

Portal



an insight into **WAMP**



In The Frame this month is
Alexi Z

Also in this issue we have a company profile from
Gribbly Miniatures



ISSUE 21: Mar/Apr 2012



WAYLAND GAMES

DISCOUNT WARGAMING

Visit: WaylandGames.co.uk

Email: thegeneral@WaylandGames.co.uk

Call: 01702 668750



**Visit our website WaylandGames.co.uk
and sign up for our newsletter**

Your Favourite Brands, Discount Prices, Superior Service

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

A huge range of products under one roof!

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



Anya & the Grendlr
by XUR. 1st place, Studio McVey contest 2012

Hi everyone :) This scene must be my ninth attempt at recreating an industrial sci-fi environment, and my most successful to date.

This frantic quest must have started around 1989, when Mike McVey first showed us his famous Space Hulk themed diorama, so I thought of staging a gal vrs exoform fight for this contest, as an appropriate homage.

I deliberately left free connections on the platform, with the possibility to expand it into further levels... should I find the time to do so!

Thanks again to the McVey couple, to the Wamp team & members, and to all other contenders.

Stéphane.

(... and don't worry too much about private Anya. I can easily imagine how she could stun the Grendlr with a well-aimed shot, then send it into that ineptly placed fan to meet a gruesome death).

welcome to issue 21

CREDITS

WAMP Founder, OGL and Co-Editor

Brett Johnson

Layout & Co-Editor

Shane Rozzell

Cover Image

Anya & the Grendlr

by **XUR**

Proof Reader

Martyn Dorey

Ian Pursey

News Hound

Robert Monnar (LOBO)

Review Team

MaGie

NeatPete

Cregan Tur

Captain Sprout

Darklord

shanerozzell

Contributors

WAMPERS of the World

united:)

Find us at

www.wamp-forum.com

www.wamp-forum.com/portal

Contact Portal at

portal@wamp-forum.com



Follow us on



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

W

welcome to April's issue of Portal and spring is finally trying to wake up around here. I thought this would be a good time for a spring clean around Wamp so plans are underway to tidy the site up with a fresh new look and to help make it even more awesome! The Wampstore continues to grow with new companies coming on board each week. We have some fantastic ranges in stock that aren't that well known and it's good that we can try and help these worthy companies get more exposure.

We have some cracking new contests underway and this month sees us welcome a brand new sponsor to Wamp and it's an exciting one. This month's Portal is a cracker with some excellent reviews and tutorials as well as the world renowned painter Alexi Z showcasing her work.

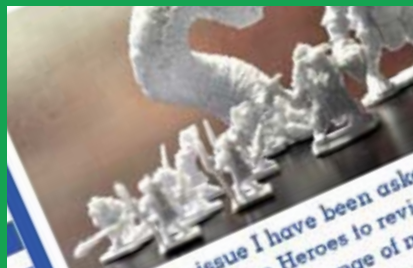
I hope you enjoy it

Cheers

Brett

in this issue

Reviews



We check out Reaper Miniatures New Bones range of plastics and see if they live up to the hype.



MaGie casts her critical eyes over Model Display Products plinths and looks at their quality & value.

Tutorials



Maya Morland shares with us her technique for painting shear/transparent clothing.



In his second foray into Portal, Adrian Hopwood shows us how he painted the boxart version of The Basement's Dwarf Bust.

Articles



Tim Fitch talks about fantastic reality and asks if some of today's sculptors need a reality check!



Alexi Z, aka Natalya Melnik is the focus of this month's 'In The Frame' where we get to see some of her great miniatures from the recent past.

CONTENTS

News	6
Meet The WAMPER	10
Contest	11
Review	12
Company Profile	14
Contest	15
View from the Hill	16
Tutorial	20
In the Frame	26
Contest	30
Latest Releases	31
Review	36
Tutorial	42
Gallery	48
Random Musings	56

NEWS

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

Welcome to issue 21 of Portal, we hope you like it. On WAMP and many other forums people are manically preparing for the first major show of the year, Salute 2012. Many on WAMP are going as traders and there are also plenty of folks attending for the painting competition which, as always, promises to be one of the best of 2012. Even if you're attending just for the shopping, it promises to be a good event. In 2012 Salute is celebrating it's 40th anniversary

which is quite an achievement, so from all of us at Portal we would like to wish South London Warlords all the best for their anniversary event and we wish to extend our good luck and best wishes to all the traders and everyone who enters the painting contest.

Anyway, on to this issue. We have some great articles, tutorials and reviews for your reading pleasure. Alexi Z is 'In The Frame' and again we finish off with sage words from our resident Canadian.



WAR CAST STUDIOS™



You may remember that a few issues ago we ran a competition in conjunction with War Cast Studios where our readers had the chance to win a \$50 gift voucher. Well we finally have a result, mainly due to the fact that those nice folks at War Cast found it hard to choose a winner.

The winner is... **Jabberwocky!** With his Drunken Pirate base. So a big congratulations goes out to him from all of us at Portal.



Altar of Arus

We give you pictures of our latest release, the "Altar of Arus", a very versatile element that you can mount in several different ways. This item can be used in your fantastic or historical wargames. March 15 "Altar of Arus" will be available at the Escenorama's online shop and March 5, in E-mini's online shop. This item requires mounting and is supplied un-painted.

The "Altar of Arus" is an item made with high quality resin using a more advanced manufacturing process, which allowed us to obtain a product with a higher quality than others items of Escenorama. This new production process will be applied to other previous releases and upcoming developments, given the excellent results.

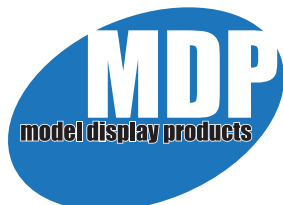


BRUSHFIRE



On the Lamb Games has just launched a [Kickstarter Campaign for Brushfire's Scyzantium](#) faction. We've got a terrific sculptor lined up (Jason Wiebe) to bring the Veiled Assassins and Agamid Vizier to 'life' and we need your assistance to make it happen sooner rather than later. So we've set up a simple Kickstarter to cover getting these two models done, and when we hit the goal we'll keep doing stretch goals to add more and more models to the line. Like Chugoku's troops, Lu Pang, and Loxodon.

So if you want to see Scyzantium and Chugoku on the table before the year's out, hit up the kickstarter and spread the word!



Model Design Products will be at Salute on 21st April 2012 on stand TF14 just along from the ForgeWorld stand so please stop by and say hello.

Below is just one of the new base releases we will have available on the day and for those with sharp eyes you will recognise these as ex BNS Miniatures bases but we will have others as well which we are working hard to get ready for the weekend.



Besides the bases we will also have a limited stock of the new release for War Griffon Miniatures which has never before been seen for sale as well as all the other figures and busts in the range.

www.modeldisplayproducts.co.uk ©2012

We will also have with us a limited stock of some of the Figures@ MDC range including the Dragons Tyrath and the new She Dragon. We also have a full restock of Testors Dullcoat.

MDP has grown a little over the last year since launch and as we only have a limited space for Salute this year we are going to have to leave some of our stock items at home so if there is anything specific that you are after then please email us and let us know and we will bring those items along especially for you, we are also taking pre-orders up to the 19th of April on all our stock except for the pre-release figure.

MDP and Firestorm Games have teamed up to design a set of Steam Cogs for use with a variety of Sci-fi, fantasy and steampunk game systems as area effect templates. Set 1 comprises of:

- 3 x 3" Steam Cogs
- 2 x 4" Steam Cogs
- 1 x 5" Steam Cog



These Steam Cogs are supplied in a durable polyurethane resin and come unpainted so you can paint them to your army/faction theme!

We painted ours by simply spraying them Black, then sprayed with a clear varnish, then painted in the wording with a watered down orange paint and finally another coat of clear varnish spray to give a protective finish. Also available is a second set consisting of 7 x 3" Steam Cogs

More information can be found on MDP' [Website](#)

REAPER
Reaper Miniatures Release
Heavy Gear Blitz Master Series
Paint Set

Heavy Gear Blitz Master Series Paint Set contains 36 Master Series Paints, including 32 never before seen colours! Price: \$119.99 USD



Statuesque Miniatures would like to announce a SALE! All existing prices are marked down by up to 20% and the sale will run until 23.59 on Friday 27th of April. If you've had your eye on any of our figures, now is the time to pick them up!

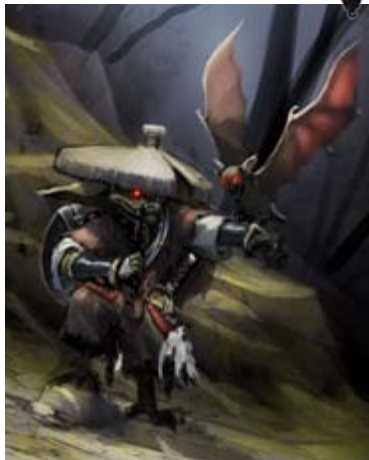
Additionally, I have put a Miscellaneous Items page in the shop. First up is Poppy's Sniper rifle and SMG sprue. I have a limited supply of these but thought I'd make them available should anyone see a need for them.

SALE
Up to 20% off!
 until 23:59 27.04.2012
www.statuesqueminatures.co.uk

Painting Competition Finalists



So, we deliberated long and hard and narrowed the field down to the following five entrants. The competition was intense and many beautiful paint jobs didn't quite make it, thanks for everyone that took the time to enter. Now we would like you to vote to sort these final five... [Vote Here](#). There's also more pictures to see from these 5 highly skilled artists.



MaxMini Release Nuclear Guns



This set contains 6 nuclear guns models designed to fit 28mm heroic miniatures.

Designed by Maxime "Morback" Pastourel. Painted by Artur.

Price: €5.99



DREAM POD 9
www.dps.com

Dream Pod 9's Spring Sale is On Now!

As spring is in full swing, we're having a sale! The Spring Sale will run from Friday, April 13th through Tuesday morning May 1st, 2012. For every \$50 of products (including books, miniatures, model kits, package deals, etc.) purchased, we are throwing in a free \$10 or less gift product of your choice with the order, if you purchase for \$100 you can select a \$20 or less gift product instead of two \$10 gift products, \$150 order gets you a \$30 gift, and so on. Do not order the gift(s) as if they are lines in the order or they will be charged with the order automatically, just type your requested free gift name(s) and product number(s) in the comments section of the cash out page and they will be added when we pack the order.

