

Portal



an insight into **WAMP**

Learn How to Paint Marble from Dark Sword Winner ORKI

Also in this issue we have a Company Profile by Kabuki Models CEO Rodolfo Goglia,

Reviews of Scale 75's Invocatio & Ammon Miniatures Gobleon Plus Infamy's Sherlock Holmes



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Cersei Lannister by Orki

Winner of the Dark Sward 2012 contest

As with most of the monthly competitions here on Wamp, I didn't really leave myself much time for this! With less than a week to go until the deadline I decided to cancel my plans for a more elaborate interpretation, and focus on portraying the beautifully soft and delicate form of this wonderful sculpt. Capturing the personality and beauty of such an interesting character was the goal for me, and I am very pleased with the end result.

With that in mind I decided that it would be a good opportunity to try out a couple of new techniques. The flowing gown draped over her simply begs for some sheer painting effects, and with all those deep creases and figure-hugging areas, it suits the figure perfectly. Another first for me was attempting the marble effect on the base, which was intended to show Cersei in a comfortable, natural environment for her, and represents the Palace at Kings Landing. Using colours from the mini itself, this added a nice coherent and serene vibe to the scene I felt.

Those that are familiar with the books/TV series will recognise the portrait of Robert Baratheon (her husband and King). That the portrait has been taken down from it's former place of prominence and just left on the floor



is symbolic of their relationship, and I placed this on her blind-side so Cersei would be turning away from him while smiling wryly, looking somewhat pleased with the fate of the King. This represents the trigger for a pivotal moment in the story, which I won't spoil here for those that have yet to experience this most dramatic of story lines.

It has to be said that Cersei from Dark Sword miniatures is probably the finest example of human form I've ever seen in person at such small scale. Tom Meier's beautifully realistic and smooth workmanship is complimented by the incredible fine detail sculpting on her, and made the experience of painting her an absolute pleasure! I was of course overjoyed to find out that Dark Sword miniatures and George RR Martin selected my entry as their favourite, and now I cannot wait to paint some more figures from this excellent range. These miniatures would make an excellent addition to the collections of any fan of the Song of Ice and Fire books, or the Game of Thrones TV series.

George RR Martin has a penchant for the tragic it seems, which is what really drew me into the TV series, and now I am totally hooked! I recommend to anyone that hasn't seen this yet to go and watch it or purchase the books. I personally will be keeping an eye out for the audio books so I can continue the story while painting!

Andy

welcome to issue 23

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Hi folks,

It seems every month seems to get busier on Wamp these days. Just this month we have the re-launch of the mini painting wiki, more cool companies have joined the Wampstore and the site re-vamp continues apace (The Wamp clothing store is currently getting overhauled). Probably the biggest focus this month has been the contests, with the beginning of one and the end of another. Our excellent Dark Sword Miniatures contest finally came to an end and there were some brilliant entries. The very fact the man behind Game of Thrones, Mr George R.R. Martin came to Wamp and got involved was fantastic. Always nice to welcome celebrity to our humble abode! While it was sad to see the end of that contest it was very adequately replaced by another and what a contest it is. We welcomed back Maelstrom Games as sponsor with their excellent BaneLegions range and boy did they bring some great prizes with them. In fact it's the biggest prize pool we have ever had (and that includes the infamous Little Angels contest and the multi-sponsor contests). It should be a cracking event so check out the details further in this issue. More work has also been done getting WAMP2012 ready for August (more details next month).

Amidst all the frantic work I at least managed to pick up a brush again last weekend after a 6 month hiatus, and it was a great time to pick one up. I was invited down to Golem's excellent paint day at Maelstrom with Tommie Soule, Mike and Alison McVey all giving excellent guidance on a variety of techniques. It really got me motivated to paint again which is why we are all here!!

Anyway I hope you enjoy this issue. If you on the social networks please help us out by adding us or liking us or whatever!! Oh and if you can help out with any mini related info for the wiki that would be brilliant.

Thanks

Brett

in this issue

Contest



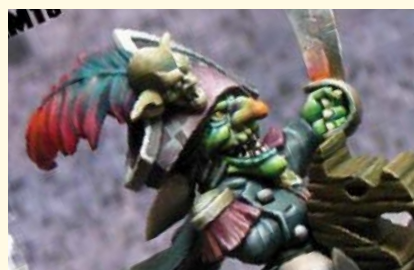
WAMPS Biggest contest yet! If you want a chance to win some amazing prizes, here is the place to see them.

Review



Captain Sprout reviews Infamy Miniatures new Sherlock Holmes. To find out what she thinks go here.

Review



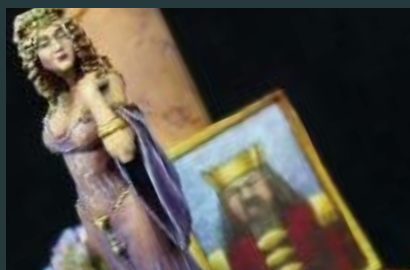
MaGie reviews Ammon Miniatures, Gobleon and tells us what to expect, the pitfalls and the joys of this miniature.

Article



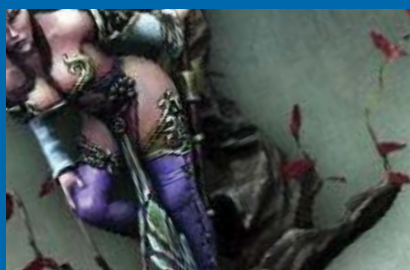
This month Tim tells the final part to Nick Lunds sculpting career and shows us the models his most famous for.

Tutorial



Dark Sword winner Orki shares with us his technique for painting marble. Shame he's not sharing his prize though eh?

Article



This months company profile focuses in on Kabuki Models head honcho, Rodolfo Goglia.

CONTENTS

News	6
Contest	8
View from the Hill	10
Review	14
Wiki	16
Tutorial	18
Review	22
Latest Releases	24
Meet the WAMPER	30
Company Profile	32
Review	34
Contest	36
Gallery	37
BaneLegions	46
Random Musings	W

NEWS

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

Welcome to the latest issue of Portal. Number 23! Heck... nearly being doing this for two years. It's funny but when first I proposed doing Portal to OGL and we decided to go ahead we both agreed if it looked like it wasn't going to be a success we'd end it. I honestly never thought it would be as popular as it's become. Looking back on issue 1 with Scott Radom's Avatars of War Goblin on the cover we never thought it would turn into what it is today and that's mainly due to you folks so I'd like to thank you all for making Portal what it is.

On to this issue and what a "stonka" Not only do we have the winners of the superb Dark Sword contest but a tutorial from the winning painter. Tim Fitch continues his journey through the history of our hobby and we announce WAMP biggest contest to date, the New BaneLegions contest with a staggering £2500 worth of prizes up for grabs. To make it easy for everyone to enter we've even include a catalogue of all the Banelegions miniatures at the back of the mag. So what are you waiting for. Grab your brushes.



Foundry Miniatures Preview God of Battles

Penned by Jake Thornton

God of Battles is a tabletop fantasy battle game in which players command armies of model soldiers to fight against each other across Aren's troubled lands. I've tried to produce a game that is easy to learn and quick and fun to play, but which offers many tactical options and rewards players' skill. If you are new to all this, I've included some hints and tips throughout the book to help get you started. Have a look at the Scenario section as there's a piece in there about playing your first game, which should point you in the right direction. If you have played tabletop battle games before, you will find some new ideas and a few unusual concepts in this one. They are no more complicated than in other games (less so in fact) they're just different. Have a game or two with only the Main Force part of your armies to get the hang of it and see what you think. It's hard to judge any game from a quick skim through the rules. Let it come alive on the tabletop! Above all, with God of Battles I designed the type of tabletop battle rules that I always wanted to play, where a group of friends could have a fun and characterful game that tells a good story. I hope you get as many hours of enjoyment from it as I have!



You are a captive of Subterra Bravo, imprisoned in the facility's deepest laboratory, the hall of nightmares known as LEVEL 7. Your singular goal is to escape, but to do that you will have to evade the human and inhuman denizens of this subterranean labyrinth before the entire base is locked down, sealing you in for the rest of your short, tormented life. Will you work together with your fellow prisoners to endure Subterra Bravo's endless perils, or will you use them to secure your own escape? Ultimately, your chances of survival will depend on how well you manage your greatest weapon, which is also your greatest threat: fear itself.



LEVEL 7 [ESCAPE] is a semi-cooperative, story-driven survival-horror board game for 1–4 players with nerves of steel and a willingness to confront the impossible.

GAMES WORKSHOP®

This month Games Workshop is launching a range of incredible digital products, exclusively available through the iBookstore with the iBooks app, for use with the iPad. These digital books are amazingly interactive: you're able to swipe through galleries, view models from different angles, navigate through a Codex or a scenario, and even store battlefield notes as you go along. What's more, you can take your entire library of digital books wherever you want to paint or fight your tabletop battles. Over the coming months they will be releasing Codexes and Army Books, comprehensive painting articles, official rules for Warhammer and Warhammer 40,000, collecting guides and tactical guidance for making the most out of your miniatures collection on the painting table and the battlefield. Games Workshop's digital products are exclusively available from the iBookstore. To download them you will need an iPad with iOS 5 or later, an Apple ID and the iBooks 2 app, which you can download for free from the App Store.



