers and artists that are spread throughout the United States and the World. In total we are



approximately 20 employees plus casual free-lancers. All of whom are Gamers themselves (it's almost a requirement).

What's the hardest part of running the company?

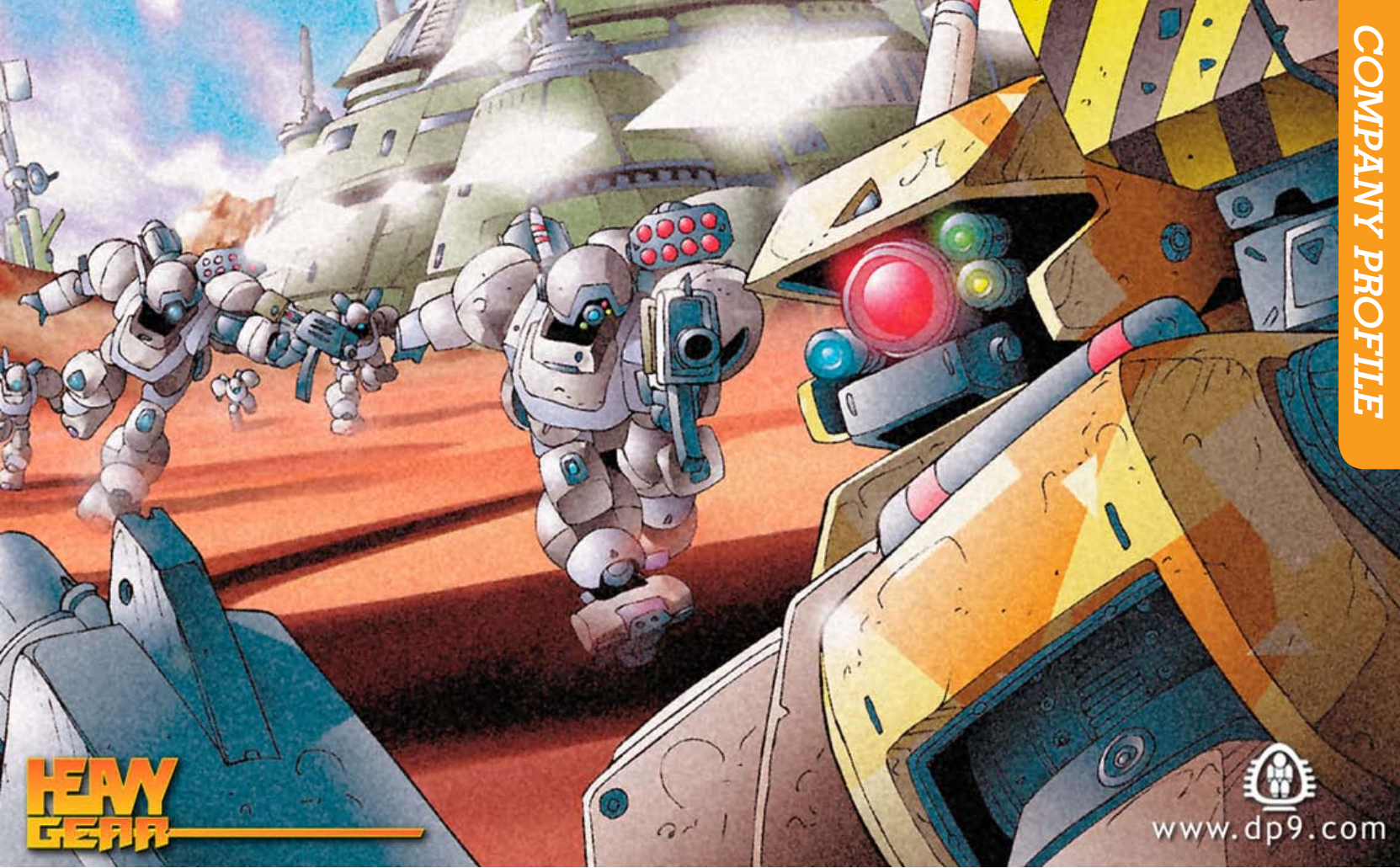
Making sure all departments are on the same page about release schedules and other day to day operations.

What makes your company stand out from the rest?

I would term that our company has a modern contemporary setup. Our "in-house" staff is Global and we work very much off the Internet. Our books all have e-book versions that are fully supported on Tablets and other mobile devices for on-the-go Gamers. These are supported on Drive Thru RPG (www.drivethrurpg.com)

We offer a free magazine Gear UP in e-Book format that is chock full of extra gaming resources such as experimental rules, new settings and stats, modelling and hobby articles as well as exclusive sneak peeks of our new releases. (www.dp9.com/gear-up)





On top of this, we offer a free army building software called Gear Garage, that takes the guess work out of army list preparations. It can be downloaded here: www.dp9.com/gear-garage

We also share a passion for Heavy Gear and it's very apparent that everything we put out is a labour of love. Our books are lavishly illustrated with top quality art.

Our miniatures are crammed with as much mechanical detailing as possible for their scale. We want the Gaming Community to share our passion and hope to immerse their imagination into the rich game world that we have created.

We also have a reputation for having outstanding customer service. Every inquiry is dealt with by a person with professionalism, speed and respect.

We value each customer and place a high level of importance on their satisfaction. This goes back to Heavy Gear being a labour of love.

What's your favourite product you have released?

To date, I would have to say that Perfect Storm, the New Coalition Field Guide is hands down the best looking book we have ever produced. The accompanying miniatures are completely original but at the same time fit the established lore and design concepts. The pieces themselves are extremely detailed for their size and uphold our standard for quality mecha miniatures.

Any product you wish you had thought of?

Not particularly.

Why should we buy from you?

When you buy from us, you can expect quality books and miniatures. You can expect well thought out settings with big stomping robots, quality layout and art. You can expect miniatures with exacting detail and scalability with our other miniatures. For instance, you can conceivably fit 10 soldiers in our APCs, unlike other games.

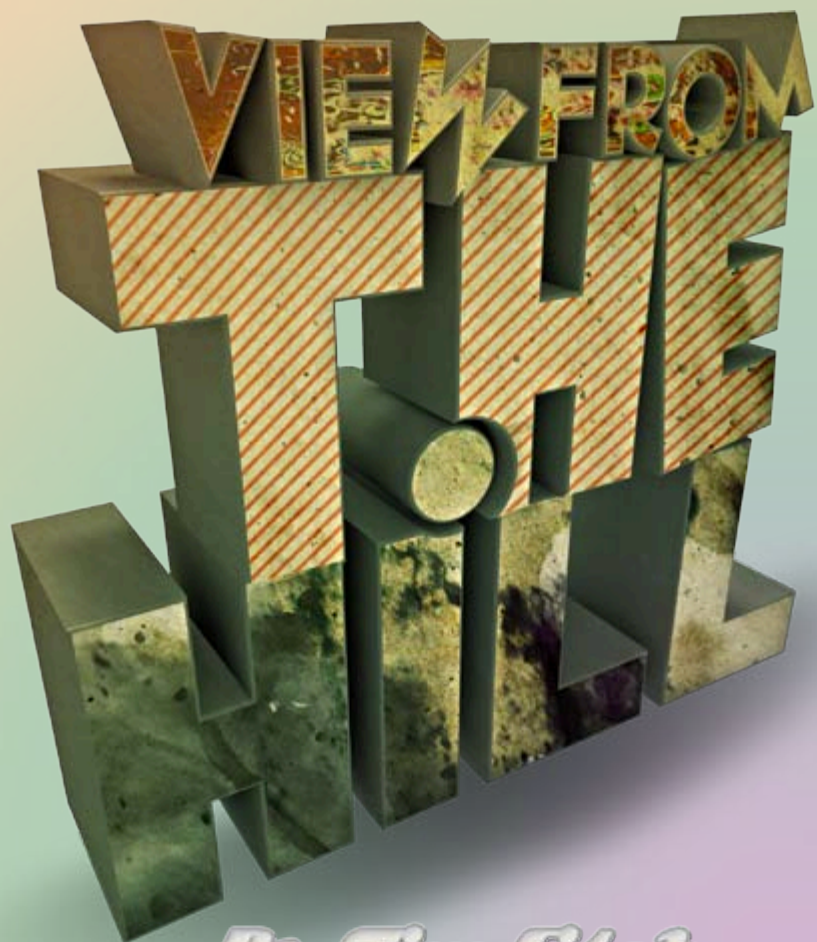
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By Tim Fitch

1985 turned out to be the year Citadel changed quite dramatically. True they were still producing miniatures, but more changes occurred in this year than any other. It also laid the seed of future successes.