GOLEM PAINTING STUDIO

Presents

A PAINTING MASTERCLASS

Over the course of the day you will be split into three small groups and attend each of the following three seminars:

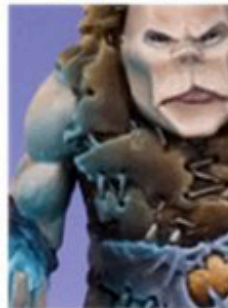
Non-Metallic Metal with Tommie Soule

Well-known and established painter, one of the founders of Golem Painting Studio. Teaching how to get realistic metallic effects without using metallic paint.



Two-Brush Blending with Mike Mcvey

Probably the most inspirational painter of all time, having worked for a whole host of companies inc Games Workshop and Privateer Press. Teaching the art of using two brushes to blend colours seamlessly.



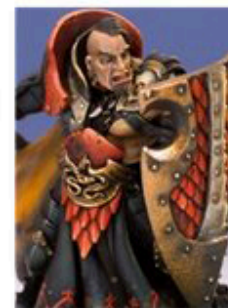
Skin and Faces with Ali McVey

One of the best painters in the world. Teaching how to bring your models faces to life - one of the most important areas on any model.



The Event will be held at **Maelstrom Games** - Eye of the Storm: Mansfield, England. On **Saturday the 9th of June** from 9.30-5.30.

Tickets are priced at **£80**. Tickets will include both lunch, and a Studio McVey Broga model - which you will use in each seminar to practise the techniques you're learning



to buy tickets go to

www.golempaintingstudio.co.uk/events



Last year, Fantasy Flight Games (FFG) announced Descent: Journeys in the Dark Second Edition, the updated version of our classic dungeon-delving board game. This all-new presentation of the beloved title maintains the core experience fans enjoy – an epic semi-cooperative adventure in which brave heroes

venture into dangerous caves, ancient ruins, dark dungeons, and cursed forests to battle monsters, earn riches, and attempt to stop the evil overlord from carrying out his vile plot. With its accessible rules and updated components, however, Second Edition remains deep enough for long-time veterans while inviting newcomers to join the adventure.

Today, FFG are pleased to present the first in a series of previews of this upcoming release. First, we'll offer a broad overview of what you'll receive with Second Edition, which will lay the groundwork for more in-depth previews in the coming weeks. Then, we'll see a few words from designer Adam Sadler in which he discusses the elements of Second Edition that excite him most.

A new take on classic dungeon-delving

Descent: Journeys in the Dark Second Edition is a board game in which one player takes on the role of the treacherous overlord, and up to four other players take on the roles of courageous heroes. Featuring double-sided modular board pieces, countless hero and skill combinations, and an immersive story-driven campaign, Descent: Journeys in the Dark Second Edition transports heroes to a vibrant fantasy realm where they must stand together against an ancient evil.

This updated version of the classic board game of dungeon-delving adventure features a host of enhancements, including new heroes and monsters, accessible rules, a class-based hero system, campaign play, and much more. In addition to its nearly 40 detailed plastic figures, 48 map tiles, nine custom dice, and much more, Second Edition offers a comprehensive Quest Guide with 37 original maps. [More Here.](#)



Stats Box

Portal downloads	58264
Memberships	1710
New members this month	55
WAMP posts	172,573
Wiki Pages	166
Blogs	47

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](#).

VOTING: Piratemama vs Vegascat - Caster

VOTING: mxconnell vs ScottRadom

Vern vs. ScottRadom - Space Marine

warhamsterdave vs ScottRadom - "Look Ma, no hands!"

KDLynch vs Arjay - Science Fiction Triple Feature Picture Show

waghorn41 vs Sparks - Oops!

kdlynch vs Sparks - Studio McVey

Nameless vs Synthet - 40K Squad

Spectral Dragon vs Sparks - Sci-Fi

kdlynch vs Spectral Dragon - Squad

Spectral Dragon vs waghorn41 - Painted All Wrong

Waghorn41 vs kdlynch - Gunslinger

Rankings

Username	ELO	Streak
Darklord	1233	8
Waghorn41	1072	2
Pae	1065	3
Cregan Tur	1063	1
Endor	1061	2

MEET THE WAMPER

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



Real Name: Orki Dapainta

Alias: Orki

Website: <http://minicommissions.webs.com/> and <https://www.facebook.com/Voidstateband>

Wamp member since: Errr... not long enough. So probably too long.

Bio: Born, chopped/stuck/painted stuff, still here.

Paint, sculpt or game? All three. More painting than others at the mo, but I sculpt and game regularly too.

Favourite mini company? Hmm, a tough question as there are so many cool ones out there these days. GW will always have a place in my heart as that's what started it all for me as a kid, and continues to inspire me today. I also love many newer companies that have an original edge too, like Kingdom Death for example.

I honestly couldn't narrow it down to just one, and i'm glad to have rejoined the hobby in an age where us painters and modellers are spoiled for choice thanks to the Web.

Favourite sculpt? Arrrrghhhhhh! I need to sit down.

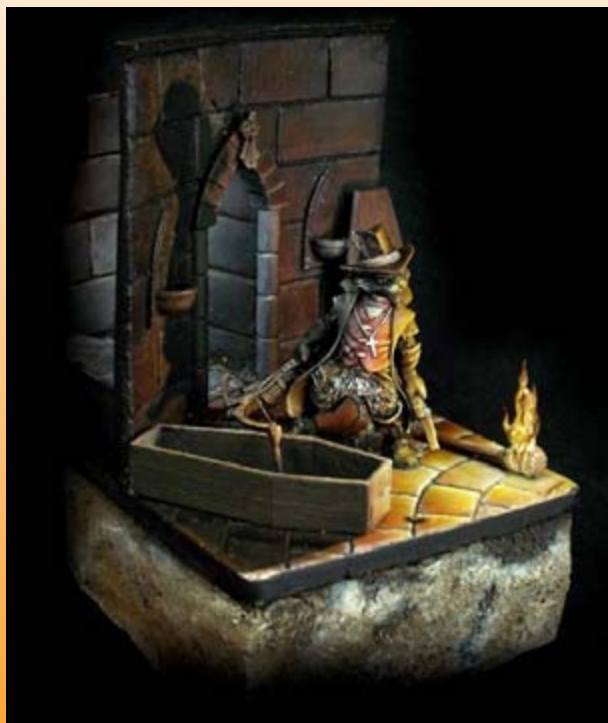
How long have you been in the hobby? I gamed as kid from around '87 - '95, then college and real life etc happened. Thankfully I got bored of reality once I was older, and on my 30th birthday I picked up the AOB box set. I have continued the grand tradition of making 'Dakka-Dakka' and 'Pew-Pew' noises while throwing dice at my models ever since. I will have been gaming and painting again for nearly 3 years now this summer.

How often do you visit Wamp? I'm not ashamed to admit it... I need a daily wamping. Like many of us, if I don't wamp daily then I get frustrated.

Best thing about Wamp? The diversity of awesome, friendly people from all over the world. There's nowhere else like it that I know of on the Web.

Tell us something interesting about you? I use to be able to hook my legs over my shoulders and walk around on my hands... Erm, I used to hold the unofficial world record for a time-trial run on a Wipeout 2097 track, faster than the official time by 0.2 seconds (0.2 seconds is a loong time at those speeds!).

Does that count? Hmm, ok then... As many Wampers are no doubt already painfully aware of, I am a practioner of Jeet-Kune-Do. While my health prevents me from practicing the physical side of it these days, I strive to apply the core philosophies to every aspect of my life. It has help me succeed in and develop every part of my life for the better, that which would have been infinitely harder without Bruce's teachings. I owe much of my current happiness, and contentment with life, to his wisdom. :)





The Basement
Figure World 2012

Saturday 7th July 2012

Traders Including

El Greco Miniatures, Name it,
Come and see one of the best displays
of figures through out
the year

Why not make it a weekend
and stay for the Sunday Paintathon?

The Great Hall
Oundle School
Oundle
Nr Peterborough
PE8 4GH

Please visit the websites below for more information

<http://www.tbforum.co.uk>

<http://www.tbfigureworld.co.uk>

REVIEW

Reaper: Bones

By Shane Rozzell



For this issue I have been asked by Tim Fitch from Miniature Heroes to review Reapers new plastic range of miniatures 'Bones'.

This review will be slightly different as I will not be concentrating on the sculpting and casting alone but also looking at Reapers new material and how it rates for the display painter as well as the gamer.

straight so this could be just a packaging issue. This, I think will be more a problem for those painting the miniatures for gaming rather than for display as a display painter would just snip off the offending bit and replace it with either a bit of wire or a new display base.

Tim was very kind to send a fair selection of miniatures and for those that want to know they are Ogre champion (77005), Purple Worm (77006), Male Human Warrior (77008), 6 Kobolds (77010) and Dwarf Warrior (77011)

As with all plastics the details are not quite as sharp as they are with metal or resin miniatures but I must say, These Bones miniatures are not that bad considering the price difference between the materials. For example the Dwarf Warrior Bones sells for \$2 while the metal version costs \$5. Also the Bones version of the Ogre Champion sells for just under \$2.5 and the metal version weighs in at just shy of \$11.5. That's one heck of a price difference but with a little preparation work and a coat of paint I doubt anyone would be able to tell the two apart unless they lift the miniature and feel the weight difference. This leads me to another thought and it's about the choice of miniatures released as Bones. All of

The New Plastic

My first impression is that it's pretty soft. So soft that I can very easily bend all of the miniatures but the good thing is they spring back to their original shape pretty quickly. The only issue I have here is that one or two of the Kobolds spears are bent and the Ogre Champion doesn't quite stand correctly. I have checked out other pictures of these miniatures and they all seem

Manufacturer	
Reaper Miniatures	
Material	Plastic
Price	See text
Contact	
www.reapermini.com/Miniatures/Bones	
Other Information	
Available in the UK from Miniature Heroes	
Ratings	
Quality	8.75 Better than any other plastics.
Assembly	9.5 Very easy to prep.
Value	10 Superb price!
Overall Score	9.5



these have been on release for quite some time so whether anyone would want to paint one as a display piece is another question. The age of the miniatures and especially the moulds begs the question if that is affecting the overall sharpness of the detail. We will not know until Reaper decides to release a new sculpt in the Bones range and I look forward to seeing it.