Available on the
iBookstore



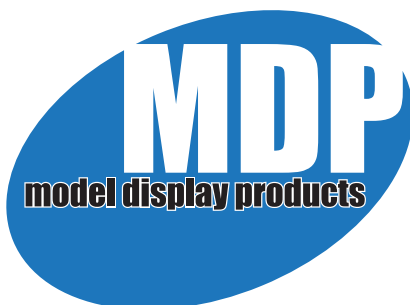
Hasslefree 2012 Sculpting Comp

Hasslefree Miniatures are running a sculpting competition between 1st July 2012 to 1st September 2012. All's you have to do to win £50 worth of HF vouchers and a resin copy of your sculpt is grab the HFL503 armature then follow the link below for more information, the full rules and complete list of prizes.



[:link:](#)

MDP have been a bit busy the last month and over the next week or two will be adding a lot of products to the website including the GSI Sanz Gunzyo range of Mr Surfacer Fillers and the excellent Mr Hobby buffable metallic paints also our stock of MiniNatur scenic products and last months release of the Trench Bases and Bethanwyne the female halfling but to tease you this month we have 6 new discs and plinths to add to the range.



Our next show is the Staffordshire Moorlands Show in Stoke-on-Trent on 1st July, so if you are up in that area why not pop along and say hello. The following weekend we are at Figureworld, we only have a small stand at Figureworld so our range of gaming bases will probably stay at home so we would advise pre-orders to ensure we have what you want on the day. We will also be releasing 2 new busts and 2 new figures at Figureworld one will be our first 120mm scale figure but we are not going to tell you anymore so you will have to come along to Figureworld to find out.



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Stats Box

Portal downloads	58264
Memberships	1787
New members this month	77
WAMP posts	177,450
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](#).

pae vs vegascat - Monster

ScottRadom vs nameless - Eldar

Waghorn41 vs kdlynch - Gunslinger

Spectral Dragon vs waghorn41 -

Painted All Wrong

KDLynch vs Arjay - Science Fiction

Triple Feature Picture Show

kdlynch vs Sparks - Studio McVey

Rankings

Username	ELO	Streak
Darklord	1233	8
ScottRadom	1133	3
waghorn41	1125	3
pae	1065	3
Cregan Tur	1063	1

BANELEGIONS

THE LEGIONS ARE COMING, THE LEGIONS ARE COMING!

Yes folks those awesome chaps at Maelstrom Games have once more unleashed their Banelords and Banebeasts upon Wamp and man is it a strong showing this year!

Last years inaugural event was brilliant but this years takes things to a whole new level. Not only have Maelstrom been releasing their creations at an ever increasing rate but they are giving us our biggest ever prize list for a Wamp Special. So I am sure you are all eager to hear the details now your salivating at the thought of getting your hands on some miniature goodness.

The Contest

The contest is open to and miniature from the Banelords or Banebeast ranges. Your entries can be a single figure, diorama, unit, whatever you fancy as long as they are Maelstrom minis. You can even sculpt/convert your entry as long as its inherently a Maelstrom miniature (they even have their spanking new bitz service you can use!)

The deadline for entries will be **4pm Friday 24th August 2012**

Supporters deadline will be **4pm Friday 31st August 2012**

Judging

This will be carried out by Maelstrom staff as well as their studio painters. The Maelstrom painters are top drawer so you really need to impress them!

Prizes

The bit you have all been waiting for! Here we go.

1st Prize: One of EVERY new release for 1 YEAR!! This includes Banelords AND Banebeasts! Yes that's right, EVERY miniature Maelstrom Games releases from the prize awarded until 12 MONTHS LATER!! That's ALL THE MONSTERS, ALL THE TROOPERS AND ALL THE SINGLE FIGURES!!!! (Based upon the previous 12 months release schedule that's over £1,000 in miniatures!!) Maelstrom release at least 1 miniature per month and often 3 or 4! The winning entry will also feature on the cover of Portal Magazine

2nd Prize: Your choice of 1 miniature from that months new releases - FOR A YEAR! (So every month for a year you can pick one of their new releases from that month).

3rd Prize: Your choice of ANY miniature in the Banebeast or Banelord ranges (released at time of judging) Worth up to £99.99

And as if that wasn't enough!!!!.....

Spot Prizes: There will be 10 x £10 Banelords/Banebeast (redeemable against either range) Vouchers awarded to entries that well frankly, Maelstrom think are cool!! These might be for entries that just missed out on one of the main prizes, maybe for the best paint job on a certain mini or maybe just a clever conversion, it could be anything that catches the judges eye!

WAMP2012

All entries are also eligible for any prizes for Best Banelord or Banebeast at WAMP2012 so you are free to enter the same piece both in this contest and at WAMP2012. This event will be held at Maelstrom games, Mansfield on Saturday 11th August 2012. See the [WAMP2012](#) thread for more details.

Phew!! Now how awesome is that? Around £2,500 in prizes up for grabs! Our biggest ever prize pool for a Monthly special. If you have never experienced one of the Banelegions or Banebeasts before you really should. They are some of the finest sculpted and cast miniatures available. They are a joy to paint and this is a great excuse to paint one up. You can find their full range here:

[Maelstrom Games](#)

Also check out the back of this issue. They even have a new bitz service for easily converting if you fancy it.

This really is an awesome contest and I hope you guys have a go at it, there are some stunning prizes up for grabs, showing once more if you want a painting contest Wamp is THE place to find the best ones!!

Good Luck!

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for collectors and gamers!

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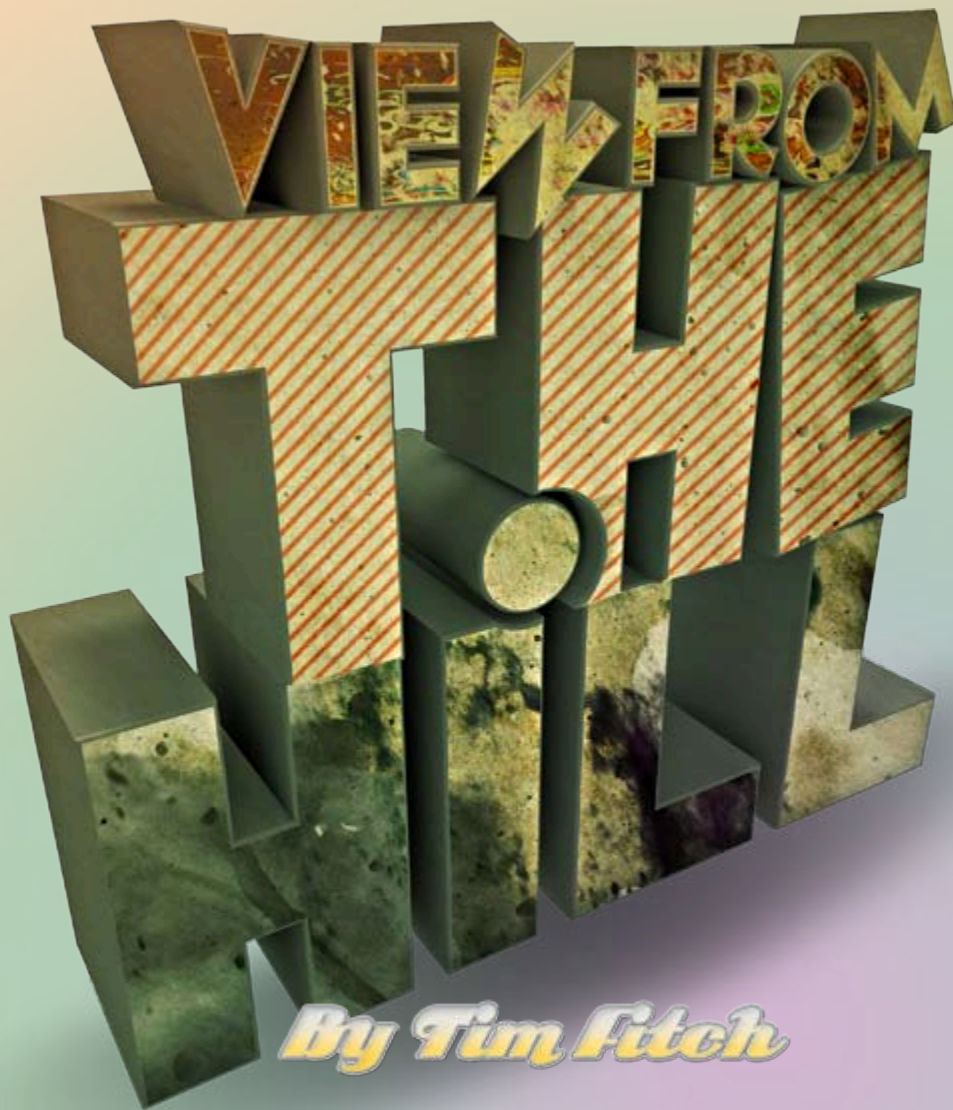
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By Tim Fitch

Sculptors Spotlight

Nick Lund

It may seem odd now, but there was a time, back in 1987 when Games Workshop wasn't the biggest miniature producer in the world. Back then that title went to Grenadier Models Inc in the USA.