“ The editor at the time of WD77 managed to manipulate the first letter in each paragraph of the contents page to spell out something rather blunt to the GW big boss Bryan Ansell. He didn't edit it for long afterwards! ”

By now the market was dominated by the big three miniature manufacturers. Ral Partha, Grenadier and Citadel. The first two, being US based companies, certainly gave Citadel the edge in the UK market. Import duties, then as now, makes buying from the United States more expensive than anyone would really like. Also there was no internet and games magazines were a bit thin on the ground. White Dwarf was the biggest in the UK, but that was owned and run by Games Workshop, of which Citadel Miniatures was a big part. Grenadier got round the problem to a degree by having a UK based operation, making and selling not only their US miniatures, but home sculpted UK ones too. Getting your product known was the big problem, and the powers that be at Games Workshop soon realised that as they controlled the media, White Dwarf, they also controlled what was advertised. The decline and eventual removal of the independent advertisers, and product reviews in WD effectively shut off most of GW's UK competition. Not that this went quite unchallenged. The editor at the time of WD77 managed to manipulate the first letter in each paragraph of the contents page to spell out something rather blunt to the GW big boss Bryan Ansell. He didn't edit it for long afterwards!

So with Partha not overly active in the UK scene, and Grenadier trying hard to find outlets to advertise its products, Citadel should have been sitting in a fairly good position. Looking back to the change to a cheaper quality metal back in 1984, perhaps this wasn't the case. It's purely personal assumption, but I remember 1984 being a recession year, so a company serving a niche hobby market must have been feeling the pressure. Clearly cheaper metal was a short term fix, but what to do long term? Metal was only going to get more expensive. Something radical had to change.

1985 saw the introduction of the slotta base, and slotta tabbed miniatures. I don't know whether this was an original idea for Citadel, but they must certainly have been mightily pleased with the result. Getting rid of the traditional base saved quite a bit of metal. Once the moulds had been bought the plastic bases were quick and very cheap to produce. Less weight per blistered miniature also made transportation a bit cheaper too. In fact it was such a good idea that they soon came up with plastic shields. The miniatures were sculpted with a metal boss protruding from some part of the figure, onto which a plastic shield could be pressed.

The reasons for these changes were never mentioned as cost savings, but rather as enhancements to the miniature overall. The plastic base was bigger and allowed

greater basing potential, a true enough statement. That most basing of the day consisted of painting it green is perhaps a mute point. Basing was for the pros, and we mere mortals trying to fashion mushrooms from milliput; never quite got the hang of it. Railway modellers had flock, but miniature basing was still very primitive. Texturing milliput with a cocktail stick was quite an advanced technique! So too with the shields. These were, we were told, made to better represent the thinness of a real shield, and not the bulky integral metal things of the past. That they didn't paint well, had no woodgrain texture and looked just like flat plastic was never really addressed. Water slide transfers were made available a little while later, which if you could get them, did make them look a bit better.

Still this did allow the metal to improve again toward the end of the year. New codes were introduced, some miniatures were redesigned, and a host of new ranges were launched. Whether by accident or design 1985 saw Citadel produce more new miniatures than ever before. They had always kept the miniatures in their product codes changing as rapidly as possible. A dwarf from 1983 was out of production by 1984, and the same was true for most of the 1984 range by 1985. Why they did this I don't know. Ral Partha had miniatures listed in their final 2000 catalogue that they had originally listed in production in 1983. As long as you have the master castings then the miniature should be able to be made indefinitely. But this wasn't the Citadel way.

It was also the year that GW hit upon another great idea. Produce new games, and Citadel can make the miniatures to go with them. Despite Warhammer being in existence now, wargaming with fantasy miniatures still wasn't a big part of the hobby. RPG's were still king, so GW produced RPG's, lots of them. Judge Dredd, Paranoia, and Doctor Who, to name just a few. At one time it felt like any fantasy or science fiction programme or novel was ripe for being turned into a RPG by GW. Citadel also grabbed the licences to make the miniatures for many others. AD&D, Lord of the Rings, Star Trek etc. All promoted in White Dwarf, and nearly all deleted by 1987. For the collector 1985 – 86 is one of the best eras to target for this reason.

Amazingly, for such an output the quality of design is actually very good. The amount of new creatures that appear and that are now part of the Warhammer universe is also something to note. Skaven first appear, titled as Chaos

Ratmen (Skaven). Whether Jes Goodwin thought up the initial concept I don't know, but he did produce a very original range that has continued to the present day. Snotlings are another long lived newcomer. Kevin Adams sculpted the original batch, which considering their size was no mean feat.

There were also some more bizarre offerings that now prove very collectable. Gnomes appeared as a range in their own right for the first and I believe only time. Undead Samurai were another deadend range. Lizardmen appeared as did Troglodytes and some wonderful looking chaos snakemen. A range of pygmies from the Perrys and even a range of gargoyles sculpted by Aly Morrison.

Of the other ranges probably the Lord of the Rings and AD&D miniatures are the most numerous. There was no blockbuster film tie in at the time of the original LOTR miniatures, just an animated adventure that I don't think has ever been finished. There was however the Middle-Earth RPG produced by Iron Crown Enterprises, and of course the Perrys are big LOTR fans. I don't know that they sculpted them, but some do look like their work.

The AD&D range can be roughly split into two groups, the player characters and the monsters. The characters came in packs of three miniatures, each depicting the character at low, medium and high levels. This was a novel approach, and one Ral Partha copied when it took the licence from Citadel late in 1986. The monsters were also usually available in threes and covered some of the popular types such as goblins and undead. They also included some of the rarer AD&D creatures like the fearsome Gythyanki and flying Stirges.

So what to look for. Well for once the collector is spoiled for information, and once again it's on the base tab, or sometimes not. The earliest slottas have no date on their tab, it's just blank. The same is true for the LOTR range. Most standard Citadel miniatures will have a GW1985 date stamp on their tag. This was used right through 1986 and only changed to GW1987 in, strangely enough 1987.

The Judge Dredd miniatures have I.P.C 1985 and most of the AD&D miniatures have TSR 1985 stamped and occasional incised. Some also are just blank. Not always the most helpful, but Citadel have always been a bit haphazard in signing and dating their work.

Finally something also emerged as a limited edition that eventually took everyone by surprise. Rogue Trader had been around since 1983, but this was the first new sci-fi miniature Citadel had produced in a couple of years.

Of all the ranges and changes that 1985 brought, it was this one miniature that started a gaming revolution.



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How to produce A largescale sculpt

by **CASSAR**

A how to guide to producing a scratch built large-scale sculpt of your favourite mini, for the purpose of this article I am going to do as step by step on the ASSAULT MARINE.

The technical aspect of mounting something this size and weight in such a precarious manner will also be addressed later on however weight is something that needs to be addressed right from the start.