The material itself is coloured light grey and 10% of it is made from recycled material which I think is a great idea and something all the miniature manufacturers are going to have to look at in the near future. Reaper claims it is ready to accept paint straight from the pack (something I'll look at later). One thing can be assured though, with the plastic being soft it will cut and drill very easily so conversions will be a cinch. In some areas the plastic appears glossy while in others it looks matt which I think might affect how paint adheres to them but we'll see later. All of the miniatures have some mould lines, as to be expected but these are minimal and I think most gamers will ignore them. One problem I have seen personally when trying to clean mould lines from soft plastic miniatures is that the surface goes grainy and is almost impossible to get smooth again so we'll see how the Reaper plastic copes with this.



This is the Purple Worm; in the left image you can see the mould line running down its back. And the image on the right is after about 15 minutes clean up and I have to say I'm really impressed. There is no graining of the plastic and I used my roughest diamond surface files which are usually too harsh for most metal miniatures unless there is a lot of filing to do. The finished surface was pretty smooth and I don't need to switch to my smoother files to clean up the surface. In fact I started with those and they

hardly impacted on the surface of the miniature which is why I tried the diamond edged file. This also shows how robust the plastic is.

Next I'm going to look at this claim that the Bones miniatures are ready to paint straight out of the package. This is from the reaper website.

Ready to Paint

Out of the box, these incredible figures take paint without priming. Our Master Series Paints cover these models perfectly right out of the bottle, and the paint sticks. Standing up to most sorts of table-top abuse your Friday night group would be able to dish out.

I have even purchased some reaper core colours from Miniature Heroes especially for the test. After cleaning up the mould line I gave the miniature a good scrub under some warm water before going at it with some paint. The paint does go onto the plastic pretty well as you can see (left image). I gave the back of the Purple work 4 thinned coats of Imperial Purple as a base then a quick shade with nightshade purple and an even quicker highlight with Amethyst Purple. As to standing up to some table top abuse? Well as you can see in the right hand image this is a



bit of a stretch but considering I haven't used any undercoat or varnish it's still not bad and a lot better than metal would fair. Later, I did give the mini a spray of dullcoat and that did the trick.



Ratings

Quality: 8.75/10, I quiet like these new Bones miniatures. I know the detail isn't as sharp as metal or resin but it a lot better than all the other plastics I have seen.

Assembly: 9.5/10, they do have some mould lines so unless you're desperate to get them onto a table and into battle some clean-up is required. The good news on this front is that it's very easy to do and there is a lot less messing about that with metal or resin.

Value for Money: 10/10, what can I say when the price of these speaks for itself.

Overall: 9.5/10, all in all I'm pretty impressed with the Reaper Bones range and I hope I have shown you what to expect if you buy any of this range. I would like to see some new sculpts released as Bones but that is in Reaper's hands but if you're a fan of these older sculpts then I recommend going for it rather than the metal.



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

GRIBBLY MINIATURES.CO.UK

This month we open the lid on Alistair Vowles from Gribbly Miniatures

Tell us a little about your company

Gribbly Miniatures make high quality resin miniatures specifically themed around dark grotesque evil creatures of fantasy or legend. No good guys no heroes in shining armour... just the things that eat them.

How did the company come about?

Totally by accident to be honest, i started sculpting and posted my work up on several forums and got some really positive feedback so i had a piece cast up and it went from there, i had no intention at all of forming a company when I first started.

How long has it been going?

A little over 2 years now.

How many employees?

Just me.

What's the hardest part of running the company?

Finding the time to sculpt, as Gribbly is a part time venture I run in my (ever decreasing) spare time it's difficult to get time to myself to get much sculpting done.

What makes your company stand out from the rest?

The level of detail and darker nature of our miniatures coupled with expertly cast resin at affordable prices.

What's your favourite product you have released?

The plague giant, it's my biggest and best work to date in terms of detail but it took forever.



Any product you wish you had thought of?

Too many to say and way too many to ever have gotten around to making.

Why should we buy from you?

Resin miniatures are usually associated with expense but Gribbly is different, we use the highest quality resins and experienced casters to produce miniatures that are flawless and still affordable. At the end of the day I'm a hobbyist and produce miniatures for hobbyists to enjoy, I never wanted my models to be outside of anyone's reach if they wanted them.

What does the future hold for you?

Who knows we're still a very small operation but in an ideal world I'd love to be able to make it my full time day job and sculpt full time.

Any sneak peeks?

At the moment I'm working on two new pieces, one of which is an hour or so away from completion. If you add Gribbly Miniatures as a friend on Facebook you can keep up to date on my WIP pieces.

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 it's *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 minis 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.

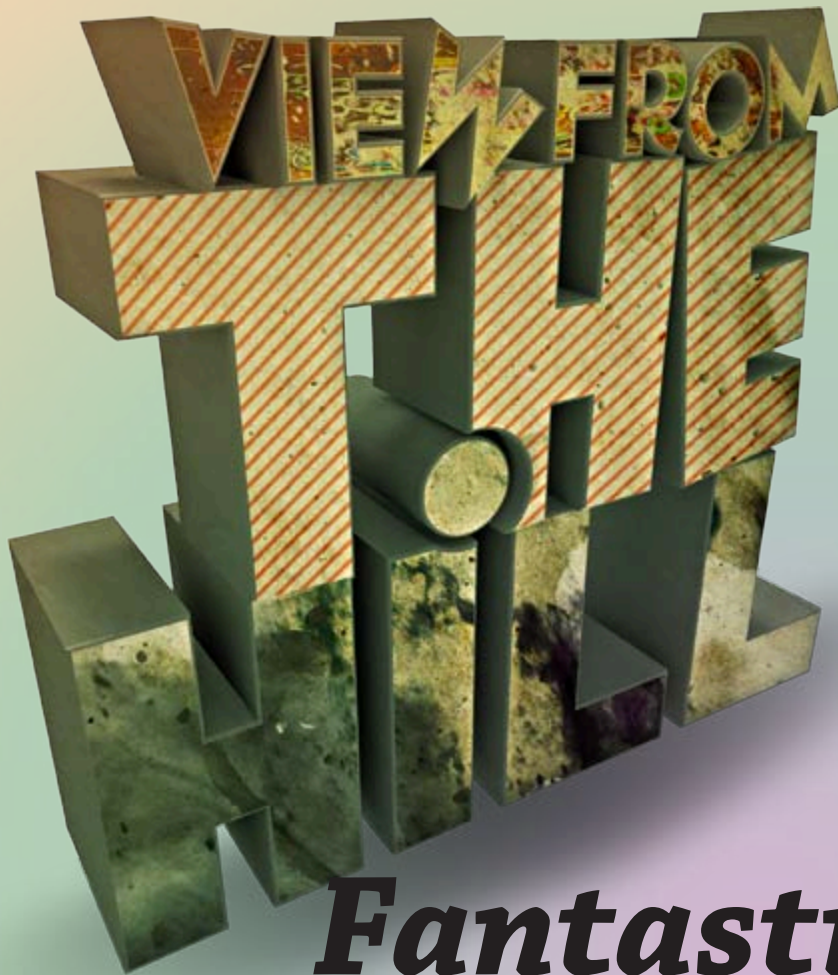
[Avatars Of War Website](#)



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

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)



By Tim Fitch

Images by [Artsammich](#)

Fantastic Reality

Realism in miniature design clearly isn't at the forefront of most sculptors minds. Being as they are creating for fantastic worlds where anything is possible I suppose it can be excused to a degree. I mean a world where people can hurl fireballs at each other is always going to be rather removed from a bit of trolley rage down at the local supermarket. Worlds where the ordinary limitations of what we experience in reality, don't apply, or do they?

The problem is, without a hefty dose of reality, fantasy just don't work. A very basic fantasy setting will have good vs. evil, a world of some sort, and a population, human or otherwise. Good and evil are concepts we are well aware of in our normal lives, as is the basics of the world we live in, land, sea, trees etc. For the population to do things within their world we assume that it's pretty much like the earth we inhabit, and that brings even more reality.

Gravity is very important, and yet it is often forgotten when dealing with the designs of miniatures. Weapons are made of materials that have a mass, and therefore a weight. A mighty barbarian might be able to wield a sword weighing 25 kilos without too much trouble, but an elven ranger would struggle to do the same. Yet how often do you see miniatures with out sized weaponry? A female warrior holding aloft a great sword with one hand, when clearly it would take her both just to drag it across the floor. They are more common across all manufacturers than you would think. Now there is a school of thought that magical weapons are weightless, which goes some way to justify their outsized proportions. However once again reality

intrudes. Do you really want a six foot long sword when you're trying to fight in the restricted space of a dungeon or cavern? Weightless or not it still takes up room, how do you carry the thing when you don't need it? A 5 foot 6 inch human female with a 5 foot long sword just isn't a realistic model for an adventurer. I can well understand that they look good on the miniature, but in reality they just wouldn't be practical.



Wizards and sorcerers fare badly here too. The stock cliché of the ancient man with long flowing beard and an all encompassing robe has been done by every manufacturer as some time or another. It's fair enough too, in the right setting. A mage spending his time researching and studying isn't going to need to be sprightly. But taking this example and trying to use it as an adventuring character and the flaws start to show. Though he could be assisted by magical means, an old character is going to be more easily tired, hurt and left behind as the party progresses. Sadly mental faculties don't increase with age either, so are they really going to be an efficient spell caster? And then there are the robes. Why would you choose to undertake a physical activity wearing clothes that would impede your performance? Surly an adventuring magic-user would be dressed in more functional attire, if only to aid running away? Wizards are the most intelligent of characters, so their miniature design should reflect such.

Fantasy races suffer at the hands of reality too. Dwarves being portly are one thing, but some are just about spherical, how would they move effectively to fight? Beards down to the floor? A tripping hazard for sure. Surely the warrior dwarf would be powerful, yet mobile with nothing about his person to detract from the fight. Elves have evolved into a willowy super race with abnormal gains in speed and dexterity. If the elven race is so gifted, why is it always portrayed as being in decline?

Gnomes and especially Halflings fare particularly badly when viewed in the harsh light of reality. Assuming a Halfling warrior is roughly 3 feet 6 inches tall. Probably about the size of a human 8 year old. With weapons relative to his size he's going to be an equal against one of his own kind. Against a dwarf he has a reach and power disadvantage. Against a human it gets worse. Against a troll, ogre or heaven forbid a giant, well it's certainly not going to be pretty. In fact, against just about all aggressors the Halfling comes off worst. And as for them making master thieves, again how? They aren't tall enough to reach most human dwelling shelves, or possess the brute strength to move the haul if they managed to win it. They get about on large hairy feet, out of all proportion to their actual body size. That's okay as far as it goes, but even very hard skin is still skin. Having such large unshod feet is just another thing that doesn't really add up when you think about it. Yet they are produced as stout hearted little folk, with cloak and dagger to go about their business. Tolkien has much to answer for.