“These weren't the grinning fools GW had started to produce either, **but the darker and more feral fantasy creatures.**”

Now you don't get to be number one in a certain field without keeping an eye on the competition, and Grenadier was no exception. GW was growing strongly, and had the lucrative UK and European markets on its doorstep. Grenadier was the dominate force in the US but like all non-European companies, customs duty made importing their products into Europe more expensive. You also have to remember there

was no internet in those days. A phone call to the US could cost a small fortune, and paying by credit card, if you had one, was not an easy affair. Basically, you bought from games shops, and if it wasn't there, you didn't have it. Catalogues, and the now dwindling manufacturer adverts in *White Dwarf* were the only sources of new miniature information. So for a US company it must have looked like everything was against them.

With no other option Grenadier did what so many other US companies have done before, they opened a division here in the UK. All they had to do now was ship over the moulds of existing miniatures and cast them here. Being made here they were free of customs duty, and could compete on a level playing field with the UK manufacturers.

However the idea didn't stop there. As well as making and selling the US sculpted miniatures, British Grenadier as it was called, was tasked with making its own lines too. Now for this you need a sculptor, and having left GW some months earlier Nick Lund quickly joined the team. Mark Copplestone and for a short while Bob Naismith comprised the team of three sculptors, with Doug Cowie, now of EM4 miniatures, doing just about everything else.

It was here that I think Nick did his best work. Given more control and freedom than he had at GW, he set about creating ranges that would have carried the Chronicle name with pride if things had been different. He'd always been a productive sculptor, but now he went into overdrive. Orcs, Goblins, Ogres, Trolls and Dwarves were now being released at a rate of knots. These weren't the grinning fools GW had started to produce either, but the darker and more feral fantasy creatures that were his trademark.

Orcs had always been one of Nick's strengths, and it was at British Grenadier that they grew into a great range. Savage and barbarous with hallmark Lund weaponry they looked big and mean.

The trolls went from big to huge. The goblins, small and rangy, but the dwarves were the surprise of the range. Having been used to GW dwarves for so long these came as a bit of a jolt. Though never jolly, GW dwarves had a certain matter of factness about them. Nick's were far more dour creations. They had the appearance of a world weary race for whom struggle was the norm. Thinner than GW dwarves the range grew to encompass a great Dwarven cannon, bear riders and even dwarves on giant bats.



War Troll with Hammer



Giant Troll

Nick also produced a couple of quite epic miniatures during his time at British Grenadier. Up till now he'd never made a dragon, but when he did it was a monster. Teronus as it was called, was modestly titled *The Ultimate Dragon*, and it was certainly animated. I don't think I've ever seen a dragon before or since that is so angry looking. It's difficult to show from the pictures, but its body twists and curls in all directions. It's thin and sinewy with heavy scales and weighs in at an impressive 1.03kg. It was the only large dragon produced by British Grenadier, and it looks completely different in style to the more refined American made offerings that made up the bulk of Grenadiers dragons.

Teronus the Ultimate Dragon





However Nick had something even better up his sleeve. Something that combined his sculpting strengths into a totally unique idea, The Goblin War Giant. The notion that mere goblins could somehow take over and control an impressively massive giant, and turn him into a mobile artillery platform is both mad and brilliant at the same time. Nick not only pulled it off, but also created a masterpiece. It's a big multi-piece kit to put together. All metal and requires some serious pinning on the arms, but the finished piece looks stunning. Weighing in at a hefty 1.46kg, I bought mine new back in 1993 for the princely sum of £ 23.99. One of the most fun miniatures I've ever had the pleasure to put together.

On top of all this, Nick also found time to write the Fantasy Warriors rules, still highly regarded today.

Sadly as is often the case it was all going too well. Grenadier US were in trouble and its demise brought about a messy end to British Grenadier too. By the end of 1994 it was gone. Good people lost their jobs, and perhaps understandably, also their desire to be in the miniatures business. Nick was one of these and left the scene. To my knowledge he's not sculpted anything since, which as I mentioned at the beginning of part one, is very unusual.



However the story isn't quite over. His Chronicle and GW miniatures may now be long out of production. But his Grenadier work lives on thanks to Mirliton and EM4 who have the old Grenadier moulds. So next time you need an Orc to look mean rather than just dim, try searching for some of Nick's work.



released
July 7th, 2012

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Vore
£59.99



BNB-024
SHAAROC
Reviled Draackox
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KADAMASTAR
Ancient Devourer
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BNB-025
MJAGNIR
Jötunn
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BNB-019
KRULL
Servile Lord of Dis
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KEIRIOC-CRÓ
The Sea Devil
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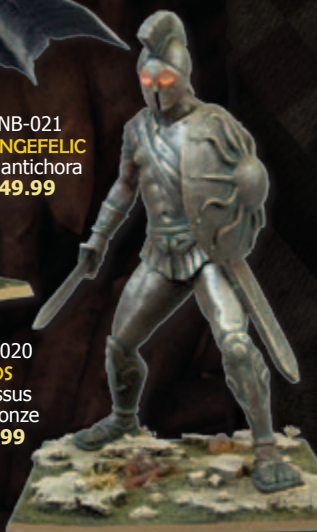
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miniatures not shown to scale

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MAELSTROM GAMES



REVIEW

Sherlock Holmes

By Captain Sprout

Manufacturer	
Infamy Miniatures	
Material	Resin
Price	£13.99
Contact	
www.infamyminiatures.com	
Other Information	
Sculpted by MIKH	
Limited first casting of 250.	
Ratings	
Quality	10 From packing to mini. One of the best.
Assembly	9 Some clean up but nothing alarming
Value	9 Good price for a boutique miniature.
Overall Score	10

This is the first mini from a brand new company, Infamy Miniatures run by Jamie Griffiths.



While this is a mini review, I think a little time out to commend a couple of things is well worth it as this is a first product. This is a mini fan bringing his minis and his love of games to the rest of us. Like minded mini making at its best if you like. It takes vision and no small courage to delve into this side of the hobby, so it's worth giving some props to the fact this new mini is on the market and to spare some time to go and check out the website which can be found here;

<http://www.infamyminiatures.com/>

It's a quality site with a blog and interesting information on the vision behind the minis (and the coming game), indeed I think some bigger companies could take a leaf out of this book. It feels like Jamie has really spent some time thinking all this out..It feels professional from the start and that can only be a great sign for the future.

I looked at the site before I had the model and was impressed, but as Mr Holmes would say

"It is a capital mistake to theorize before one has data. Insensibly one begins to twist facts to

suit theories, instead of theories to suit facts"

so let's turn to the model now its in hand and see if it lives up to the build up!

The mini is described on the site as

The Kingpin of the London underworld, with a terrifying intellect matched only by his calculated evil, there is no crime in the city that Sherlock Holmes is not a part of in some way. His empire of crime spans the big smoke like a tangled web, and branches out across the globe, linked to terror on all four corners of the earth.

And he fits into an alternate 19th century London which has twisted what we think of as Holmes (and other characters to follow) into a bit of an evil nutcase with robot arms and sinister intent. This is not so much the Baker Street hat wearing sleuth of the black and white films but more Basil Rathbone after he has gone into a mixer with a hoover and some medical equipment and a dose of bad attitude. The cocaine must flow pretty well in the Baker Street flat this Holmes resides in.

The sculpt is from the talented former lead



Rackham sculptor MIKH, a man with a lot of style, used by leading companies from Soda Pop to Maelstrom and Helldorado. Its offered in a limited run of 250 to start with.

The model comes in a white cardboard box with good foam inserts which protect the model in its inner plastic bag. This is a good way of making the model packing professional and keeping the mini secure. With the box in its jiffy bag it arrived in excellent condition with no breakages or squashing. Also in the box is a limited edition run art card / certificate about the size of a cigarette card, with a painted mini on the back (and quite a paint job it is) and a concept art picture and mini issue number on the front. This leaves the modeller with no doubt that this is a boutique mini taking a line in values from the likes of McVey and Kingdom Death in terms of approach to getting the mini to the customer. It feels collectible.

The steampunk style Sherlock comes in 9 parts, with body, hand, backpack and six arms. Four arms can be added to the model, leaving some handy (see what I did there?) spares. It's all cast in a pale grey resin that feels good to touch, not soft and not too firm or brittle. Cutting a bit off the casting sprue shows the resin doesn't splinter.