One of the most important parts of any build “know what you want to achieve” and get it clear in your minds eye in what order it is best to proceed.)

“One of the most important parts of any build “know what you want to achieve” and get it clear in your minds eye in what order it is best to proceed.”

I start the actual build by forming the major components first in an attempt to save weight and Milliput I use anything from plastic aerosol lids to plumber’s pipe to form the Torso section (basically you are left with hollow tubes), I do the same with the legs but the hip/pelvis section has to be solid as this is the main load bearing component. At this stage it doesn’t matter what it looks like, it’s only the



First of all tools of the trade, you're going to need the following as I'm not aware of another method for achieving the sharp edges and smooth surfaces that these tools can produce.

Firstly the big gun, a bench sander, preferably with a vacuum attachment as the dust from Milliput is extremely hazardous to your well being (dust mask and glasses wouldn't go amiss).

Second a Dremmel, one with the variable speed control and the flexible pen attachment plus a large assortment of cutting

bits of different sizes and shapes for getting at all those difficult to reach places.

Then we come down to the manually operated stuff (elbow grease essential), needle files, sculpting tools and the larger files for the rougher shaping of the larger pieces.

Other essentials are various grades of sandpaper both normal and wet'n'dry, heavy duty solder wire and super glue and of course Milliput (I use standard yellow grey).

base foundations at this stage. I then pop the components near a heat source it helps them harden (if you've been a bit lazy with the mixing it will cure with heat, you should always do 50/50 mix and make sure there are no visible streaks through the Milliput).



Once you are happy with the rough size and proportions it's time to get sanding with the big gun! This saves time and really with practice you can really achieve razor sharp lines.

The shoulder pads are another "big" item that can be done quickly and easily for this build. I used a full packet of Milliput standard yellow grey to do the two pads and it's important to knead the putty completely, although if you do something like a Nurgle marine I've found that not mixing it properly can give some fairly spectacular rotting effects. Once the putty's prepped roll it into a sausage shape and split it in two equal halves, this ensures the pads are the same size. Roll the two into separate balls and leave them to cure for say half an hour to three quarters of an hour, this stops the shoulder paldrons slumping out of shape. The easiest way I've found is to shape the putty around my thumb and form the rough shape before placing them on a piece of plasticard, I use plasticard to let most of the putty components set on because you can bend it and the pieces just pop off.



Once they set, usually 3-4 hours for rock hard, I then sand them down. All of the component parts of the "rough build" are done more or less in this manner.

The jet pack was a special request and took some considerable thought to plan out, weight saving measure being paramount.

The two pods were formed around two pieces of plastic pipe (like the stuff under your sink, 1 inch I think). The Milliput formed around the pipe had to be shaped like a barrel (for that retro look), to form the body of the pods. The barrel shapes were then sanded, the two exhaust ports were made by shaping the putty into cones (I had to ensure that they fitted the bottom of the pod) then sanding the end off and using a dremmel cutting wheel to cut grooves into them. For the main body of the jet pack I used rods of Milliput in a sort of crucifix form then built up the outside cove using rolled out sheets of putty. This was done in several stages allowing the putty from each stage to fully set.



“Putting the jet pack together” this is done by using thick solder wire, it’s great stuff strong and pliable, Firstly I drill the connection points out glue in the solder wire then connect the pieces together (I only glue one part at this stage for ease of adjustment).

Once I have a framework like this I can then start on things like the turbines (a seriously fiddly business) and the turbine covers and other flaps and so on.

The turbo fans were made by using a plastic bottle top as a template (attach the Milliput to it and leave it there this gives you something to hold onto when sculpting) then I used a Stanley blade to press the individual turbine blades working from the centre (use loads of water for this to prevent the Milliput sticking) keep working around the disc until satisfied with the uniformity by the time all this is done the disc of Milliput will have increased past the edges of the template (bottle top), this is where the top comes in handy again, I use the belt sander to sand away the excess while using the top to

keep the whole thing circular. The turbo cones are made using left over pieces of rolled out Milliput I use the sander to sharpen them much like a pencil then cut them to size. The air brakes/flaps are formed in rough shapes then refined using the dremmel to get a nice curved shape.

The legs sections are constructed as separate hollow tubes then the ends filled in. I then formed up the heavy overlapped armour of the lower legs and used a dremell cutting bit to carve out a space for the shock absorbers/springs (made from wire), on the back of the calves. The left leg presents very little difficulty as it’s not a load bearing part of the Marine however the right leg has to be joined continuously from the hips all the way through the leg, foot and down through the ruined window frame the sculpt will eventually stand on, this again is where the solder wire comes into its own, at this stage the marine’s legs aren’t fixed into any real pose as the torso and jetpack have to be balanced through this one point.



The torso section by this time has been sanded neck guards added and the jet pack straps and rear mounts added, again solder wire is used to form the piping at the belly the hip section and torso are all joined together using a good amount of super glue. I also made a throat guard for this sculpt as the theme throughout the build is meant to convey “early pre-heresy” type armour.



The shoulder pads are then compared to the torso to make sure the proportions are correct, a wee tip if they seem too small use them as the inner pads and form the outer using them as a mould,



Once the leg components are joined together with the solder wire they can be bent into position (balanced) before using small amounts of Milliput around the wire to fix them permanently in place. Once these first fixings are cured the joints can be filled out using more Milliput to make a good solid joint between the components.

The ribbed joint effect is done using a cocktail stick in a brushing action. Once that's done I find that using a paint brush and plenty of water really smooths the joints nicely.

The arms are done using a rough sausage of Milliput bent into the required shape and then left to set once set I then do the ribbed elbow joint before attaching the armour proper to the upper and forearm, once set, it's back to the belt sander to get that sharp flat machined look, I also use the dremmel depending on the

careful they don't stick there permanently. Once that's done work can start on the arms.

The shoulder pauldrons are then sanded in a sink full of Luke warm water (get used to that it's the only way to get the smooth finish) all the visible components should be finished off in this manner before adding details like plating decals etc (another tip. I use washing up liquid with the wet'n'dry paper; it makes the water stick to the surface longer and allows a finer finish).

Once this is done I then add the shoulder details, Chapter markings, etc. I find it easier to do them on a piece of plasticard then transfer them onto the surface like a transfer this stops too much damage being done to the sanded surface with sculpting tools etc.



accessibility as the cutting tool can get right in to the elbows.

The arms are then fixed into the shoulder pauldrons with super glue and fitted to the torso by means of... Yep you guessed it, solder wire. Once I'm happy with the position I then fill in the gaps between the pauldrons and the upper arm with more Milliput to secure a more permanent fixing.

This is the stage when some more bling and detailing can be added, namely the strip/rivet plates and the rivet holes can be drilled out I use a dremmel bore hole drill (it's thinner than regular drill bits about the diameter of a pin, which comes in handy later). Once the holes are done I then use snipe nose pliers to hold a pin head and regular pliers to snip off the main body of the pin around 4mm down from the head (careful the pins can fly off in all directions). I then apply a little super glue to the now considerably shorter pins end then seat it into a hole.

Other parts that I can give tips for would be the brush on the helmet that's formed roughly then sanded into shape then I apply a thin layer of Milliput around the core before using a Stanley blade to chop away gently until I get the desired hair like effect.

The base section is formed by using about one and a half packets





of Milliput then forming it on a plastic (Tupperware) lid the reason for this is twofold, one the plastic can be bent off one the putty cures and secondly it give a good guide for keeping the whole piece circular, once its set I then sand it on the belt sander. The window frame for the assault marine to perch on was press moulded in the edge of a large 2 litre paint lid (plastic too) once it set I removed it cut it in half and then joined the two pieces back to back to produce the stone carved window effect (filling in any gaps with more Milliput).