Of all the miniatures produced however, there is one group above all others that suffer the most from a lack of realism, females. Is it any wonder there aren't more female gamers, painters, collectors

etc, when most of the miniatures depicting them are so unrealistic?

Male barbarian with just a loin cloth and perhaps a helmet and boots. Why his head should be more prone to damage than his naked torso I don't know, however I digress. Female barbarian will also be wearing a loincloth, and perhaps a pair of boots. Now why would she decide that going in to battle with her chest exposed and unprotected is a great idea? If you liken the physical

activity of fighting to that of sport, why aren't

all the sportswomen doing the

same? Perhaps because

it's really not a good idea,

isn't practical, and isn't at all

realistic. But what a chest it

is too. No woman has a small

bust in fantasy. Unless they're

big enough to shade out the

sun, the miniature just isn't going

to make it into metal. They are

always statuesque model types

too; with wonderfully long shapely

legs, long flowing hair, and beautiful

faces. Realism would argue that

such women would actually be

pretty thin on the ground. A realistic

female fighter would probably have

more of a shot putter / bodybuilder

build, wear a decent amount of

armour, and not stop in the middle of

a fight to touch up her make-up. The

reasons for wearing so little are hard

to pin down too. A cold climate demands

clothes for warmth. A hot desert would

require clothes to protect from the sun.

Most of the world is between these two

extremes, and clothes are still needed

for all manner of reasons. Dense jungle

dwellers are about the only people I can

think of where clothes would be optional,

and even here something to cover the more

sensitive areas would be desirable.



And this is when females are depicted in an equal adventuring situation with men. There is another branch of female miniatures that don't make it that far up the social scale. Slaves are almost without exception depicted as female, and ninety-nine percent of the time naked. Removing the slave's clothes is part of the dehumanization process to make them compliant. But why no male slaves with them? In their early days citadel made a vile set comprising of human females being tortured. I won't add a pic or a link as it's really not something worth glorification. However when any of these really rather crude miniatures appear on eBay, they always make high prices.

Sadly it is a reflection on the demographic of the hobby that more men game and paint with miniatures than women. It's also the case that sex sells. A realistic female adventurer clothed or in armour will sell less than one half naked with enormous breasts. It's true we chaps are programmed to take notice of the more physical aspects of the opposite sex. But when this comes down to choosing what little metal figures we're planning to buy, perhaps we need to stop and think?

BANE BEASTS

BNB-007
THE TERROR OF FORTRIU
Chimaera
£89.99

released
May 5th, 2012

BNB-025
MJAGNIR
Jötunn
£59.99

BNB-019
KRULL
Servile
Lord of Dis
£99.99

BNB-016
CONJUNCT XIII
Vivicoct
£49.99

BNB-024
SHAAROC
Reviled Draackox
£59.99

BNB-018
MARU
Swordtooth
£29.99

BNB-017
KEIRIOC-CRÓ
The Sea Devil
£49.99

BNB-021
UNGEFELIC
Mantichora
£49.99

BNB-022
CREODA
Gúthwulf
£29.99

BNB-023
TYPHAGGAHW
Gwyfern of Ceredigion
£59.99

BNB-020
TALOS
Colossus
of Bronze
£49.99

BNB-026
KADÁMASTAR
Ancient Devourer
£59.99

coming in
June 2012

see our full range of miniatures at
banelegions.maelstromgames.co.uk

miniatures not shown to scale

BANE LEGIONS

www.maelstromgames.co.uk

MAELSTROM GAMES





Bushido is a game of savage battles, cunning strategies and last ditch victories in the face of defeat. Where debts of honor are paid in blood. Set in the Jwar Isles Bushido is a new table top miniatures strategy game for two or more players.

- Fast, flexible and intuitive skirmish game with an exciting combat mechanic.
- Beautiful highly detailed 32mm miniatures
- Immersive, rich game setting



For more information visit the website complete with Player Finder, Forum, Gallery and Free to Download Quick Start Rules, or the facebook page for a chance to win weekly prizes and get a sneak peak at whats coming next.....

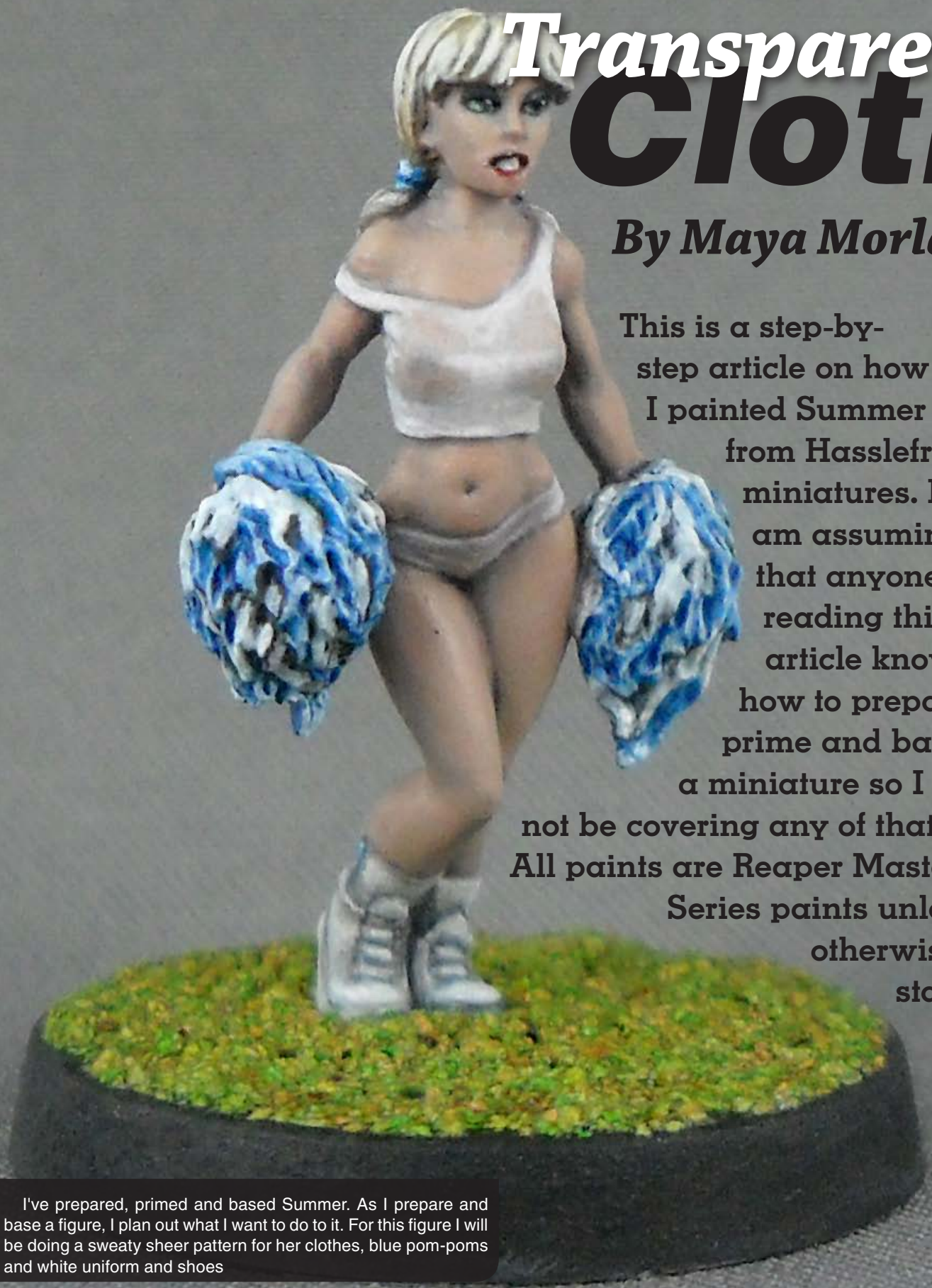
BUSHIDO

www.bushido-thegame.com

Transparent Cloth

By Maya Morland

This is a step-by-step article on how I painted Summer from Hasslefree miniatures. I am assuming that anyone reading this article knows how to prepare, prime and base a miniature so I will not be covering any of that here. All paints are Reaper Master Series paints unless otherwise stated.



I've prepared, primed and based Summer. As I prepare and base a figure, I plan out what I want to do to it. For this figure I will be doing a sweaty sheer pattern for her clothes, blue pom-poms and white uniform and shoes



After I finish the basecoat of skin, I start work on what I consider to be the life of any miniature, the face, and most importantly in the

face, the eyes. If the eyes look bad, then the entire miniature will look bad and so I always do them first. Here I have blocked in the eye with white.

Skintone and faces are the first thing I start on with any miniature. Here I have basecoated the exposed skin areas with a mixture Dark Highlight and Fair Shadow. Blocking in the exposed skin gives me a more focused look at the clothes and helps to decide how I want to layer up the sheer.



For Summer I will be doing a wet T-shirt/sweaty sheer as it is the wet fabric pattern that best fits how sheer would look on a cheerleader.

I find it easier to blend sheer if I block in the areas of cloth that will be sheer with my skintones.



Now I add in the eye colour, in this case, Leaf Green

Next is the pupils and lining of the eyes. I used Grey Liner rather than a pure black.



When I'm happy with the eyes I add a white "hot spot" to give them added life and direction.

At this point I touch up any part of the internal eyes that need

it. If the lining is too dark at the top of the eyes or uneven at any point I don't worry about it at this stage as it gets corrected when I add in eyeshadow and finish the rest of the face.

Next is the skin shadows. I used a mix of Dark Elf Shadow, Dark Highlight and Fair Shadow. After I blocked in the shadows, I added some Blushing Rose to the mix to give the cheeks some colour. I used a combo mix of Soft Blue and Grey Liner for the eyeshadow's shadow then added Snow Shadow for the mid-tone and pure Snows Shadow for the eyeshadow highlight. For the mouth I used a combo of clotted red and bloodstained red. I dark-line the areas next to the clothes with my skin shadow mix.