This is a comparatively small mini in 32mm scale and the detail packed in a little space is quite amazing..How the sculptor has managed to do that in a tiny area practically defies belief. If you liked Rackham minis this is not in the same style but it has the same artful touch of adding the little details in the right places (there is a little timepiece on the belt which is just a treat). There is also a pleasing expanse of plain but flowing coat for the painter to play with blending or freehand and this helps the model feel well balanced and not crowded. The coat also features some very good drapery and it hangs just right..It calls for some leather effects and has the right weight to be a leather coat but could also be painted as something else.

The arms are attached via a clockwork backpack and there are also some touches here to enjoy..A little hookah so Holmes can have a fix on the move and a great big syringe so he can give one to a few others too. He wears a steampunk style pistol in his belt and has a robotic arm and hand. There are locating holes to ensure the modeller can line everything up nicely and the fit of backpack to figure is good and won't require any filler. As the parts are so light Sherlock should not need any pinning. The arms offer lots of choice and its a shame not to be able to attach them all.. Perhaps some weeny

magnets or just buy two.

The casts are clean and well defined and the resin has picked up the detail very well. There are no missing edges and no soft bits..The weapons look like they could actually have an eye out. There are a few bits of resin casting excess to remove but cleanup should be easy for all modellers used to resin and anyone else can get along with some light grain sandpaper and a bit of care. The arms and accessories come on sprues which keeps them from bending and they are easy to attach.

This mini will suit collectors who like a limited run and something a little special and modellers looking for steampunk figures or just to get into the game. It will really most appeal to painters who can use its great little details to create something stunning. I think done with a bit of an OSL on a small street scene this would just look amazing.

Alternatives to this model might be in the slightly larger scale in the Smog range (which is also a form of steampunk mixed with Carny gone mad) but there is nothing quite like this model in this scale..Which is also good to see.

Jamie has a starter project running to fund his next release, Dr Watson. It looks a great model and if its as good as this first one then this is a startup to remember. I'd encourage model fans to support this great initiative and help get the next model out on our model tables. You can read more about that here and see how much he has raised already.

<http://www.indiegogo.com/infamy-watson>

I think its easy to see how much I liked this model. On its own its a quality cast, an interesting subject and well realised by a sculptor who sits high in the profession. It also works in context and while not a gamer and not likely to pick the game up I like the coherent vision and where the mini fits. It just works. And that's gold in the hobby every time.



Ratings

Quality: from the packing to the cast to the mini overall this is one of the nicest minis I have seen (and I have a lead mountain the size of well..It's a mountain). It just delivers and it's what models are meant to be about.

Assembly: 9 / 10. The mini has some cleanup to complete, but nothing to alarm anyone. A bit fiddly to get all the pieces in place but on the bright side if you lose an arm there is another one spare!

Value: 9 / 10. The mini retails at £13.99 which is in the same range as other boutique minis in this scale. This sort of mini at this price is not really going to attract mass number gamers and its good value for all the little touches and extra bits.

Overall: 10 / 10. I've never given a 10 review before and I am pretty critical of the models I get, because I think we as modellers deserve great modellers for our hard earned cash. On that basis however a great model deserves a great mark.

And, as the great man said, "Watson here will tell you that I never can resist a touch of the dramatic".



Follow Mini Painting Wiki on



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May 2012 saw the re-launch of Minipaintingwiki.com, a community driven repository aimed at the whole painting community. A new team has been put together to help drive this project forward and they have already been hard at work tidying up the existing pages and adding new articles.

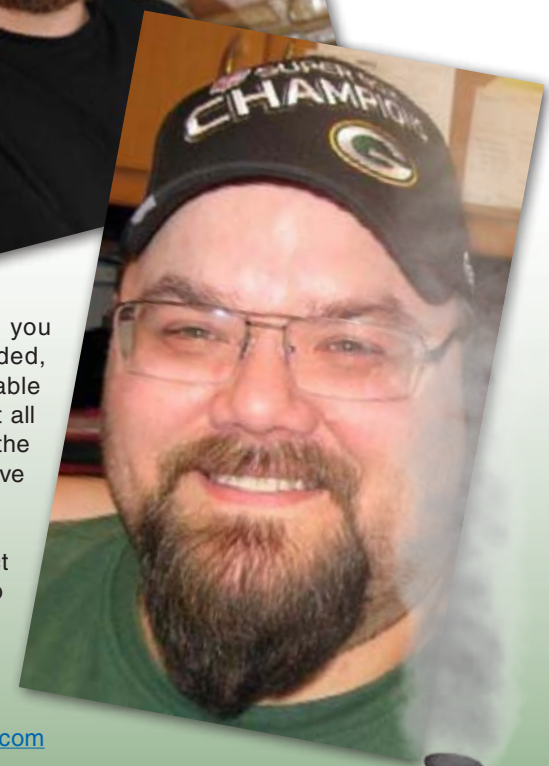
The Minipainting Wiki has been created as a resource for the whole miniature painting community to contribute to and use, creating a body of articles that anyone can go to for information whether they be a complete beginner to the world of painting and modelling or a seasoned pro. Where appropriate information in an article is linked to related pages so that the reader can get as full a picture as they require on a topic.

As it is community driven it relies on our hobby community for information, the more people put into the Minipainting Wiki the more people will get out of it. We've all been in situations where we needed a little bit of knowledge about a certain technique or a pointer of where to go to get more on a subject or company and that's where the Minipainting Wiki comes in.

There is a vast amount of knowledge and experience amongst miniature painters and most are more than glad to pass on a few tips or bits of information. What better way to give a little back to our hobby, and to help others in their journey, than to contribute an article or two.

Despite the hard work being put in by the Wiki team Minipaintingwiki.com will only be as good as we as a hobby community want it to be. That's why we'd like you to contribute anything you think is relevant to miniature painting, either by writing a small article or adding to an existing page. If you don't think you have enough knowledge or that there's bound to be somebody out there with more knowledge than you just have a search through the Minipainting Wiki to see what's there and what you might have knowledge of.

Articles can be written directly into Minipainting Wiki or can be e-mailed to the admin team who will be more than pleased to put it into the Wiki for you. We'd also like to hear from you with



Partners in crime, the new wiki moderators. Spectral Dragon. Ulfrigrmr & parvusmachina

items or articles that you think should be included, even if you don't feel able to write them yourself, it all helps us gauge where the community wishes to move the project.

The place to contact the team, or to send info you'd like placed into the Wiki is:

admin@minipaintingwiki.com





Marble Tutorial

by **ORKI**

This is a short tutorial on how to paint a marble effect. The idea came from another one of my experiments, whereby I used 'unwanted' tidemarks to simulate ultra-fine blood vessels under the skin.

I will be basing this tutorial on the warm stone look that I used on my Cersei Lannister piece here, though of course you can substitute the paints used for whatever you have at hand. There are an amazing variety of colours and textures that occur in real stone, of which you can find many references and examples online. You should experiment with trying out whatever colours you fancy, and modify the technique to see what different looks can be achieved as you never know what you will come up with!

In this tutorial example I will take the stages quite far so you can see the various stone effects that occur along the way. You can of course stop at any point throughout the process if you like the look of what you have achieved, and I personally really like the softer looks from the early stages.

“The aim is to get a soft mottled look, with some nice random textures, streaks, swirls, and stippled effects.”

For this example I used the following paints - Citadel - Daemonette Hide, Elf Flesh, Dheneb Stone. VMC - Smoke, Off White.

I chose Elf Flesh and Daemonette Hide to tie in the marble with Cersei, as I used those two colours on her skin and dress. The other paints were chosen to provide the main neutral tones after looking at some marble reference photos online.

I will be demonstrating on a piece of plasticard that I quickly scored some tiles/brickwork into, and recommend practising on something similar while experimenting with different colours. The example is little rough to say the least, but it serves its purpose well for this article.

Stage 1 - Laying down the base tones

For the base tones I used Citadel's Dheneb Stone and Elf Flesh, and VMC Off White.

The three paints are thinned slightly to allow the colours to wick into each other. Apply all three paints to the base quickly and randomly with a large ruined brush, and loosely wet blend using a jabbing motion. The aim is to get a soft mottled look, with some nice random textures, streaks, swirls, and stippled effects.

If the paint is too wet, or you overwork it, you will end up with a vague mush, and conversely if the paint is too thick it will look scratchy and jumpy. There is a nice middle ground though where the colours mix softly, and remember that the paints will continue to bleed into each other somewhat while they dry. As always, experimentation is the key here to achieving your desired mottled effect.