The sword and shield were again rough shaped and sanded before detailing both hands were fixed to the sword and shield not to the arms this makes it easier to join and position correctly. The writing

on the sword blade was done again with the bore hole bits and a steady hand. Once the component parts are all blinged out and the detailing done the only thing left to do is tack the whole thing together and make sure that everything is to scale and perfect.



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Portal

an insight into **WAMP**

Marike Reimer

In the frame is a new feature where we shine the spotlight on the best painters from around the globe.

Hi there!
 My name is Marike. You may know me by some other appellations such as M'rika the Destroyer or Sekhmet. M'rika is the phonetic way of pronouncing my name, or at least pretty close. And the Destroyer? That's a nickname that I got stuck with because I'm deeply, deeply clumsy. Seriously, I've broken a drinking glass in my mouth, run into walls at full tilt, caught my painting table on fire, and superglued a brush to my mouth, not to mention the myriad of day to day instances which make my life exciting. Sekhmet is my alias at Crocodile Games. For those of you not fluent in ancient Egyptian, Sekhm means destruction. Sekhmet's also a badass lion headed goddess who occasionally goes on rampages, but that's beside the point.



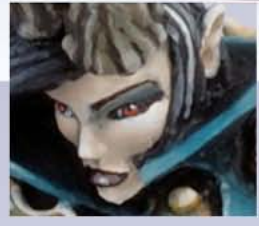
For some reason though, I don't seem to destroy minis. Which is quite fortunate since painting minis pays my bills and some school as well. I've been painting minis since 2002, professionally since 2003.

In my spare time I'm fond of hiking, roller blading, and bug hunting. I'm quite fond of bugs (a term I incorrectly use to describe all small arthropods), especially spiders. I'm also very found of the marvellous little cat that graces my Seattle home.

My big news is that I just finished filming a miniature painting DVD with Darksword. It's got roughly 12 hours of footage, and I was able to get some nice blends on camera. We had to do some goofy things to make sure that it went well. They tied a cord around my ankle and yanked it whenever my face got into the shot. At one point, I was taped to the table to keep me from gesturing with the miniature - I do tend to wave my hands around when I speak and that kind of footage would make people seasick.

Also, I'll be going to Genghis Con in February and teaching a couple of classes there. I'm looking forward to seeing the Denver painters again - it's been too long.







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Vilthiss, Champion of Khthon



Creoda, Gúthwulf

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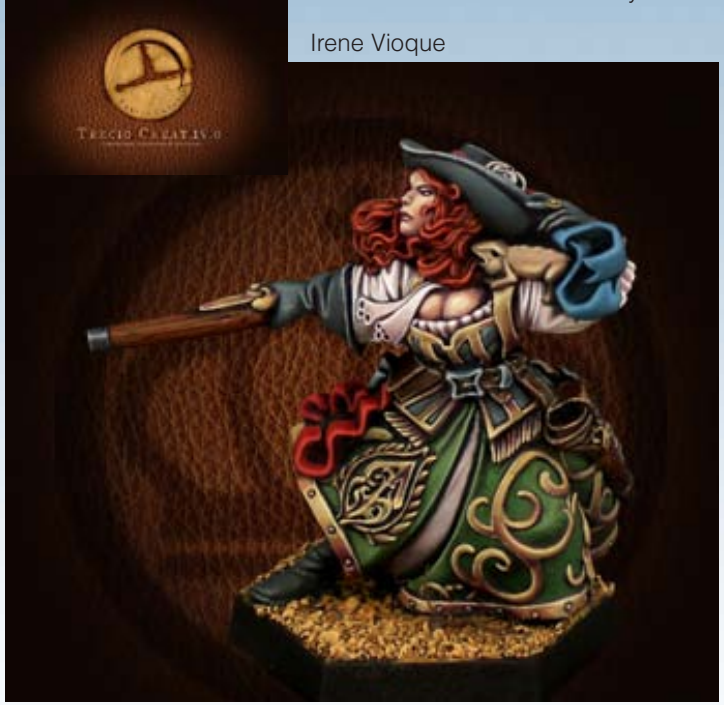
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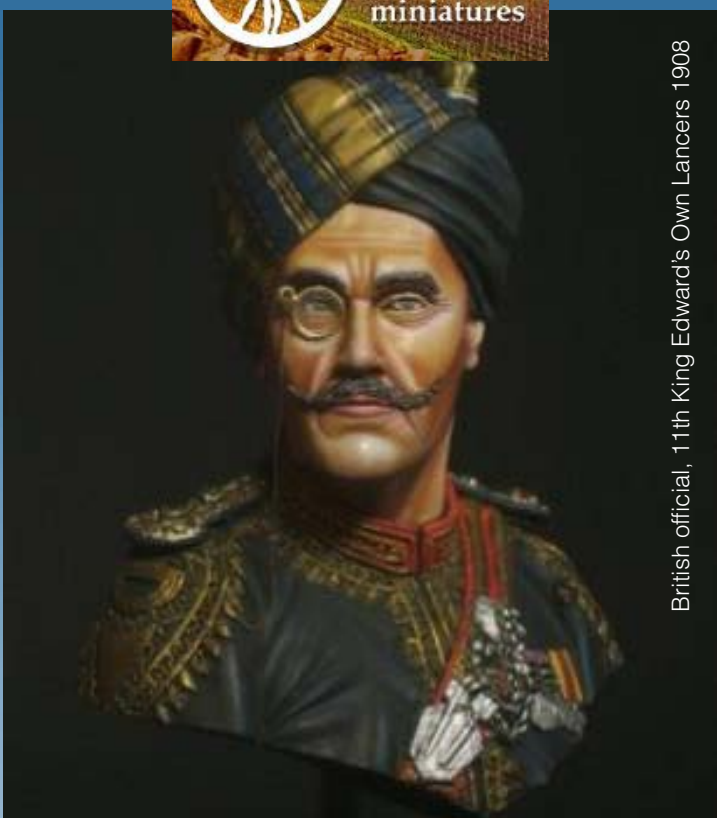
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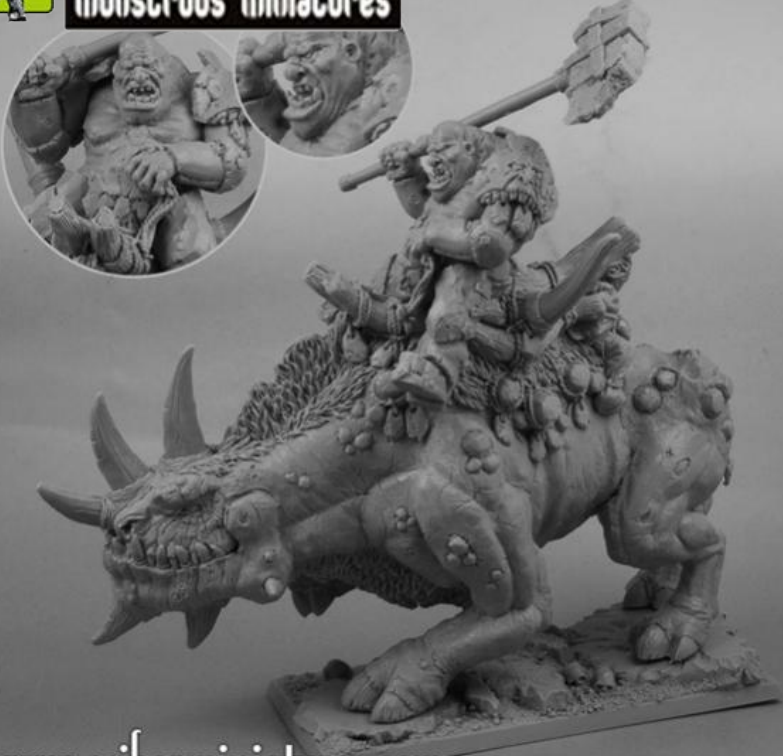


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Avatars of War

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

Prizes:

To really tempt you we shall be offering up a lovely selection of miniatures for some lucky winners. Details of the exact prizes will be announced in due course.