I started layering in the sheer with a very, very thin wash of a combo of Weathered Stone, White and a tiny bit of my base skin tone. I started with a light wash



over everything, then built up the more opaque areas of the cloth. Since wet fabric sheer is very blocky, those sections of sheer needed just a very

light wash of colour, followed by building up to opaque areas like the bunched fabric between the breasts.



Next I added in some shadows with Weathered Stone and Highlights of Pure White. I also basecoated the pom-poms, socks and shoes with the Weathered Stone.



I decided to go with a bleached blonde look to compliment the white sheer. For the shadow, I used Bone Shadow, Creamy Ivory for the basecoat and Linen White layered up to White for highlights.

I also didn't like how the shoes and socks looked to the camera so I added more white highlights. At this point I also black rim the bases.

I added the blue to the pom-poms, stripes on socks, hair scrunchies and the blue strips on the shoes with Brilliant Blue, Sky Blue and Ghost White.



I added the white sections of the pom-poms, shoes and socks with a combo of Grey Liner mixed with Weathered Stone for shadows, Weathered Stone for the basecoat and Ghost White and White as highlights.

The last step to black-line the miniature. For Summer I used her skin shadow mix as a liner. After she was dullcoated, I flocked her and she's done!

Maya Morland is an award-winning miniature painter and artist who resides in Jasper, Alabama. She is currently a partner in and co-owner of Morland Studios. Since 2007, Morland Studios produced forensic art for law enforcement, fine art for collectors, and fine crafts for fairs. Maya sculpted and produced miniature bases as part of Morland Studios under Valloa's Vale and painted miniature commissions. In 2010, Morland Studios began producing fine metal and resin miniatures for collectors and gamers in 32 mm, 54mm, and 200mm.

Home schooled in education, she was a docent at the Eighteenth Century and the Alabama Indian Exhibits at the Alabama State Archives in Montgomery at the age of twelve. From the age of twelve until age seventeen, she worked closely with the archaeologists of Auburn University and Auburn University Montgomery on their joint archaeology sites where she participated in the archaeology digs. At fourteen, she received a research grant from the National Endowment for the Humanities for research in archaeology. She authored a chapter in two books by the



joint archaeologists which are soon to be published. She received her undergraduate degree in Anthropology with a concentration in Archaeology.

She received early training in oil painting in the 1980's, but found graphite to be her medium of choice for rendering archaeological artefacts when she returned to drawing several years later. In 1998, she was a partner in Wyvern, LLC, a successful game store that carried one of the largest miniature collections in the U.S. After Wyvern closed, Maya trained as a forensic artist in 2005, and after several years of painting and selling 25mm metal miniatures, she re-entered the fine art world in 2007. Since then she has entered several art shows, winning numerous prizes. Four of her works were selected for purchase by the Retirement Systems of Alabama permanent collection in Montgomery. Her works are in the Nall Collection, the Hudnall collection and in private collections in Alabama, Europe and Australia.

Maya loves fantasy which she feels gives a nice change from having to be completely realistic and offers the freedom to be less hyper-realistic in style. She likes painting in a less hyper-realistic style of painting for her miniature work because she focuses on hyper-realism in her art. She love miniatures and believe there is enough room in the hobby for all painting styles and believe that each are equally valid.

8 Reasons to Join WAMP

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.



Why Advertise with WAMP?

With over 1500 members and a 15% month on month increase as well as over 7000 page impressions daily not to mention Portal, the No1 free monthly mini painting magazine that averages over 3,000 downloads per month. Wamp is a growing, vibrant web based community with members based all over the world, many of whom are regular contributors to other hobby based forums. This means that advertising with WAMP will be one of the most positive things you can do to make your business grow.

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

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

For more information go to

www.wamp-forum.com/advertise

or email us on

portal@wamp-forum.com

WAMP

Portal

an insight into **WAMP**

Natalya Melnik aka Alexi-z

A great eye for detail and fantastic bold colour schemes are just a few things Natalya Melnik is well known for. Her bio simply says "Paint the tin soldiers"; well we think she does very well.



Website: www.alexiz.com
Nationality: Russian



High Elf Hero

Lilith

Alexiz



Valten, Exalted of Sigmar



Alexiz



Hooflord

Alexiz



Gencon 2010

Privateer Press Grandmaster Painting Competition:

Best Warrior Model and Grandmaster

GD USA Baltimore 2010:

- 1st place Warhammer 40K Single
- 2nd place Warhammer FB Single
- 1st place LOTR Single
- 2nd place Open Competition

GD Italy 2008:

- 3rd place Warhammer FB Monster
- 3rd place Large Scale Model
- 2nd place LOTR Single

GD USA Baltimore 2007:

- 1st place and Slayer Sword Warhammer 40K Single
- 1st place Warhammer 40K Squad
- 3rd place Warhammer FB Single
- 1st place LOTR Single
- 1st place LOTR Monster

GD USA Chicago 2006:

- 1st place Warhammer 40K Single
- 1st place Warhammer 40K Squad
- 3rd place Warhammer FB Single
- 1st place LOTR Single
- 1st place and Slayer Sword LOTR Group

GD UK 2005:

- 3rd place Warhammer FB Regiment

GD France 2005:

- 1st place Paintmaster
- 1st place LOTR Single

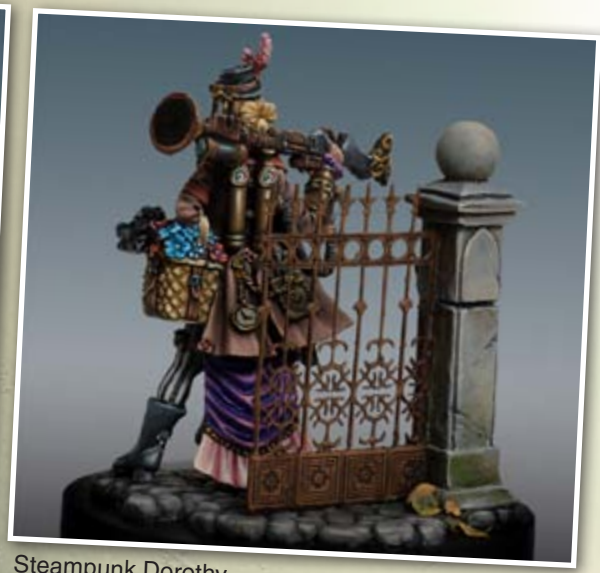
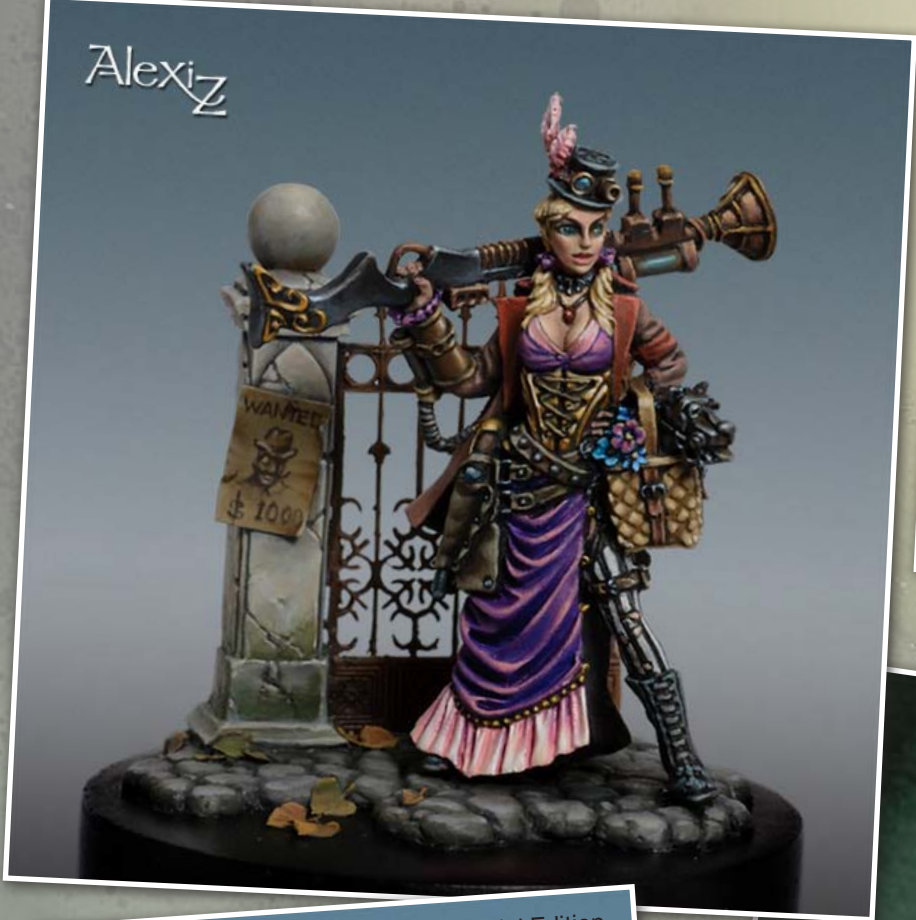
GD UK 2004:

- 1st place LOTR Single

GD Russia 2004:

- 1st place Warhammer 40K Single
- 2nd place Warhammer FB Single
- 1st place Warhammer FB Regiment
- 1st place Warhammer FB Monster

AlexiZ



Steampunk Dorothy

Sered, Templar Commander

Fianna, Special Edition

AlexiZ



AlexiZ

DARK SWORD

MINIATURES, INC.



It's time to welcome back Dark Sword Miniatures to Wamp as they return for their second year, and we have something pretty special lined up for you this time.

This year's contest will focus on the George R. R. Martin Masterwork's Range that most WAMP readers most likely know him from his Song of Ice and Fire Book series first and then his Game of Thrones HBO series second. (A Game of Thrones is book # 1 from The Song of Ice and Fire series). For the contest there are some cracking prizes on offer from Dark Sword:

- **1st Place - \$200 in Dark Sword On-line Store Credit**
- **2nd Place - \$100 in Dark Sword On-line Store Credit**
- **3rd Place - \$50 in Dark Sword On-line Store Credit**
- **4th Place - \$25 in Dark Sword On-line Store Credit**
- **Honourable Mention - \$25 in Dark Sword On-line Store Credit**

The Dark Sword online store credit can be used on anything in their Online Store (not just GRRM Masterworks range).

All entries must be from the GRRM Masterworks range and as a special treat we have lined up the perfect person to judge the entries.....

George R. R. Martin himself!