Stage 2 - Forming the veins

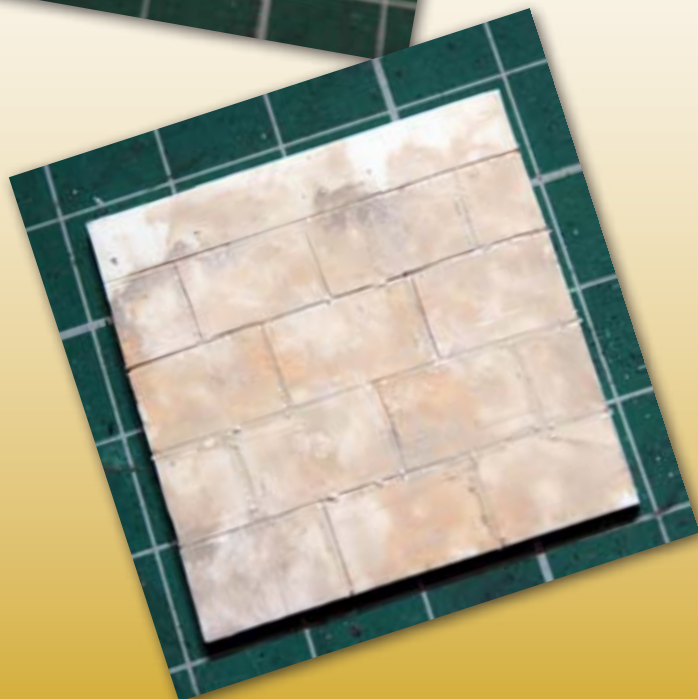
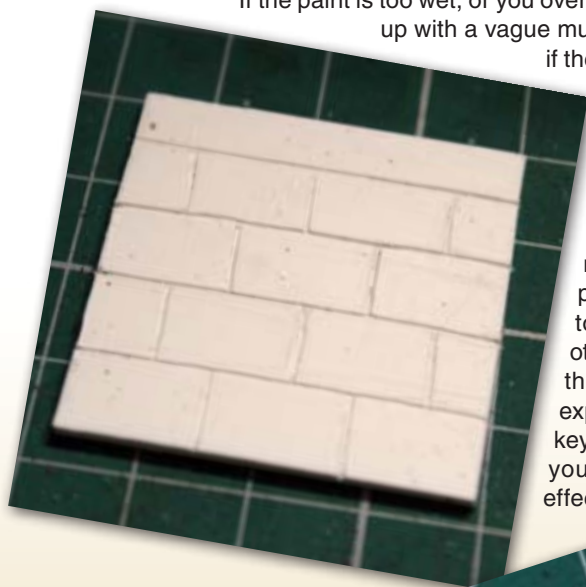
For the veins I used VMC Smoke, and Citadel Daemonette Hide. During this stage the paints need to be thinned a lot, and applied very heavily. We are aiming for a wash/glaze-like consistency here, but as the technique relies on breaking the binder's ability to distribute the pigment evenly we also apply it very liberally. We will be using what would normally be the undesired tide-marks created by this stage as the beginnings of our veins.

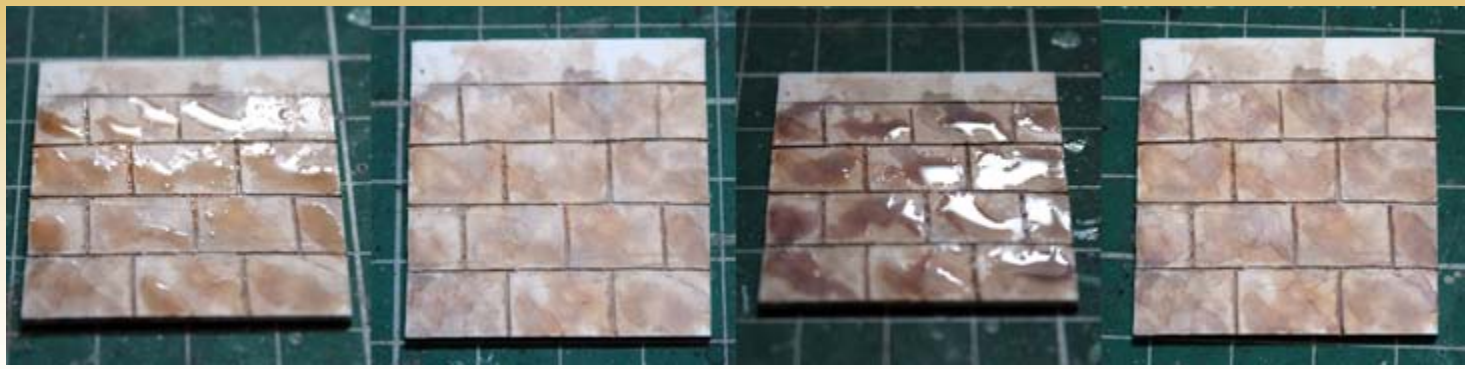
Apply with a normal brush in a wavy, wiggly, splotchy way. The veins will form at the edge of these puddles, where the pigment gets distributed to as it gradually dries. If we roughly follow a particular direction, our marble will look like it was cut from the same block, and in this example I chose a diagonal trend for the lines. Occasionally puddles were dragged out in slightly different directions to start forming 'forks' in the veins.

We can influence where the tide lines occur too, whereby unwanted lines can be scrubbed out with a damp brush as they form, and also influence the gradient of this layer by dabbing pure water into the middle of your puddles. This will result in more pigment getting pushed to the edge of the puddle, thus forming a less opaque centre, and a stronger vein. We can also lift out excess from the middle of the puddle, once the veins have started to form, with a dry brush for a slightly different distribution of pigment. This serves to speed up the process somewhat too.

I repeated this process a couple of times with both vein colours until I had built up the effect to the desired level. Sometimes I followed the original puddle's outline to strengthen the vein, and others were overlapped to provide some variation and depth. Alternating between the brown and purple will provide the most interwoven and translucent effect, although it is not necessary to do so.

The image below shows these stages both while still wet, and then the subsequent effect once dry on the right.





Stage 3 - Defining the veins

Using the Smoke and Daemonette hide again, I then loosely traced along the veins where I wanted to strengthen them for the main effect. Paint should vary from slightly thinned, to fairly opaque with the final passes, and always deviating from the vein slightly randomly. Do not try to trace the outline too neatly as we require a certain amount of deviation in the layers to complete the vein effect.

Stage 4 - Translucency and depth

To finish the effect we can build a certain amount of translucency over the veins to help sink back some of the lines. This is to taste of course, and in the example here I applied a few intermittent layers of Dheneb Stone, Off White and Elf flesh to help strengthen the impression that the veins are not just sitting on the surface of the marble, but are woven through it. The further you take this stage, the more subtle the veins will look.

In this tutorial example I made a few passes with slightly thinned paint along the edges of our puddles, and also created some more new veins over plainer areas where I thought it would look good, before moving onto the more opaque and defined lines.

I then shaded in the gaps between slabs, and highlighted the edges as you normally would with tiles/bricks etc. to finish off the example.





I hope you had fun following this tutorial, and remember, these are guidelines only. You should always experiment with any method or technique, as you never know what you might discover while exploring!

REVIEW

Scale 75: Invocatio

By Shane Rozzell

Scale75 are a relatively new company that provides historic and fantasy miniatures with a slight twist that they describe as "Between history and legend."



Manufacturer	
Scale 75	
Material	metal
Price	42.4 €
Contact	
www.scale75.com	
Other Information	
Concepts by Adrian Prado. Sculpting by Raul Garcia Latorre and boxart by Alfonso Giraldes.	
Ratings	
Quality	9 A Lot of work has gone into this
Assembly	8.5 Lots of parts.
Value	8.25 Reasonable for a miniature this size.
Overall Score	8.75

Based in Spain Scale75 have a huge pedigree to live up to and my first impression is that they're doing a stellar job I ordered Invocatio from El Greco Miniatures and as usual they provided a great service with the order only taking a few days to arrive. The miniature comes tightly sandwiched in 2 sheets of foam contained in two boxes, the outer one with product details and plenty of photographs for reference. The inner, a much sturdier plain white box for protection; I find it's always pleasing when companies take that extra bit of care when supplying expensive miniatures in strong secure packaging meaning it gets to in the best condition possible.

I was first drawn to this miniature because of the iconic pose of the wizard casting his spell. All the flowing robes and windswept hair add a dynamism to it that I find very appealing so hats off to Alfonso Giraldes and Raul Garcia Latorre who have done a magnificent job in telling the story of the miniature. When I opened the box I

was confronted with four pieces for the base and six pieces that make up the miniature. On the dry fit all the pieces went together very well and something that Captain Sprout said about Scale 75 sprung to mind, that they are very clever with how they cut a miniature so it goes together with very little messing about. She was spot on.

Another thing I noticed straight away is the detail of the cast's, holding up the spell book you can really see the individual pages, not like the usual book sculpts, a flat piece of putty with lines sculpted in but this was done with lots of layers of very thin putty. Because of this I suppose the moulds have quite a few cuts so there is a lot of flash and excess metal to remove but on a miniature of this calibre it's almost a pleasure to work with because you get to study all the parts in great detail. The other parts of the base are the tiled floor area and the desk portion. These fit together easily and both have beautiful details sculpted in to them.