You may enter a single miniature, diorama full 300 piece battle scene — whatever you like as long as its *inherently* Avatars of War. Please folks make sure you read the rules (especially the new work one!!)

I know there have been issues with prizes been delayed in the previous contest. I have asked for the prizes to be sent to me and I shall send them out to the winners. So there you are folks. Avatars of War are great mini's to paint so hopefully we can get a good turn out once again and surpass the 16 entries we got last year.

As always any questions feel free to contact me.

[Avatars Of War Website](#)

***The Deadline for entries will be
3pm Monday 23rd April 2012
(Supporters deadline will be 3pm
Monday 30th April 2012 (GMT))***

Rules

- You must be a Wamp Member to participate. Membership is free and you may register [here](#).
- You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it **MUST** be a montage.
- Images must be no larger than 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 do retain ownership of submitted images but you give Wamp, Portal and Avatars of War permission to use your pictures for publicity.
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be decided by public vote.
- Submissions must be posted to the contest gallery (to be added)





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REVIEW

By Darklord

Morland Studios Ruined Wall Set



Morland Studios are best known for their classical figures so the Ruined Wall Set heralds a new avenue for them. Can it stand up to the high quality of their miniatures?

Sculpted by Bob Ridolfi the set comprises of 6 pieces of various sizes that together recreate a ruined cathedral type wall featuring windows and arches. It allows you to make 3 separate pieces of walls which could be used independently or as a group.

The sculpting is simple but decent enough with the features being sharp. Cast in resin the pieces are sturdy and would stand up to the rigours of the war-gaming table easily enough allowing greater scope beyond simple diorama pieces. The casting is clean, with mould lines present but these are about average and simple to tidy up. There is no warping or twisting of the pieces so you get nice straight walls!!

The set would suit scales within the 25-35mm range

Priced at \$17.95 (around £11.35) the set probably isn't the cheapest option out there and indeed more proficient modellers may feel they would prefer to scratch build something

equivalent. However for the less skilled, or indeed those without the time or inclination, the set represents a decent return on your money for the ease of assembly and a good finish. Indeed the window element itself would be difficult to replicate so if you looking for something beyond a simple wall it's well worth a look.

The dual purpose of the set adds another string to its bow. Created as one group it would make a great war-gaming piece but its usefulness as diorama pieces is where it shines. The set would easily allow at least 3-4 sections to be created which when split over four bases or dioramas equates to just \$4.50 (£2.84) per base which is a decent price for adding that extra wow to your piece.

There are plenty of alternatives available and for some other options may represent a better purchase but this set is a good choice. The sculpting and casting are good and the pieces are sturdy. While value may not be the best it isn't bad either.

| | |
|--|---|
| Manufacturer | |
| Morland Studios | |
| Material | Resin |
| Price | \$17.95 (£11.35) |
| Contact | |
| www.morlandstudios.com | |
| Other Information | |
| Sculpted by Bob Ridolfo | |
| Ratings | |
| Quality | 8.0 Decent sculpting and casting and the pieces are solidly constructed. |
| Assembly | 8.0 Pieces fit well. |
| Value | 7.0 Value is about average. |
| Overall Score | 7.5 |



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WHY PAINT?

Or to be more precise why does wag paint?

by

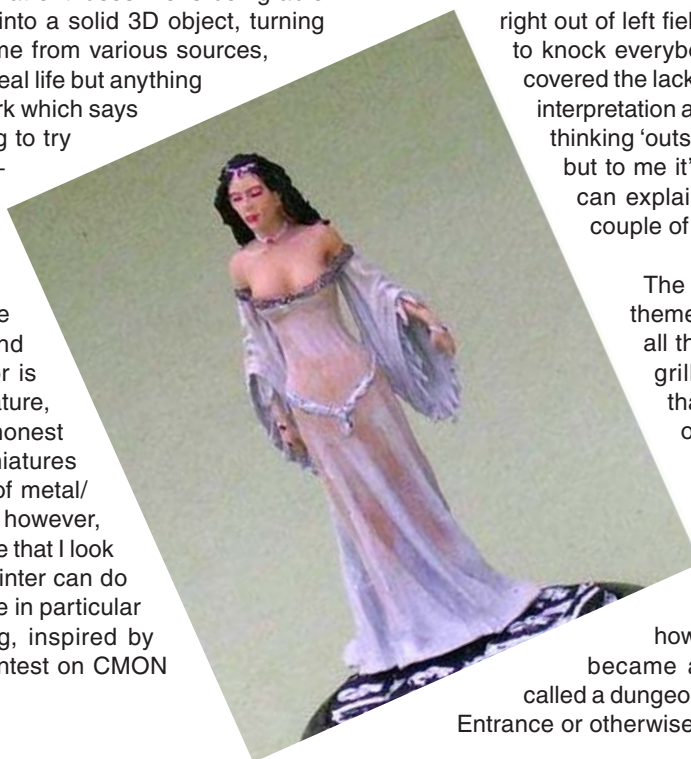
WAGHORN41

For some people the motivation is financial; commission painting, earning money from their brushes and paints; for others it is competitions, the shiny awards, trophies, medals and certificates to show they are up there with the best. At the other end there are those that paint armies for gaming, their painted masses charging across miniature battlefields and taking the punishment that regular handling and mishandling creates. Then there's wag.

“ To quote Alexander Orlov, “Simples”. I like to indulge my creative side, to let my mind roam free among the colours and images, to seize ideas out of the air.”

Painting for fun, the sheer unadulterated joy of the hobby which I got into in – well it was before 1963! Now I’ve been taken to task over this attitude on other forums, it’s a serious hobby after all painting miniatures, not to be taken lightly. The fact that my painting skills are mediocre at best causes reactions bordering on vilification that I dare to showcase my work on the web, let alone enter competitions! So where does this unacceptable behaviour bordering on insanity come from?

To quote Alexander Orlov, “Simples”. I like to indulge my creative side, to let my mind roam free among the colours and images, to seize ideas out of the air. Now I don’t have, nor can I afford, all the miniatures I would like to paint but those I do get my full attention. No, not techniques and colour wheels and endless hours with a Ten 0 brush but my mental application of what is to be. Once I’ve picked up a miniature I want to paint I study it, turning it over, gently viewing from all angles. Then it will sit on my work area, maybe get a coat of primer, while I ponder. In my mind’s eye I will consider various colour schemes and how it is to look when finished, either as a single figure or part of a small diorama. Diorama? Yes, I’ll come to those shortly. The thought process may take me a couple of hours - or a couple of weeks! But I will know how I want the piece to look, and yes it will look better in my mind than when I’ve actually painted it. But that doesn’t matter one iota. What enthuses me is being able to take a mental image and turn it into a solid 3D object, turning a ‘vision’ into reality. The ideas come from various sources, history, media, other peoples work, real life but anything at all that generates that special spark which says ‘paint it like that!’ I am always willing to try new techniques achieving varying – usually lower – levels of success. But it doesn’t stop me trying or discourage me; I’m not destined to be a great painter, I’m here to have fun. If I mess a figure up, well I’ll have learnt something in the process and happily move on. What I do aim for is to breathe a little ‘life’ into the miniature, make it look somewhat alive. To be honest I see a lot of very well painted miniatures but they’re just colours on a piece of metal/resin/plastic. Some miniatures are, however, absolutely bloody awesome. It’s these that I look to when I want inspiration, if that painter can do it then at least I can try. One instance in particular was my attempt at ‘sheer’ clothing, inspired by Valloa’s entry for the Darksword contest on CMON (link [here](#)).