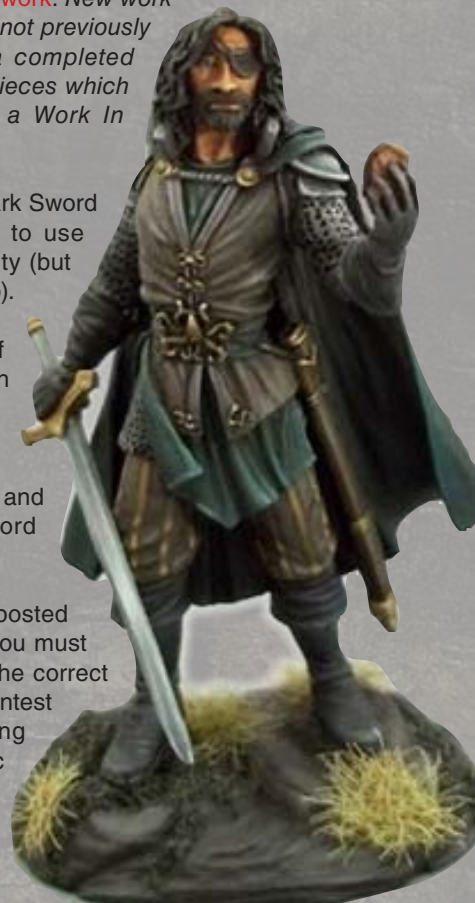
That's right the very man that created the Westeros world and the books and TV series based on it will be judging your work. George R. R. Martin is a fan of miniatures and has an extensive collection painted by some of the foremost artists around. George R. R. Martin is always on the look out for new painters so this is a great opportunity to impress the man himself! Deadline for entries will be



Supporters deadline is 4pm (BST), 31st May 2012

A Few 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 give Wamp and Dark Sword Miniatures permission to use your pictures for publicity (but you do retain ownership).
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be decided by George R. R. Martin and Jim Ludwig (Dark Sword Founder).
- Submissions must be posted to the [contest gallery](#) You must make sure you select the correct contest option in the contest select box either during upload (if using the basic uploader) or via edit pictures after upload.



4pm (BST), 24th May 2012

BANE LEGIONS



Alianne, Sword-Melusine



Muldo, Spike-Brute



Mjagnir, Jötunn

Black Scorpion MINIATURES



Captain Ogring



ALICE



LANCELOT

54MM
AT01



MERLIN

54MM
AT02



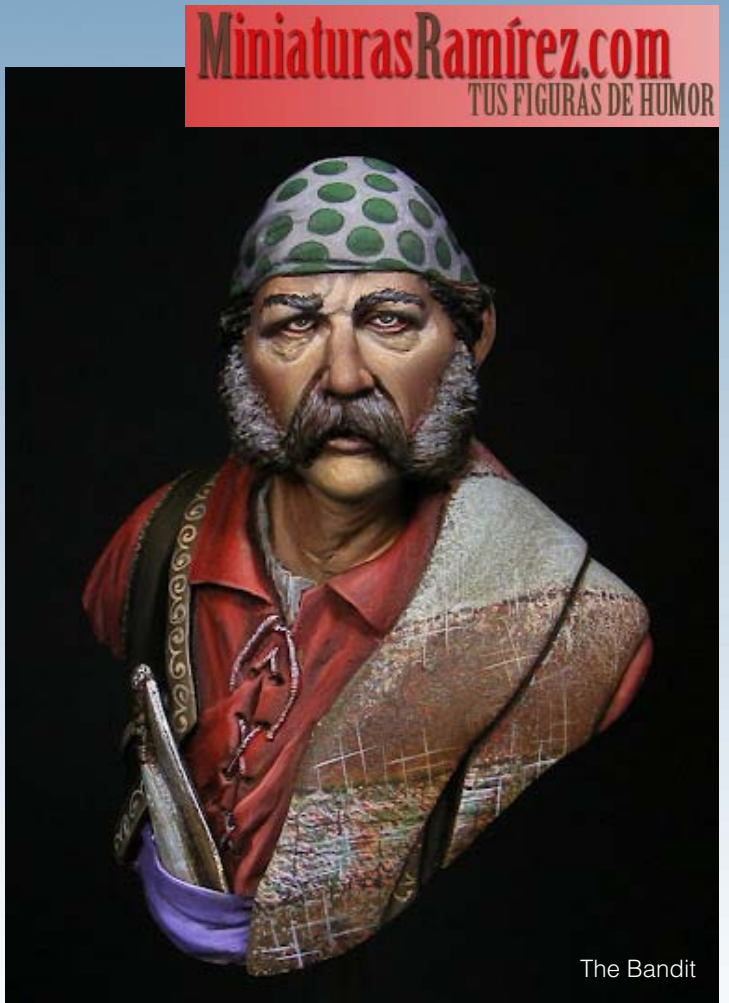
DIRE TROLL BLITZER
TROLLBLOODS™
 PIP 71058 • 50mm Base



MAN-O-WAR DRAKHUN
KHADOR™ DRAGOON SOLO
 PIP 33097 • 40mm Base & 50mm Base



RF-003
THE BLACK KNIGHT
 200 MM
 Sculpted by Carmine Giugliano
 Painted by Massimo Pasquali



The Bandit

WAR GRIFFON MINIATURES



Frankenstein's Monster



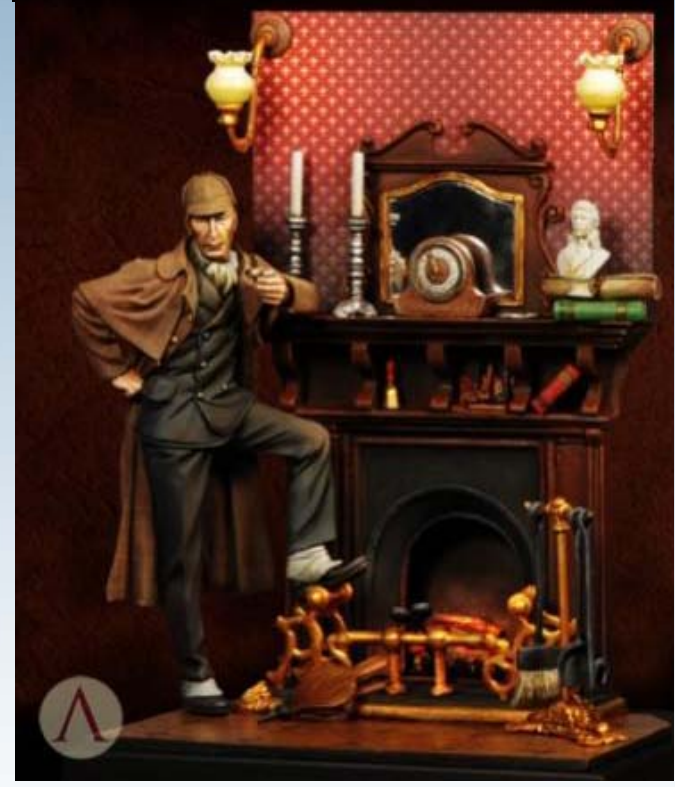
Hugues de Payens, the founder of the Templars

Tale of War



Ana de Rodrigo

SCALE75



Sherlock Holmes



WAYLAND GAMES

DISCOUNT WARGAMING

Visit: WaylandGames.co.uk

Email: thegeneral@WaylandGames.co.uk

Call: 01702 668750



Visit our website WaylandGames.co.uk
and sign up for our newsletter

Your Favourite Brands, Discount Prices, Superior Service

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

A huge range of products under one roof!

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

REVIEW

MaGie

MDP: Display Plinths



www.modeldisplayproducts.co.uk©2011



www.modeldisplayproducts.co.uk©2011



www.modeldisplayproducts.co.uk ©2011



www.modeldisplayproducts.co.uk ©2011

In this review MaGie takes a look at a few resin display plinths from Model Display Products.

From their website: Model Display Products are here to provide our customers with a wide variety of display plinths and bases which can be used to customise your miniatures/models for display, table top war gaming or to help you win that all important trophy in the painting competition.

MDP is a company run by Martyn Dorey, and sells a great deal of hobby products such as a large variety of resin display plinths & blocks, gaming bases, pigments etc. To help your wonderfully painted miniature stand out the way it deserves, you can use display plinths of all sizes and shapes made from wood, resin or other material. MDP sells display plinths made

Manufacturer	
Model Display Products	
Material	Resin
Price	See text
Contact	
www.modeldisplayproducts.co.uk	
Other Information	
Ratings	
Quality	9.5 Great cast quality, solid resin.
Assembly	10 No assembly or preparation needed.
Value	9 It's cheap, when you consider the price of making your own bases
Overall Score	9.5





of polyurethane resin.

This review is based on the following resin plinths:

- 38x38mm square top display plinth (no pictures by me); €4,84
- 40x40mm square top display plinth; €5,44
- 32x40mm round display plinth; €3,63
- 34x15mm round display plinth; €2,42

The plinth were ordered on a Friday afternoon from the MDP webstore, and shipped on Monday to arrive at my doorstep 3 days later. Customer service was very clear and every step of the process an email was send by the store.

The plinths arrived in a hard cardboard box, packed in zip-lock bags. Each bag contained a plinth and a piece of felt to stick under the base (except for the smallest plinth). The felt part surprised me, as there was no mention of this on the store website. I think it's a great addition to the plinth, especially if you intend to put your plinth in a glass cabinet.

Quality

The resin casts were very clean, I didn't find a single bubble, mold line or flash on any of the plinths. The sharp edges of the square bases are really sharp and the shape is as tight as can be. The details, like the decorative step on the bottom are also cast really well. Basically the bases do not need any clean up. But if you want, the resin can be sanded.

The bases are made of solid resin, are therefore quite heavy and will not fall over easily (the lower edge will also make sure of that).

A funny thing to note is that, while the round bases and the 38mm square base all have a smooth finish, the 40mm square base has a wood grain texture. This is something to keep in mind while ordering, because there seem to be a few

more bases with this texture. I think the texture looks really good, and when painted in the right colours it can truly look like a wooden plinth.



Overall

I'm extremely happy with these plinths. They can be primed with hardly any preparation (just wash it with some soap), and painted to your liking. The felt stickers are a great addition, but it takes some patience to get them off the protective paper.

The prices are very reasonable for the amount of resin that you get. Especially the square bases are quite heavy. For a special project, I think it's absolutely worth it! MDP also carries some cheaper alternatives, such as resin display blocks. And I do hope that the range will expand even more in the future!