Ratings

Quality: you can tell that a lot of work has gone into the sculpting and the cast of this miniature but there are some rough spots that will need fixing. There are very few mouldlines and are all accessible and easy to remove.

Assembly: this is a multi-part miniature so a fair bit of preparation work will need to be done but nothing that isn't to be expected of a miniature of this quality. There is also a small amount of filling to be done joining his lower torso together.

Value for Money: 42.4 €, £45.75 from El Greco is not a cheap miniature but for a 75mm scale miniature it's not too bad either especially considering what you get for your money with the base and the number of parts.

Overall: although there is some work to do on this miniature before I get to apply paint I'm still very much in love with it. The quality of the sculpting and the wizard's pose, mid spell casting is iconic and the subject matter, although very common in drawings and artwork is pretty rare in 3D especially at this scale. As I type I have already done the prep work on it and it's sitting on my paint table waiting on me and not a day goes by when I don't pick it up and have a good look. I'm going to enjoy this.

On to the Wizard

Looking at each part they are again very well sculpted but there are some issues with his bare feet, they both have rough areas on them that will need some careful filing and sanding. His lower torso comes in two fairly heavy parts that, although there small positioning lugs, will also need pinning. The joins in the cloth will need some filling but again thanks to the ingenuity of Scale 75 the join is in a place where it's going to be very easy to get smooth.

His upper torso has four parts to assemble, both lower arms and head needs joining to the main trunk. Pinning again is recommended but the parts fit really well. The main trunk piece has some mouldlines that will need removing both on top of his left arm and around his hood at the back but the good news is they're very easy to get to and the metal is such that it doesn't take much to smooth out afterwards. The wizard's face is very expressive and you can see the concentration in his features.





Lullin le lutin



Zombie Knight



Orc Bust



Carnevale Gambling Noble

crooked dice
GAME DESIGN STUDIO



Dr Hugo Solomon



Orc Bust

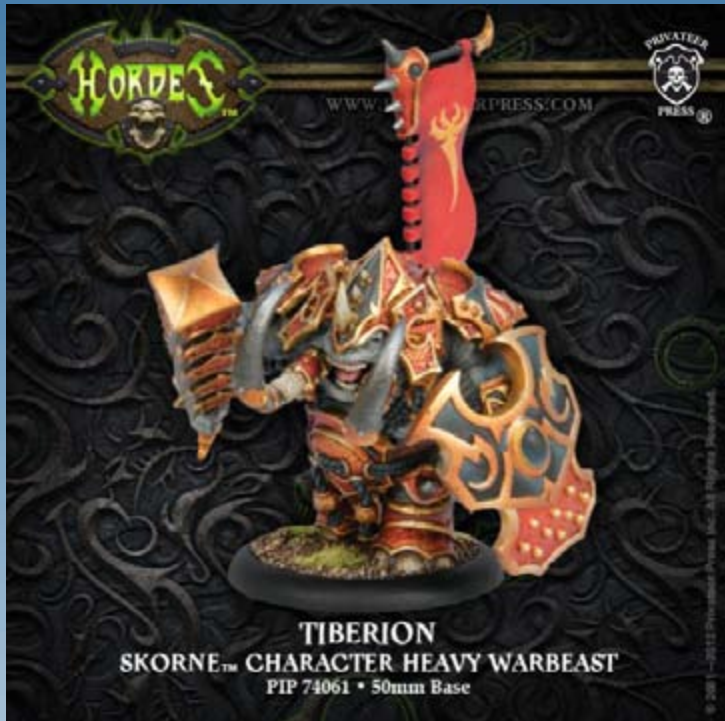


Zaporozhian Cossacks 1676

MICHAEL
MINIATURES



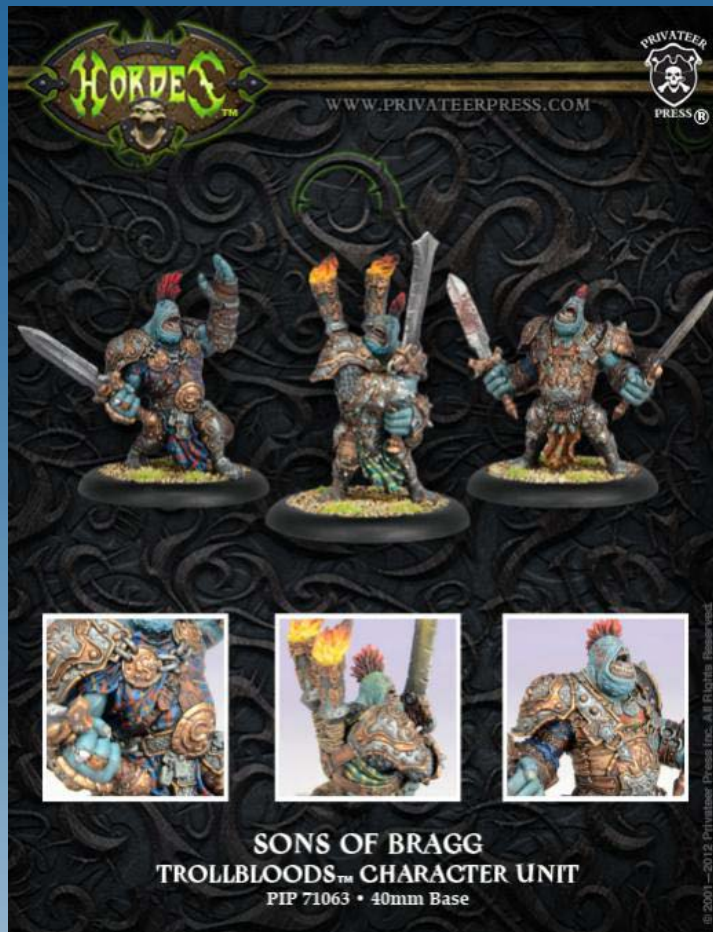
Willem II (1792-1849)



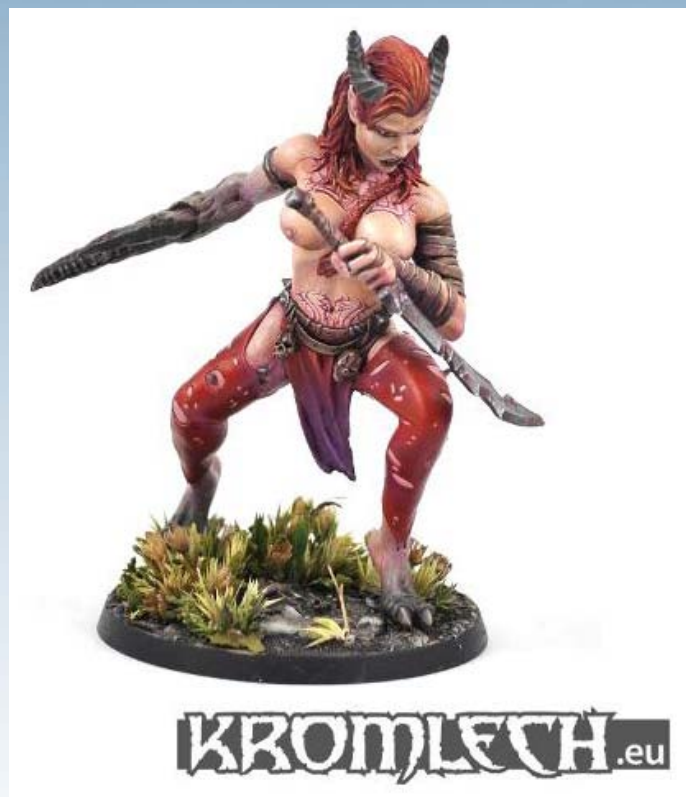
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Sek'hara, handmaiden of Pain



CSDH-004- Dwarven Artificer
Sculpted by Pedro Ramos



CSG-003 - Firbolgs (2)
Sculpted by Nicolas Genovese



Vampire Queen ref.FS22 1:15 resin bust



Kabuki Models

Deh'Ly Lah

BANELEGIONS



Galhwch Lladd Llaw, Pendyndraig of Gwaelod



Kernsa, Sword-Melusine Mother



Blood-Maw, Vore



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MEET THE WAMPER

Paint, sculpt or game? I paint, sculpt, and game, but mostly I consider myself a collector of minis since I don't have much time these days to do the prior.

Favourite mini company? WOW, I collect various minis in different scales from various companies so naming only one would be difficult. Rackham (RIP) was my favourite since many of their sculpts was influenced by the art of Paul Bonner who is one of my favourite all time fantasy artist. So by scale: for the small scale ship stuff, I have to go with Spartan Games: with their Firestorm Armada, Uncharted Seas, & Dystopian Wars lines have some great vehicle sculpts. For 6mm has to be Games Workshop Epic 40k. Currently, I like Dropzone Commander from Hawk Wargames in 10-12mm. Khurasan Miniatures for 15mm. I also currently enjoy the 28-32mm Studio McVey & Kingdom Death. Aries Mythologic: Draconia, & Dark World lines in 54mm. The 70mm Knight Models Marvel, DC, LOTR, & Star Wars lines are great too. For 75mm it has to be Scale75. The 200mm – 1/9 Pegaso Fantasy Worlds line is amazing and for Bust has to be Pegaso Miniatures. Industria Mechanica is starting to peak my interest in their 1/6 figures.