I attempted something along those lines, and I stress attempted! This mini was done in about an hour and a half, I just wanted to see what I could do, never having tried this effect before.

Selecting the miniature, the colours

and techniques are only part of the vision. What about the base? No fancy plinths or cases for me, my miniatures are for creation and then throwing in the finished box – yes, really. If I like them enough they will be photographed and maybe put on a website. Now you may well ask why; why go to all that trouble just to chuck them over. I like to give something back to the hobby which gives me so much enjoyment. You’re puzzled aren’t you. Look at it this way; you’ve entered a competition, or maybe you’re just painting a miniature but feeling it’s not quite up to the mark. Then you see my entry for the competition, or maybe I’ve painted the mini you’re working on – and suddenly you feel a whole lot better, there’s someone that’s worse than you. For me painting is relaxing, a feel good time. Now you’ve seen mine you can feel good about yours.

So where do we go from here. Well a single mini is Ok but more than one in a setting is better, and a whole heap load of fun. Yes, it’s time to talk about wag’s dioramas. Those insane, comedic, mind-bending concoctions of miniatures and whatever-it-is that appear so frequently on Wamp. Where the ideas for those come from is really beyond logical explanation, but I’ll try. First off, it’s always a ‘theme’, one of those competitions or challenges where you have a subject – and I use that term very loosely – to work within. I think it’s fair to say that most people will work and think within the normal confines of what is expected. Wag doesn’t, he comes right out of left field throwing a curve ball that’s going to knock everybody for six. Not from quality, we’ve covered the lack of that, but from the often ridiculous interpretation and play on words. Some would call it thinking ‘outside the box’, others creative insanity but to me it’s just, well, normal. The only way I can explain the thought process is to take a couple of examples.

The first one is quite easy to grasp, the theme was ‘Into the Dungeon’. Ok, you’re all thinking stone walls and stairs, bars, grills, torture instruments etc . Yep, that’s what my opponent thought. Me, oh no no no! Now at the time I was going through a period of using up my Bloodbowl Orcs, which were never going to be used as intended, as suitable figures for conversion/mutilation etc. So; 1. Into and 2. The Dungeon. Notice how I’ve split it up? Subject the dungeon became a question of what else could be called a dungeon, answer? A pub/inn/ hostelry. Into? Entrance or otherwise. Turn it around but keep the words



and it became 'You're not coming into The Dungeon', A diorama of the front of an old inn with a human at the doorway waving a spiked club at an angry orc holding a half empty bottle who obviously wants to go inside. Then add a little something extra, another , smaller orc pissing up against the wall. Constructing the inn took around a hundred separate pieces of wood, plastic, card and metal and boy was it fun. It all went together quite quickly, because as you now know I'm not a meticulous painter, although making the clear, half full bottle took a bit of time. Well it is quite small. So there you have a simple but effective transposition of theme while keeping to the spirit of what is required.

Now let's look at example 2. This was , by any standard, totally whacko. Theme was 'Fairy Tale'. Ok lots of minis out there, so much choice. Yes too much. Words again, take 'em apart and rebuild them. Fairy Tale; Fare/fair y/e tail/tale. Oh no, this is beyond belief. I built my entry in a couple of hours and yes, I know it showed. Simple and direct. A computer monitor with a picture on screen of an airline ad declaring London to New York Fare of \$1. Are you with me yet, don't worry if you're not. Fairy Tale, Fare e-tale; the fare being advertised on line as a 'story' – an e-tale. And not a miniature in sight.

There are often discussions on the hows and whats of painting, do it this way or that but never etc.

A recent thread on Wamp looked at the 3 stages of painting; first when you don't know what is right/wrong and just slap paint on minis, secondly when you understand the principles and techniques and theory and work within those rules and then thirdly when you let you painting spirit free. Ok, so I missed out on the first two. It's not that I don't appreciate the hours, sometimes hundreds, put into some miniatures by some fantastically talented people. I admire their dedication and determination. But it's not the be all and end all of what we do which is essentially a hobby to be enjoyed at all levels. What's that rattling sound? Don't worry it's just my hate mail arriving because I use the words fun and enjoyable when discussing what I do.

So now you're asking what makes wag tick. Well I've been in the

hobby for 50+ years, seen a lot of changes and it's still the love of working with something so small, turning that image into something tangible. If I didn't enjoy it then what would be the point. I can't take myself seriously, it goes against that free spirit thing. Some say I'm tainted by Chaos, others that I'm the actual essence of it and I can see where they're coming from, but more importantly where I'll probably send their minds with my future creations. But, Portal readers, what can you take from these ramblings? Simply this, unless it is your source of earnings painting miniatures is a hobby and as such should be enjoyed. Mistakes are lessons in learning the craft (does that sound pompous?). Allow others to enjoy what they do at their own level and try, if you can, to give something back to the hobby which you get so much from. If that last bit sounds strange well a bit of constructive criticism or a pat on the back goes along way, as does responding to a plea for an odd part or mini that you've got in your mountain which you really will use (yes, and in how many years time?). Be as generous in your praise, and anything else for that matter, as you are able - believe me, it does come back though not always in the way you might expect. Now I'm sure you've had enough but feel free to wade through my albums wherever you find them and vent your displeasure. I won't mind, honestly. You see this is the wag and I do it for me and fun and nobody can take that away.

I feel it would be only proper for me to thank those who have made this hobby especially enjoyable over the last couple of years. First up are Darksword miniatures who produce some of the finest castings I have come across and, alongside them, Tom Meier who does many of the sculpts for their range. Tom, you are incredibly talented. Secondly a miniature painter, there's lots that I admire but this lady has already got a mention, Valloa on CMON. Thanks for the inspiration.

Well, that's it from me, now go and paint and enjoy yourselves!



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Step by Step Tutorial Non Metal Metallics



by

MaGie

In this step by step, I want to show you how I usually paint steel NMM. I've tried making a picture in between each step, but sometimes hardly anything can be seen on a picture, so those pics are left out. For this tutorial I painted the halberd staff of the high elf lord Caradryan.



Before I start working with paint, I like to make a simple sketch in which I block in the shades. After drawing the sketch I slightly squish my eyes and look if the shading and highlighting could look realistic.

For painting metal, I use the following paint

At the strong shades I use black (1 in picture below). For the extreme highlights I use pure white (13). The middle colours consist of a slightly blue-ish grey (French Mirage Blue by Vallejo)(5) and a grey off-white colour (Pale Grey by Vallejo)(9).

On my wet palette I create mixtures between the colours. This step is the same for all colours, but I describe it only for shades 1 to 5.

- Shade 1: pure black
- Shade 5: French Mirage blue
- Shade 3: is made by mixing colour 1 and colour 5 in a 1:1 ratio
- Shade 2: is made by mixing colour 1 and colour 3 in a 1:1 ratio
- Shade 4: is made by mixing colour 3 and colour 5 in a 1:1 ratio

All the mixed colours are then diluted to 1 part paint, 2 parts water. Now it's time to start painting





Step 1: Paint the whole area in colour 7.



Step 2: Start by shading the areas with colour 6 and then, in a smaller area colour 5. With each darker shade, you should paint a smaller area within the already shaded part. Try to 'push' the paint towards the direction of the darkest shade. Use this method with every step.



Step 3: Shade with colour 4



Step 4: Shade with colour 3 and then 2



Step 5: Shade only the smallest area with colour 1, black.