OFFICIAL



Love Wamp? Why not tell the world!!



Wamp Umbrella



Wamp Bandana



Cooking Apron



Ladies 'Primed and Ready'

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

Available for Men, Women, Children and even pets!

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

and Much More!

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



BANE LORDS

BNL-015
VIKTOR CEL RÁU
Vojvod of Ardeal
£9.99

BNL-026
UGGURD
Falx-Brute
£19.99

BNL-019
DRAST THE HUNCHED
Hound of Dun Durn
£9.99

BNL-028
ALIANNE
Sword-Melusine
£9.99

both models released
May 5th, 2012

BNL-027
MULDO
Spike-Brute
£14.99

BNL-017
EIRIK LONGAXE
Steersman
of Hrafnen
£9.99

BNL-020
KRAAN
Tain of Baalor
£29.99
Foot and mounted

BNL-014
MELODA
Warrior-Queen
of Mercia
£8.99

BNL-024
VILTHISS
Champion of Khthon
£19.99

BNL-018
CKAARAKK
Tain of the
Tarvax
£24.99

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

BNL-025
MEGÁLÁVRA
Bull Krokodar
£24.99

BNL-022
LUGUNG
Scythe-Brute
£14.99

BNL-021
CJÖLL
Troll Vane
Bearer
£24.99

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

BNL-029
YGERNA
Sword-Melusine
£9.99

both models
coming in
June 2012

BNL-030
SVRILL
Wielder
of Khthon
£19.99

see our full range of miniatures at
banelegions.maelstromgames.co.uk

miniatures not shown to scale

www.maelstromgames.co.uk

MAELSTROM GAMES



FREEBOOTER MINIATURES

It's time for a brand new sponsor and I am really excited about this addition to our fantastic line up, we have
Freebooter Miniatures
coming to Wamp with their massively popular miniatures. They do some cracking sculpts so this should be great.

As if just an excuse to paint a Freebooter mini wasn't enough to tempt you even more how about some prizes?

- 1st place £50 Freebooter goodies and feature on the cover of Portal Magazine
- 2nd place: £30 Freebooter goodies
- 3rd place £20 Freebooter goodies.

The 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 give Wamp and Freebooter Miniatures permission to use your pictures for publicity (but you do retain ownership).
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be decided by public vote.
- Submissions must be posted to the [Contest Gallery](#) You must make sure you select the correct contest option in the contest select box either during upload (if using the basic uploader) or via edit pictures after upload.

The Deadline for entries will be

3pm BST Saturday 23rd June 2012

Supporters deadline will be

3pm BST Saturday 30th June 2012



You may enter a single miniature, diorama, full 300 piece battle scene - whatever you like as long as its inherently Freebooter.

Please folks make sure you read the rules, especially the new work one! You can find Freebooters excellent miniatures here: [Freebooter Miniatures](#)

I really hope you guys can support this contest, let's show Freebooter how awesome WAMP painters are!



The Basement
Presents

Paintathon

Sunday 8th July 2012

Come one come all
Bring your paints and
your models

Today is all about painting
and making friends

The Great Hall
Oundle School
Oundle
Nr Peterborough
PE8 4GH

Please visit the websites below for more information

<http://www.tbforum.co.uk>

<http://www.tbfigureworld.co.uk>



FigureWorld 2011
Dwarf Bust
By Adrian Hopwood



1



2



3

FigureWorld is a British show that, as the name suggests, is all about model figures. The show encourages all types – fantasy, historical and sci-fi — the only restriction being that the models put on show should be clothed in some manner and that there isn't excessive gore. The show will be seeing its third year in 2012, and the organisers are trying to make a tradition of putting on a free raffle so that thirty exhibitors get a model bust given to them on the day.

There is no competition, just a huge area to display figures, to the point that work in progress pieces are encouraged to make up part of each person's display – this was found to provide a good talking point for modellers, where they could get their latest work critiques prior to it being finished.

The free raffle model in 2011 was another sculpt by Rob Lane (in 2010 he presented a Celtic Chieftain), but ringing the changes this time with an excellent bust of a Dwarf. With the show being in July (23rd July at Oundle School, Oundle, near Peterborough), it was up to me to get some paint on it as soon as possible so that the advertising material could be printed.

The moulds were made by MDC, a U.K. company that specialise in producing resin castings, and who really know what they're doing. Their casting is of a high quality too, so I knew that there would be very little clean-up of the parts.

Photos #1, #2 and #3 show the bare resin components, giving a couple of close-up's of the main casting. The optional horns for on the helmet are a bonus, allowing for two radically different appearances to the finished piece.

“ I paint the oils on wet on wet, so that the different colours can be blended together.”

But first the painting. I prefer to start with the face, and I use a mix of Mars Brown and Titanium White oil paints over the top of Games Workshop's Foundation Tallarn Flesh acrylic. The firsts stages of this can be seen in photo #4, where the basic shadows and highlights have been added with the oil paints on the face, whilst the rest of the bust is still the acrylic colour flesh.

I paint the oils on wet on wet, so that the different colours can be blended together, adding more of the Titanium White to the model in very small amounts so that the mid-tones and highlights are built up gradually. At about the stage you see in the picture, I dry off the paints overnight in a drying cabinet (an old kitchen cupboard with a 40 watt light bulb to provide the heat source), and then once fully dry, add tints and washes of other colours to give the face more life.



4

In photo #5 you can see that I've added some Burnt Umber to the lower cheeks, and this is also added to the darker recesses around the eyes and under the helmet brim. At a later stage I'll add a very small amount of Carmine to the tip of the nose and also to the area just under the cheeks and blend this out using a soft brush. This will warm the face up and give it a natural appearance.

I've also begun working on the armour in photo #5. This is undercoated in Games Workshop Chainmail mixed with a little Chaos Black – both acrylics, and once dried fully, these are coated with Stormtrooper's inks. I begin with a fairly



dark mix, in this case a little Bronze with quite a lot of Mars Black oils and some White Spirit to make the mix flow a little better. This is painted on all the metal areas and provides the dark shadows. Whilst the paint is still wet, I begin adding just the Bronze colour, blending this in just like you would with an oil paint, and then work through Old Silver and then the brightest highlights in Bright Silver, the scratches and damages are done with this colour too, with gouges and cracks added from Burn Umber oils.

As I say, photo #5 shows this beginning, with the small scales of the chest armour being about half way through the painting with some of the scratches and damage already added, but the rest of the armour still undercoated with the acrylics.

Photo #6 shows the right shoulder pad almost finished – some very dark shadows will be added to this with pure Mars Black, but apart from that, it's done. None of the scratches or dents are actually there, it's all just paint and patience, letting the variations in the finish start to work for you and developing any blemishes that occur during the painting and drying processes.

The inks need heat to dry them, so the model must be put in the drying cabinet for a while. I usually give it a two days in there, just to be sure that the heat has done it's work – nothing worse than destroying several hours painting just because the paint wasn't quite dry !

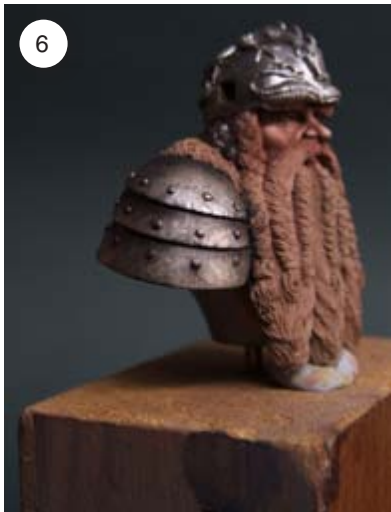


Photo 7 shows larger scratching on the left shoulder pad. These need refining and thinning down, but are painted on after the rest of the area is fully dry. It's simply a case of a very good brush, a steady hand and some thin paint. I put on a line of dark paint (I tend to do a few at once) and then add underneath it a very fine line of bright silver. The lines can then be thinned down with a clean brush dipped in White Spirit (the excess thinner MUST be removed onto a piece of kitchen towel so that the brush is just damp).



Photo #8 shows the back of the model. This is where I feel I failed. I tried very hard to make the cloak look a rich red colour, but couldn't gain the depth of shadow that I wanted, nor could I quite get rid of the gloss effect from the oil paints. Photo #8 shows the first stages of the painting of the cloak, and more shadows will be added as the model develops.

Photo #9 gives a view of the fur on the cloak getting some paint. I've used a very dark brown to begin with (Mars Brown and a lot of Mars Black oils), and then, having got the paint into all the creases, I have then removed the excess paint with a cloth. Now that the raised detail is exposed, I painted on lighter colours, using Light Red, Mars Yellow and Titanium White. This built up the depth of the fur so that it appeared to have a volume.



10



11



12



In photos #10, #11 and #12 I've begun to paint the beard. I wanted the appearance of a ginger beard that has begun to turn grey, and so began with the lighter colour – the grey – building this up from a dark grey through to a white. This was then dried fully before adding washes of Light Red and Burnt Umber to the lower areas of each of the plaits of the moustache and the tails of the main beard.

The ginger/grey effect is shown in photo #13 through to #17 with the same effect being used on the ponytail hair at the back of the head.

In the last of these shots I've completed the small details – the braids and the decorations that bind the beard, refined the shadows on the beard and the armour, and generally just gone around the model looking to add small details here and there that might catch the viewer's eye if they're taking a closer look at the piece.

For a base I wanted something special. Unfortunately I didn't have anything tailor-made and easily to hand. I had a beautiful base made by a friend (Nick Tebbs), a master craftsman with a wood-turning lathe, but the base was too shallow. Whilst sorting through a drawer of bits, I found part of an old tree branch that I'd cut into sections, and one of the shorter end pieces was just the thing (although it needed making smaller) to add to Nick's base – sorry Nick, adding a piece of scrap to your beautiful work – well, it did look the part.

Nick's base is a combination of wood and metal impregnated resin that glitters as it is turned and catches the light – hinting at the

dwarves legendary love of precious metals and jewels. The more rugged scrap that I've put on the top of it hopefully hints at the rugged nature of the dwarf and his homeland in some far off mountainous region, the two parts hopefully coming together to enhance Rob Lanes skills with putty and his talent for making a good looking model.

Once the base had been sorted, it was time to choose which set of horns to use. This was a problem, because Rob preferred the straight ones (he's definitely mistaken) and I liked the curved ones (and I'm always right.....most of the time.....well, sometimes).