Real Name: Robert Monnar

Alias: LOBO

WAMP member since: 12-4-2011

Bio: I am a Stable Isotope Geochemist working in a laboratory mostly and sometimes I do geologic and mineral consulting in the field. I also do the Wamp News Section. I have moved around and lived in a few states during my life. I was born in Boston, Mass. and lived in Florida, Massachusetts, and New Hampshire as a kid. After high school I lived in New York City with a small stint in New Jersey. Moved back to New Hampshire and then out here to Reno, Nevada where I currently live with my wife Kim.

I started painting back in 1979 and was influenced by my father who used to paint military models, mostly armour, and had them displayed around the house. Started with the Tamiya, Airfix, and Monogram kits then in the 80's moved on into metal minis Ral Partha & Grenadier when I started playing D&D. Then came Citadel Miniature and 40K, which I still collect and paint to this day. My family was also in the toy soldier business in the 80's and we had a toy soldier shop with most of our sales via shows and mail order. We carried a few lines of pre-painted soldiers, Little Lead Soldiers, All the Queens Men, Imperial, etc and use to cast our own line of 54mm Napoleonic soldiers and I used to paint them per order. After we closed up shop, Rackham brought me back to fantasy painting and gaming in the 90's with Confrontation and still painting 40k miniatures. I won two 1st places and 2 honourable mentions in painting comps in the early 90's at local/regional hobby shows in New Hampshire and Massachusetts. I had a small stint in painting mostly 40k space marines for commission via the internet and ebay before I closed up shop for my return back to school in 2000. I have been painting off and on since then, when time allows me.

I do prefer the sculpting and painting style of today's figures compared to 80's or 90's but IMO, I need to improve my painting style since it's still stuck in the 80's.

Favourite sculpt? You mean favourite sculpts as this is a tough one as I like many figures and in various scales. Did I say I am a Rackham Confrontation fan? So for 28-32mm anything Confrontation, Studio McVey, or Kingdom Death, Aries Mythologic Draconia Indhira & Dark World Jhonn Creek in 54mm, Scale75 The Drow, Pegaso busts are really nice, and for the large 1/6 scale I always liked Garage Kits like the Predator female hunter figures, the Alien Pile vignette, Kitkong's Model Mansion Vampire, and anticipate the release of Industria Mechanika Adrian Smith's Frankenstein.

How often do you visit Wamp? I live there, lol! Daily, running the News Section on Wamp takes a lot of time and effort to get all the great news stories on Wamp. The support from our members is greatly appreciated.

Best thing about Wamp? I could say the Miniature News Section, lol! It's really the Wamp community. They are all willing to help out in one way or another. From the industry pros, expert painters, to the intermediates, and newbies on Wamp, we have a great camaraderie.

Also, every month there is some industry sponsored painting competition and other contests on Wamp usually orchestrated by Brett. This takes lots of effort and time, so hats off to you!

Tell us something interesting about you? I hold a few degrees, mostly in the Earth sciences: BS in Geology with emphasis in Economic Geology and a minor in Mining Engineering, MS in Geography with emphasis in Geo-Chemistry, and a Graduate Gemologist Degree. I have worked for Tiffany & Co. in NYC, out in a gold mine in Nevada, and at the University of Nevada, Reno as a Geochemist and taught Intro to Geography lab classes.

I also collect action figures, 1/6 figures, military camouflage, and rock & minerals and like rock hounding, hiking, fishing, & camping in the outdoors, when the weather & time permits.

both models released
July 7th, 2012

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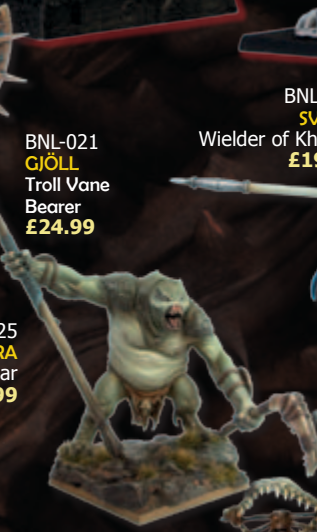
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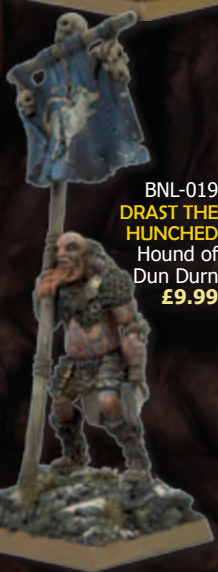
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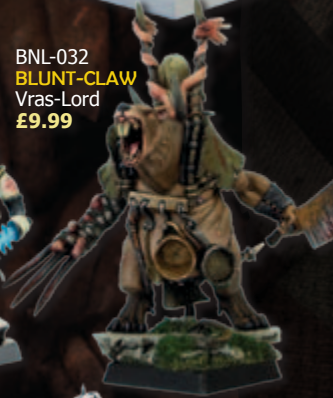
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**KA
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MODELS

In this issue we talk to Kabuki Models CEO Rodolfo Goglia lets us in on what Kabuki are all about.

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.



Tell us a little about your company?

As a long time Warhammer 40000 and Anime fan, I always dreamed of having a business related to the miniature hobby, because if you like your work, it no longer becomes a struggle but a pleasure. Together with my good friend Aurelio we formed the foundations of what is now a strong miniature company – Kabuki Models.

How did the company come about?

At the beginning Kabuki Models was only an appendix of a larger company and it was mainly limited to the Dark Messiah project. Then came the idea that we wanted to try a range of erotic miniatures and that turned up into a 21st century pin ups range which became very successful! So that was the fuse that set off Kabuki Models and the "casus belli" was PU01 Hellenika sculpted by Gael Gaumon.

How long has it been going?

Three years, I founded Kabuki Models in Feb. 2009

How many employees?

There are three people; me (CEO), the ads/community manager and the art director;

“ We can scrap more than a dozen concept arts and even sculpts already started if we decide something is not up to our standards. ”



plus naturally all the artists from our creative team (one illustrator, two painters and seven sculptors). During this summer we should increase our number by one, we are currently looking for an assistant to cover all the logistic parts of our job.

What's the hardest part of running the company?

So far surely to maintain continuity in the market. We cannot let ourselves to fail on that field, so we are constantly on the move, to design, create and produce the highest quality models.

What makes your company stand out from the rest?

I think it is the attention we pay to every detail of our miniatures at all stages of their creation. Our fans and people who buy our minis do not realize the long and difficult process that each of our mini goes through when it is born. For example we can scrap more than a dozen concept arts and even sculpts already started if we decide something is not up to our standards/design or goes into wrong direction. We really try hard to bring forth the talent of the best sculptors with coolest design out there. We'd rather not release a model than release something that is not good.

What's your favourite product you have released?

Huh! That's unfair! It's like asking which is your favourite son? Joking... Well, I'm not sure I have a real favourite model so I will say PU02 LUNAH because she was our first miniature to meet the wishes of our public.

Any product you wish you had thought of?

Nope, and that's good for me, because all the models I wanted to do are in our catalogue and the others are scheduled already ;)

Why should we buy from you?

Because we are bigger collectors and geeks than you guys! So you're not buying from people mainly interested in having the biggest profit, instead you're buying from hobbyists just like yourselves.

What does the future hold for you?

Who knows? I can't say too much but I can say 2012 will be the year of our first large scale: a 1/7 bust, but you will also see the birth of a new range dedicated to an official licensed products, something very similar at what Knight Models is doing at the moment but more Anime and Manga oriented. That range will start with a very popular name, BERSERK from the great Kentarou Miura.

Any sneak peeks?

Sure, take a look at our first bust (concept art: Aurelio Lecis 2012), does she remind you guys of anyone? ;)



REVIEW

Gobleon

By MaGie

Manufacturer	
Ammon Miniatures	
Material	Resin
Price	12 €
Contact	
ammon-miniatures.com	
Other Information	
Sculpted by Karol Rudyk	
Ratings	
Quality	8.5 Some difficult clean-up are necessary.
Assembly	9.5 Everything fits perfectly.
Value	9.0 Very Reasonable.
Overall Score	9.0



Ammon Miniatures is a company from France that produces miniatures under the motto: “**in’ crazy stuff”. They sell a collection of unusual, comical miniatures.**

Gobleon is a multi-part resin miniature, sculpted by Karol Rudyk. It's made in 32mm scale, the height of the actual mini is 35mm. The mini comes in a plastic bag wrapping containing a multipart mini: the main body + face, a cape, a coat extension, separate left arm, hat decoration and a 3 part rocking horse.