Step 6: In this step I made the shaded area a bit larger, mainly by adding larger areas of colour 5.



Step 7: Go back to the base colour (colour 7), try to blend the lightest shades with this colour.



Step 8: Start by highlighting by applying colour 8 in the same manner as you painted the shades (with decreasing the painted area and by pushing the paint towards the highlights)



Step 9: Highlight with colour 9. Highlight with colour 11



Step 10: Highlight with colour 13, pure white. As you can see, I did not use colour 10 and 12, because there is not so much difference in brightness I don't think it is necessary to use those.



Step 11: Carefully clean up the transitions between the colours. You can make this step a bit easier by diluting the paint a bit more. When using very dilute paint, be careful to wipe your brush before applying the paint to the model, you don't want the paint to run. Additionally, add a thin line of pure white to the sharp edges on top of the halberd. Applying this with the side of the brush will make it much easier to control.

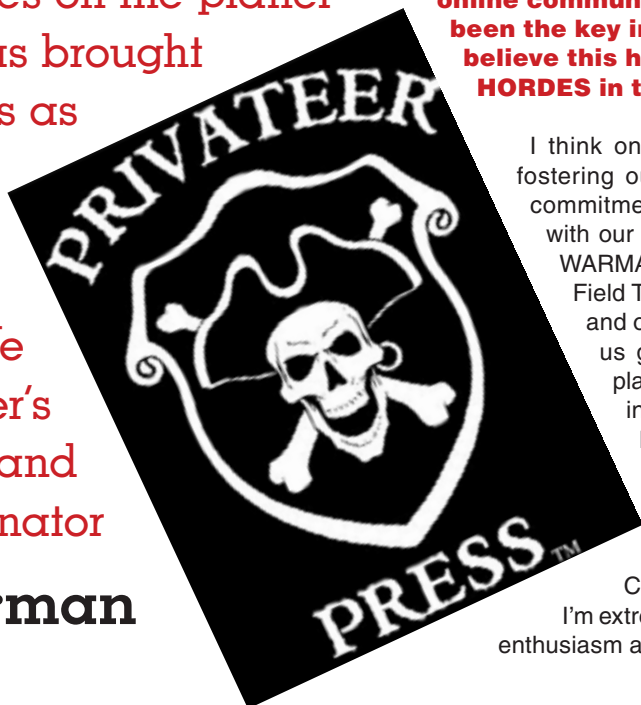


Step 12:, last step: Make a glaze of Liche Purple (GW), 1 part paint, 5 parts water. Carefully apply this to the darkest shades, for adding a bit of colour. Make the last clean-ups and the NMM is done!

I hope you enjoyed this step by step. I'm hoping to write some more in the near future, so if you have any suggestions or comments feel free to share them.



Next up in The Hotseat is one of the giants in the miniature world, none other than Privateer Press. Producers of some of the most popular games and miniatures on the planet Privateer Press has brought us such goodies as Warmachine, Hordes, Iron Kingdoms and P3 paints. We spoke to Privateer's Staff Writer and Community Coordinator **Simon Berman**



How did your company get started?

Founded in December 2000 with the goal of producing the best games possible, Privateer Press has become known for an unparalleled ability to create and bring exciting, original worlds to life in art, fiction, and games. Privateer Press is credited with a steady series of highly successful role playing game and tabletop miniatures game products and has established the honoured and acclaimed Iron Kingdoms world setting as well as the award-winning WARMACHINE and HORDES miniatures game properties.

Will the Iron Kingdoms be getting any new minis or rule sets in the foreseeable future?

We're constantly developing new minis for WARMACHINE and HORDES! We've got some big stuff in the works for 2012 as well as our new Iron Kingdoms Role-Playing Game, set to debut at Gen Con 2012.

How is the Iron Kingdoms RPG coming along?

It's coming along really well. I'm in the middle of revising a draft of a chapter tentatively titled "Life in the Iron Kingdoms" that will be a hopefully solid overview of what it's like to live, work, and hopefully survive as a denizen of the nations of western Immoren. In the coming months we'll have a lot more to say about both the game's setting and its mechanics, based as they are in the core of the WARMACHINE and HORDES system, but in the meantime No Quarter Magazine #40 features an interview on the game with myself and Development Manager, David "DC" Carl.

Privateer has fostered an extremely active online community. What do you think has been the key ingredient to doing so? Do you believe this has helped WARMACHINE and HORDES in their explosive growth?

I think one of the most important factors in fostering our online community has been our commitment to maintaining an open dialogue with our audience. When we first announced WARMACHINE Mk II in early 2010 we held the Field Test; an open playtest of the new rules and our existing models. The Field Test let us gather feedback from thousands of players and helped us fine tune the game into what it is today and undoubtedly helped to create the explosive growth we've enjoyed since that release. More people are playing WARMACHINE and HORDES every day and speaking as our Community Coordinator, I can say that I'm extremely proud of our community for their enthusiasm and civility.



We're not running any painting classes this year, but our keynote panel and presentation at 10 AM is going to be a do-not-miss event for any fan of Privateer!

Is there any chance of digital PDF copies of the WARMACHINE & HORDES books being sold so that people can have a ready reference for their preferred e-reader or laptop?

We're definitely aware of the growing demands for digital print among our community and we're exploring new options for the future. We've already taken some steps in this direction by making out of print issues of No Quarter Magazine available in PDF, as well as the original d20 Iron Kingdoms RPG books. All of these items are currently available through www.rpgnow.com

Do you think the global economy is affecting Wargaming?

I think it's hitting every industry hard. But the replay value of miniatures war-games, as well as the hobby aspects, helps buffer us. You get many more hours of entertainment out of painting a new warcaster or warjack and then playing games with it than you would in seeing a two hour movie in the theatre. There are certainly economic challenges, but Privateer has seen our most explosive growth ever over the course of this past year, so there are definitely ways to deal with it.

Given the cost of metals in the market and other mini manufactures steering towards plastic and resin alternatives, does Privateer plan on heading towards more plastic or resin in the future?

We've been experimenting with alternate materials for several years now. The recent success and reception of our hybrid resin/white metal kits has been great and we'll certainly continue to explore options to help stabilize the cost of our figures.

The internet has changed how we interact with each other; do you think technology will become more prevalent within the hobby? Does Privateer envisage any electronic integration to its game systems in any way?

Again, we're aware that our audience would love to see something along these lines and we have some pretty cool ideas to explore. It's also challenging to find a way to integrate a traditional tabletop experience with electronic items without invalidating the things that make that visceral real-world experiencing. That said, I'm confident we're going to rise to that challenge and give our audience something pretty awesome.

How difficult is it to keep the Iron Kingdoms RPG world and the WM/H world from taking off in different directions?

It's not an issue at all, actually! We're setting the new Iron Kingdoms Role-Playing game in the year 608 AR, the immediate past. We chose this time period carefully since it not only keeps us from worrying about advancing the time line and confusing the setting of the books, but also as a time where the nations of the Iron Kingdoms have entered a state of uneasy truces and ceasefires; a tense time to go adventuring, but not a period of open warfare.

Do you think that the PP community does a better job than other gaming communities about self-policing?

Definitely. As the person who administrates our forums, Facebook, and Twitter, I'm often surprised at how little we and our moderators have to interfere. Our forums moderators are all extremely level headed people and I think people would be surprised to learn how rarely we actually have to ban anyone from our forums. Our audience generally stays positive and polite to one another. Sometimes they let us know they don't like something we've done as a company, but we've got thick skin when it comes to criticism, and we really value the opinions of the people who keep our doors open and lights on!

Who's coming to TempleCon? Will there be any Privateer painting classes at TempleCon?