Actually, Rob had, whether intentionally or not, solved the problem already. The locating blocks on each of the horns is large enough to form a secure enough hold so that the horns are interchangeable. Simply put, if you add a little Blu-tac to the base of each location hole, then the horns can be pushed into position without glue. This allows for them to be changed when Rob's not around.

I painted both sets of horns, and have taken pictures of the bust with both sets – so you can make up your own mind as to which you think is best. To me, he looks quite regal with the curved ones, and a little bit bad tempered with the straight ones, but that's just my opinion ☺

Ultimately, this was a project to allow The Basement group - a U.K. Internet forum – to have a painted example of the kit that would be given away to thirty people (picked at random) who displayed models at the FigureWorld show in July 2011. The fact that I got

13



14



15



16



17



to paint something which is a superb example of sculpting and was a dream to put paint on, was purely a bonus for me. Don't tell Rob though, he'll stop me doing any others he sculpts ☺

FigureWorld is being held again in 2012, at the same Venue – Oundle school, Oundle, near Peterborough PE8 4GH and this year it's a little earlier – the 7th of July. There will be another free raffle for a different bust, but I'm not allowed to say what that will be. The raffle is open to anyone displaying more than three models on the day. Two must be finished pieces, but one can be a work in progress.



Also at FigureWorld this time, the hall will be open on the Sunday (8th July) for a painting day. Just a case of bringing along whatever you bought on the Saturday, or whatever you're currently working on and pulling up a chair to have a paint (oh go on then, you can sculpt if you really want) and a chat with other people who do exactly the same as you.

For more information, you can visit the Basement forum at www.tbforum.co.uk

Or visit the FigureWorld website at www.tbfigureworld.co.uk



rate it!
TOP THIS MONTH



Broga Hourigsen
by Chameleon 2nd Studio McVey contest 2012





Azumi
by pae 3rd Studio McVey contest 2012





Ar-Fienel by sublimebrushwork



Seraphine Le Roux by dicker_koenig

Pan by Sparks

Doctor: It's gotout! by megazord_man





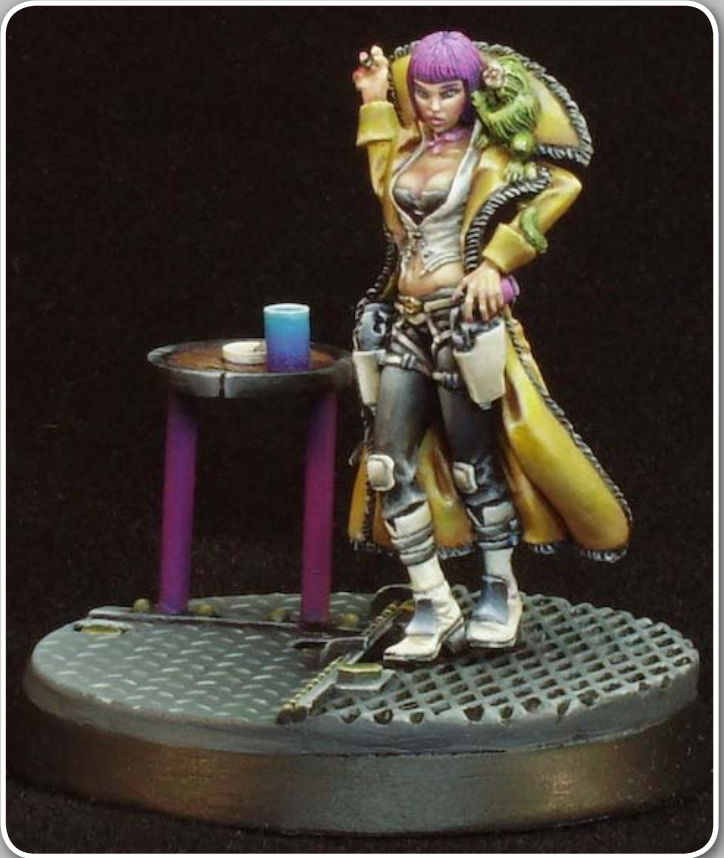
Pan by Nord



Jungle Fighter by Nameless

Raven Priest by AndyS

Isabella by Century





Scythe Witch by BryanSteele



Beauty & The Bot by Valloa



Virthar Bearclaw by AndyS





Odila, Swan Maiden by Valloa

Necron Warriors Take 1 by Spectral Dragon



Wolvie by mao





Farah, Sci Fi Heroine by mxconnell



Joe the Punk Zombie Killer No. 6 by megazord_man

The Weird - Bloodbath by XUR

Pathfinder Ezren by parvusmachina





Skarrd Tribal Father by sublimebrushwork



Griffin Magistrate by We7

Seamus The Mad Hatter by p1per

Crimson Fists Dreadnought by Yogimu



NO MORE COMMISSIONS

By Scott Radom

commission painting

Most of us mini painters are hobbyists. Meaning what we do we do for our own fulfillment. There are a few of us hobbyists that have chosen to go into the field of miniature painting as a career and use their talent to put bread on the table and more lead on the mountain. Of course there is a happy medium between the two, the painter who still paints on the schedule of a hobbyist working around their day job and other commitments and do their best to sell what they create for a little extra cash. Maybe you're thinking of selling your stuff and giving it a whirl. Is it worth it? While every persons experience will of course be different I'll just present my own point of view based on my experience. For the last couple years I have been selling my miniatures on eBay and for commission work and from a purely financially rewarding aspect it has most definitely NOT been worth it.

As a hobbyist selling my mini's has only ever been a way to try and make my hobby pay for itself. To that end, I'd say it's been successful in that I certainly COULD use what I sell my mini's for to buy new supplies and new mini's as well. However if I am simply looking at it as an effort vs. reward comparison it's horrible. Like 'looking for cans in ditches' would pay more, kinda horrible. On average if I am simply painting a mini to completion knowing it's bound for eBay I'd spend around 15hrs on the effort from opening the blister to putting the listing up on eBay. My typical quality of work is around 7ish by the WAMP and CMoN rating standard. My mini's sell for around \$25-\$30 I'd say. After eBay takes it's cut and I pay for the listing fee as well as the CMoN featured auction credit (100% recommended by the way, traffic for my eBay listings easily triples when I spend the money on the CMoN featured auction) I am clearing around \$20-\$25. For 15hrs of labour. Oh yeah, don't forget the cost of the mini! Let's call that an average of \$10 for the mini and I am left with \$10-\$15 in my pocket. So not quite a buck an hour. Roughly on par with working in a shoe factory in Malaysia. Yowsers.

On occasion if you advertise in your eBay auction listings that you're available for commission work you might get a customer or two. Now, this work will pay you better. As it should! You've now got another boss in your life. I've been very, very lucky with the few people I've done commission work for in that they haven't been too demanding or restrictive. However I still wound up painting mini's I would rather have eaten than painted. Unlike the eBay mini's where you get to paint what you want how you want it's now time

to consult with your customer and make sure you're colours fit into their army etc. Oh yeah, and now instead of painting what you want to WHEN you want now you'll have to make sure your painting on a schedule you've arranged. An added level of pressure that always nagged at the back of my mind. Like an impending visit from the in laws. Even though it might not be coming for 6-8 weeks I know it's still circled on the calendar. For a commission painting I put about the same 15 hrs or more into the mini but I am able to collect around \$40-\$60 a mini. So now we're up into the \$3 an hour range. Call it middle management money at a shoe factory in Malaysia. Getting Better!

There is another option though. All the above selling has been done by painting a single mini at a time to the best of my ability. If not pushing myself to new heights at the very least I haven't been cutting corners on these 15hr mini's. My most successful transactions have actually been on larger units for gaming. My best result being a 10 man squad of miniatures for Warhammer 40,000 that made me around \$100 after all the dust had settled for around the same time investment as I'd typically put into a single mini. I didn't like doing it, I didn't find it rewarding, but it sure seemed to pay me better than the other stuff. Kinda like a job I wouldn't want. Even more so than doing commission work painting a unit for quick sale meant I had to embrace painting techniques I had long ago broken up with. I had quit calling drybrushing. I told basecoat and washing that I only wanted to be friends. And here they were again writhing against me naked making my bile rise in a fit of self loathing. But it paid better! Something like around \$10 an hour range. Time to quit the factory floor and open my own shoe factory in Malaysia!

So overall I find selling mini's a financially depressing venture. From a dollar point of view. Oddly though I couldn't recommend it more. As a hobbyist I find the least rewarding method of "Pick a mini I like, paint it, sell it on eBay" very satisfying on several levels. There is the deep satisfaction that "Hey, some dude wanted something I did enough to pay money for it! BOOYAH MOM! TOLD YOU I'D MAKE IT!". Sometimes you get a bit of a bidding war on your stuff. It goes from \$9.99 all the way up to \$30 with several different people looking to pick up your paint job. COOL! It feeds my need for acceptance and attention like you wouldn't believe. You get repeat customers, people who actually wait to see whatever new mini you post up for auction. Nifty! So while it may not pay more than the wages of the people I used to see in those annoying Sally Struthers thingies that interrupted my Saturday morning cartoons It's still a lot of fun and I completely recommend giving it a try.



... in the Next Issue

In the next issue of Portal we have another tutorial from Maya Morland expanding on this issues techniques. We will also have news from Salute 2012 plus more great articles, reviews, tutorials and industry news. Issue 22 will be ready for download 16th May 2012. Also you might want to check out the New Portal special coming soon!

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

To celebrate Portal reaching 50'000 downloads we are running for a limited time only, a special advertising offer. 1/8 page adverts for as low as £5 per month and full pages as low as £50 per month.

For more details email us at,

portal@wamp-forum.com

wamp

store.com

YOUR COMPLETE HOBBY FIX UNDER ONE ROOF!



The Wampstore is continuing to grow even bigger with new ranges being added all the time. We now stock a wide variety of products from these companies

Avatars of War
Basecrafts
Bushido
Foundations of War
Guild of Harmony
Hasslefree
Joek Minis
Kabuki

MaxMini
MiniNatur
Model Display Products
Morland Studios
Orki
PK-Pro
Rosemary & Co

Stone Tower miniatures
Studio38
Studio Miniatures
TIN Bits
The Basement
Tor gaming
War Griffon miniatures
Warploque Miniatures

Special Offer

Portal readers can get an exclusive 10% off on any orders placed during April. To receive your 10% off simply enter **PORTAL21** into the discount code on checkout

Wampstore.com