Sculpt and assembly

The sculpt has a cartoony style, and in combination with the character being a goblin, this results in very non-realistic body ratios. But of course, with this mini that's not what you're interested in anyway. It is a very three-dimensional miniature, and every angle of it has its interesting parts.

Assembling this miniature is very straightforward. Each part is prepared with holes and/or protrusions that fit very well. The separate parts of clothing do not contain such features, but the shape fits the main body so well that only a bit of glue is necessary. Therefore, no pinning is required when assembling this mini. One thing to keep in mind is that painting this mini takes some careful planning, because you cannot paint it easily after it's been completely assembled.



Cast Quality

This style of mini does not carry a lot of small details. On the contrary, the sculpted details (for example the buttons and seal on his chest) are exaggerated in size. It also translates in a very good quality cast. The resin feels really sturdy; it's quite hard and not flexible. None of the parts are miscast or misshapen. I have not found a single air bubble, and there are only little bits of flash that need to be cleaned. Some attention does need to be given to cleaning some very visible mold lines. There is one mold line of the cape that should be very easy to fix. The mold line on the side of the body requires a bit more attention. What mostly worries me, are the bits of sprue that will need to be cleaned. They are on almost all pieces, and need to be really carefully removed and cleaned, especially on the fragile bits of the rocking horse.

The Verdict

For me, this miniature is totally in line with the company's motto. It's a funny, straightforward mini with not too many embellishments. I think this mini will look great when painted on display level (as you can also see on the box art), but it will also do very well on tabletop level and it might be funny to use it in your army!

Ratings

Quality: great quality, unfortunately some difficult clean-up is necessary.

Assembly: everything fits perfectly, a real no-brainer.

Value for Money: for the quality of the resin, the amount of bits, this price is not bad at all.

Overall: this is a great quality miniature which will be a lot of fun to paint, I'm sure.



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- 2nd place: £30
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The Deadline for entries will be

3pm BST Saturday 23rd June 2012

Supporters deadline will be

3pm BST Saturday 30th June 2012



It's time for a new contest and also time for a new sponsor, coming to the table we have one the the biggest miniature companies in the world in the form of Privateer Press! We're sure you all know them and their fantastic range of miniature awesomeness.

Categories

- Single Figure: Any Privateer Press single miniature.
- Warjack/Warbeast: A single light or heavy warjack or warbeast.
- Unit: A unit of at least the minimum number of models allowed and no more than the maximum number of models allowed. Unit Attachments and Weapon Attachments may be included.
- Best in Show: Chosen from the category winners.



Deadline

Tuesday 24th July 4pm (BST)

supporters deadline will be

31st July 4pm (BST)



Recalling the Days of Glory (Stannis Baratheon)
By Ana: Runner up Dark Sword Painting Contest 2012

Legend of the Red Lake (Bronn)
By Ana



Sansa et l'Homme-Chien
By XUR: 2nd Runner up Dark Sword Painting Contest 2012



Arya hiding from Little Finger
By megazord_man



Sansa Stark
By NeatPete



Daenerys
By kittykat23uk



Mance Rayder
By mule



Wildling Captain
By mule



Melisandre
By Valloa



Cersei Lannister
By MaGie



Shae
By pae



Arya Stark
By anoseda



Crows!
By Ygritte



Marine (Hedge Knight)
By Ana

Daenerys
By greengobbo



Lannister Lady In Waiting
By Duliniel



Lady In Waiting
By Duliniel



Jon Snow and Ghost
By Alrith72



Lady in Waiting
By kayer



Melisandre
By Stewsayer



Creoda
By AndyS



White speakers
By aphorys



Seraphine Le Roux
By Valloa



Vasquez - Stay Frosty
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 By Scott Radom

Will miniature painting ever become mainstream?

Since forever miniature wargaming and painting miniatures has been well off the normal mainstream track. It's never been a popular hobby that gets the kind of respect that say working on cars or playing sports has gotten. The connection with the general public just isn't there. If I see two people meet each other usually if someone says "So, waddaya do for fun?" If the answer is "I restore old cars." They'll get a follow up question like "What are you working on now?" Or whatever. If I meet someone for the first time and answer a similar question with "I paint fantasy miniatures." I am quite likely to get a blank stare, maybe the obligatory. "Is that like D'n'D? My cousin Dennis played D'n'D!". It's never happened that someone out of the blue has said "Cool! I'm working on a Skaven army! High Five BRUTHA!". That's never happened. Ever. Tell you what though, mini painting has come a long way from the deepest darkest shadows of obscurity and is starting to poke its toe into the broad daylight of public acceptance. In a few years time painting miniatures will be recognized with its peers as a completely acceptable hobby.

I am a full on no-apologies-made Marvel comic nerd. Have been since I was 10. Now, I've never been shy to talk about or share my love of any of my interests and it was always the way with comics. Hopping in the way back when machine to the years of the mid nineties I can remember what it was like when I'd be talking to girls in the bar. You know, the chit-chat that comes with a ton of booze and loud music when one of the two is trying ham-fistedly to get in the other persons pants. "So, waddaya do for fun?" Always pops up. Aside from the obvious answer of "Get drunk and try to sleep with strangers" answer every now and then I'd opt for another honest answer "I read comics. A lot of comics". You know what happened every time? Crickets. Tumbleweed blowing across a dusty road. Slide-Whistle scale failure. Every time. Now why is this relevant? Just as an aside last week I was at a bar having a few with some of the guys and I heard a conversation between two kids who were very obviously being set up on a date. The question from the very nice looking young lady to the very nice looking young man "Waddaya do for fun?" Comes up. His answer "A little of this and that. I'm a big comic book fan". Her answer... "The ones with Batman and Superman or the ones with the Avengers?". Score! I wanted to run over and high five the dude! These kids looked like they had just cracked the seal on their twentieth birthday and here in 2012 I witness first date conversation about comic books. Comics are getting a huge push from the quality movies being put out for sure, still, this beautiful thing happened. It was like watching a unicorn being born. Surely there's hope for miniature painting!

Video games... Not just for kids anymore! More and more games are being designed and built for grown-up regular people. Games that even feature some of the subject matter of our miniatures are bought and played by people who might not give the painting hobby

the time of day. That's gotta be a step forward for us! If thirty eight million people (or whatever the real number is) could have been playing World of Warcraft at its height than certainly there's SOME of those people that are fine upstanding members of the public. People with jobs, houses, and perhaps even kids of their own! Y'know, regular type people. There were ad's on TV for WoW that had Mr. T in them! Maybe it's just me but that spells INSTANT street cred. Is it too much to ask for an ad on TV with Robert Downey Jr. Painting up a Red Box Games mini? Maybe it is too much to ask now, but it's on the way baby!

As I settle comfortably into middle age I find myself talking to a different brand of people than I did in the nineties. Instead of hitting on girls "Taking a break from studying wicked hard for their Psych final" I often find myself nowadays meeting other middle-agers with the age appropriate likes and interests. I've run an experiment a few times to test the perception of our hobby vs. its cousin canvas style regular art painting. After I hear somebody talk about their car, their garden, or their key-cutting business in the mall it comes 'round to my turn. I've done this a couple times. I simply say "I paint. I find it very relaxing". I don't say what I paint. The conversation will go pretty far in some instances. I'll answer that I paint with acrylics, yes I've sold some pieces, I've even had some of my work published in a couple books (CoolMini annuals '09 an '10... REKOGNIZE) and so on. Eventually I pull the pin and toss the grenade on the table and tell them WHAT I paint and the reactions are varied. Sometimes it's a polite "Oh..." and then a change of subject. Once I even had a dude look at me like he felt ripped off. It was like he was pissed because he was interested in what I was saying until I put a total left turn into the conversation like at the end of "The Sixth Sense" only he didn't get the "I see dead people" ending to the story. He got the "I see Nerdy people" ending instead. BUT! I've run this conversation enough to find that 100% of the random people I spoke too had a fairly decent knowledge of paints and art mediums. "Does oil paint take a long time to dry?". "Do you use canvas? Is it really expensive?". Questions like that show that people out there already seem to have the fundamental knowledge of paint. It can't be that big a stretch to get the same people to accept the pewter, plastic, and resin canvasses we use can it?

So I think we're getting there. Closer to mainstream acceptance but still a ways off. Of course there is the other question of "who cares if the hobby goes mainstream?" And to be clear I still sorta dig the underground vibe of mini painting and wargaming in general. However I really love our hobby. I think mini painting is a perfect hobby that has brought a lot to my life and I want as many people out there to give it a shot and see if it's for them as possible. I don't aspire for there to be a painting station with an OTT light, a magnifier, and a pile of half finished mini's sitting on a shelf in every house on my block though. Every other house would be good enough for me.



... in the Next Issue

Issue 24 is another milestone for us at Portal as we move into our second year. To help us celebrate we'll have some great stuff for you including some great tutorials, news about WAMP2012 plus more great contests, reviews, news and interviews.

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