I think the roster this year includes myself, Creative Director, Ed Bourelle, Organized Play Coordinator, Jen Ikuta, Marketing Manager, Lyle Lowery, Events Coordinator, Jason Martin, Director of Business Development, Will Shick, and Lead Developer, Jason Soles.





Video gaming is such a dominant force within children's spare time these days. Do you think this is harmful for bringing in new blood to our hobby?

It's certainly a challenge, but I think this change in the audience has levelled off within the past decade. The fun of playing a physical miniatures game with beautifully painted miniatures on a table full of cool looking terrain is a visceral pleasure. I think there will always be a market for that experience.

Do you have a dedicated team of painters or do you hire freelance painters to paint your models?

Both! We're lucky to have two immensely talented in-house painters, Matt DiPietro and Meg Maples. Matt and Meg handle the majority of our painting needs but we do sometimes hire freelancers to help paint models for No Quarter Magazine and other projects. Our Studio Director, Ron Kruzic, pitches in sometimes as well.

Does PP utilise digital sculpting and printing, or plan to in the future?

Ben Misener is one of our studio sculptors and he works entirely digitally. We've been using both traditional and digital sculpting

methods for several years now. However, we very often combine the two disciplines when creating our more elaborate models. The Protectorate of Menoth Vessel of Judgment is a great example of how we have combined traditional and digital sculpting methods to create a really breathtaking centrepiece model. Ben created the body of the Vessel digitally before it was handed over to our traditional internal sculptor Sean Bullough. Sean took the body and sculpted tons of intricate filigree over the Vessel, infusing it with the kind of lavish detail that defines the Protectorate aesthetic. And while Ben and Sean were working diligently on the Vessel itself, the crew were being worked on by a third sculptor!

Which Privateer minis are revered as favourites by Privateer staffers themselves?

I think everyone here has their favourite figure and I wouldn't presume to speak for anyone but myself. For me, I think my favourites are the three Iron Liches of the Withershadow Combine. They hit everything I like about the look of Cryx, and each lich is a unique looking character within the unit, particularly Tremulus and his creepy little skeleton marionette.



Simon Berman ~ is the Community Coordinator and a staff writer at Privateer Press where he writes fiction for WARMACHINE, HORDES, and the upcoming Iron Kingdoms Role-Playing Game. Simon has been writing for Privateer since 2008 and managing Privateer's social media and online communities since 2009.

A massive thank you to Simon and Privateer Press for taking the time to answer our questions. It's great to hear from one of the biggest names in the industry and gain an invaluable insight into how they see things.

Privateer Press produce some cracking products, whether it be miniatures, paints games or accessories, definitely worth a look at their site which can be found here: Privateer Press

Ky-ra' by Sister_Lucy



ASTRID by vegel



Brothers in Arms by MamaGeek



TT Khorne Jugger Lord by Orki





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Take us to your leader by Gi6ers

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TOP THIS MONTH

Bretonnia Army of Mousillion by Silesianheretic



Morgue Assistant Sebastian by Gi6ers

Chaos Terminator Sorcerer by Tigershark



Alastriel by NeatPete



Yodleur des Cascades by HonourGuard

Ogre by parvusmachina



Grey Knights by RogerB

Oni Warau by Orki



Flower Knight by Sister_Lucy





dwarf warrior unit leader by sublimebrushwork



Female Fighter by piratemama

Confrontation Dwarf by parvusmachina



Sansa Stark by piratemama



Scibor Egyptian SF Warrior by Tigershark



Abaddon - bald! By Kaeloth

Arwen Evenstar by Chameleon



Tomb King of Khemri by Tigershark



By Scott Radom

In this fine online hobby community of miniature painters over the past couple of years I have encountered hundreds of different personalities. You've got people from all over the world with widely varied lives and outlooks bonded together by a passion of miniature figurines. The only trait it seems all these people share is a complete lack of ego. I've never had the privilege of seeing so many people post pictures of their work and give and receive constructive criticism regarding the work being presented with such a great respect for each other regardless of the skill level of the painting. It's truly humbling to be a part of such a fantastic global community. There is of course one little thing that just stabs me in the brain when I see it. One small, tiny little five letter word that drives away all my positive feelings regarding sharing feedback and appreciating the miniature being presented. Nothing drives me to rage more than seeing a painter submit a thread with a picture of their work using the tagline "Enjoy..."

"Enjoy...". It drives me crazy. That word right there has made it absolutely certain the purpose of posting this miniature was simply to bring light and joy to the eWorld. With five letters the painter has made sure I will in fact not be able to provide any form of constructive criticism. I mean, putting the "E" word up has made it 100% clear to me that I don't have any options here. The only available choice was decided for me long before I got to look at the mini in question. It's most common I see this tagline on miniatures that would be of the more garden variety tabletop painting standard. Nothing at all wrong with that and in fact I do tend to enjoy seeing a unit of ten or twenty miniatures painted to a decent standard. Unfortunately I usually see this "Enjoy..." comment on a miniature that leaves me wondering what parts I enjoy more about the mini, the massive mold line running across the mini's bicep looking like some type of weightlifters bulging vein or perhaps it's the eyeballs, painted lovingly on the mini's cheeks with pupils looking in different compass directions. Slapping "Enjoy..." on a mini makes sure that there will be NO constructive advice given for the painter.

"Enjoy..." also makes it a scientific fact that I will in fact NOT enjoy looking at this mini. I don't know what it is about that word but it just forces me to think the painter has issued some sort of challenge to me. Some kind of thinking like "Scott, you will enjoy this mini. I painted it to bring joy and light to the universe and I have succeeded

on every level and achieved my goal. Join us and together we will rule the galaxy!". Of course I am gonna scream and rage against this type of statement like one-handed-Luke at cloud city. I know that this is a lot to extrapolate from the five letter statement "Enjoy..." but it's what this word does to me. I instantly go from looking at a miniature and seeing what's done well and how it could perhaps be improved to looking for all sorts of flaws and blemishes. If I saw DaVinci whip out the Mona Lisa and he wrote "Enjoy..." just above her I would feel the same way. "What's up with her smile Leo? Skin tone is goofy. 6/10 from me." You can't TELL me to enjoy anything, I ain't gonna!

The beauty of the online painting community is this incredible shared generosity painters of all level have for helping their fellows increase their skill level and help each other accomplish painting goals whatever they may be through advice and encouragement. This only happens if the people needing help make it clear they actually ARE asking for help. I've been so lucky to have received extremely personalized advice on painting my own miniatures. People have gone out of their way to take time and show me what I am doing well, what I am doing not well, and how to bring it together better. None of this happens when you tell these same generous souls to "Enjoy..." the miniature in question. With five letters you've just advertised that not only do you think this miniature is so good nobody has any choice but to appreciate the results of the effort put into it but also that you are in fact not interested in hearing from anyone else out there who somehow, some way found another option from the single choice given to them by you and have in fact perhaps NOT enjoyed the miniature. "Enjoy..." just plain old kills any conversation you might have gotten.

Just don't. Don't do it. "Enjoy..." is just about the only phenomenon I feel embarrassed by in this community. It makes me wince. It's a five letter word that destroys my soul. I mean I should take it as a compliment! "Enjoy..." means the poster had only one goal when showing me this picture of their work and that was to brighten my life. However that's not the effect I feel. It's the exception to the rule of an ego-less community. With this little caption you've done gone and told me not only what YOU feel about this miniature but also what I am gonna feel about your work. So please... just stop it with the "Enjoy..." already will ya!



... in the Next Issue

Issue 20 promises to be a cracking issue. We have Julien Casses in the frame and more great tutorials, reviews and articles.

We'll also have the best from the Studio McVey contest and some of the miniatures entered in WAMPEDII.

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.

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