

Portal



Learn how to
paint realistic
rust from
Vikotnik

Also in this
issue we have
BOHUN
in the frame

Plus a brilliant
step-by-step
from Freebooter
winner
**KING
KENDER**

Reviews of
**STUDIO 38'S
RIXE,
ANOE VERSUS
& ALKEMY
MINIATURES**

an insight into **WAMP**



ISSUE 24: June/July 2012



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The Dead Lady by king kender
Winner of WAMP's 2012 Freebooter painting contest.
In this issue we have a nice step-by-step by king kender on
how he painted his winning entry.

welcome to issue 24

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Well ladies and gentlemen time is rapidly slipping away as Wamp's live event rolls into town. WAMP2012 will see us build on last year's well received inaugural event and hopefully create something even better. I have been furiously beavering away getting things arranged though as always with these things there never seems to be enough time in the day!

I am sure you all know about the event and I won't bleat on too much about it but for those that have been hiding under a rock the event will be held at Maelstrom Games in Mansfield UK on August 11th. The main focus will be the painting contest which saw a very high standard last year. I try and encourage everyone to enter and one of the things in place to do that is every entry gets scored individually by our highly respected judges. Every entry that scores high enough will receive a Gold, Silver or Bronze award and the judges are on hand afterwards to give one on one feedback if you want it. Of course we have some rather lovely crystal trophies for the winners too as well as other prizes.

As well as the contest we have (well another contest!) but it's a speed painting contest (with prizes) and a couple of cracking practical painting workshops from some talented folks. As well as all that there is the chance to simply see awesome minis in the flesh (always an eye opener the first time) and chat to some of the finest painters in Europe. So if you're in the area please try and head down to the event, it's completely free in all aspects. A whole bunch of us will be hitting the town afterwards so if you fancy making a weekend of it, get a hotel in Nottingham booked and come have some fun!

I would like to put out a general plea for help to all of you as well if you don't mind. Could you help spread the word for us? Pop a link onto forums you visit or share it on Facebook, Google and Twitter or on your blogs or websites. Maybe you belong to a painting or gaming club you could help us by letting them know or maybe your local hobby store.

The event details can be shared via this link: wampforum.com/WAMP2012

There's even posters and flyers there if you feel really helpful and could print one or two off?!!

Please help spread the word, the more people through the door the better. Even if you're not from the UK or Europe someone who reads it might be (it's a pretty small world nowadays!)

If you are coming why not pop over and let us know. Any help you can give us is really appreciated.

On a final note I want to say Happy Anniversary to my beautiful wife Toni for the 4th August.

Enjoy the issue folks!

Brett

in this issue

Articles



In this month's View From The Hill Tim interviews fellow miniature collector Tony Mansfield.

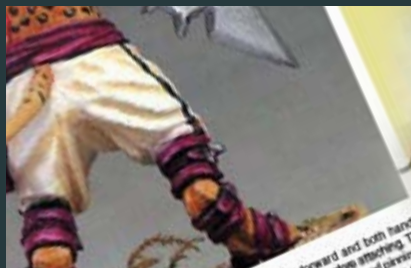


OGL Escapes from WAMP towers to have a day painting with the Golem Team. Find out How the event went.

Reviews



Cregan Tur gives us a review on Studio38's Brawl Pack no. 1 for the RIXE urban combat rules.



Shane Rozzell reviews another offering from Studio 38, this time Alkemy's Ufrif Qaniss Suleman.

Tutorials



Vikotnik shares the secret of how to paint realist looking rust.



Freebooter winner King Kender, aka, Raffaele DU MARTEAU gives us a blow-by-blow on how he painted a winner.

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NEWS

For all the very latest industry news check out wampforum.com

Welcome to the latest issue of Portal, Number 24! Yes that's right 24, that's two years of doing this under our belt and to celebrate we have a issue jam packed full of miniature goodness. It seems the whole industry has suddenly awoken from the post Salute malaise and hit the floor running. We have some lovely new shiny miniatures to tempt you all in the Latest Release section. Things are pretty busy on the forum as well and if you haven't already signed up now is the best time as we have three superb contests

currently running with lots of opportunity to pick up some fantastic prizes from three of the miniature worlds biggest hitters. We also have less than a month to go until WAMP2012, our very own 'big day out'. It's a great event to meet fellow painters, have some experts critique your work and get plenty of hints and tips from other painters. There is also a painting contest and because it's being held at Maelstrom Games in Mansfield there is also lots of nice things to spend your money on. We hope to see you there.

crooked dice
GAME DESIGN STUDIO



CD's new accessory pack Set Designer is now available. They're delighted to be able to release Kevin Dallimore's beautiful floor tiles and wall designs seen in many of the pictures in the 7TV rulebooks. You can now furnish your HQs and lairs with these floorplans - using them as simple floor tiles or testing your arts and crafts to build rooms or complexes for your casts. This PDF only contains over 170 pages of artwork. You'll get 20 different floor designs (with and without a 25mm grid) and 20 sets of 4 walls (five variations of each set).

These are suitable for 7TV, 7ombieTV and any other modern, near future or post-apocalyptic gaming.

The pack comes with build instructions and ideas and the usual inspirational photos from Kev. All for £10.



Warlord Games are proud to be able to announce a deal with our longtime friend, Eric Roof, proprietor of Conquest Miniatures. The agreement will see Warlord Games exclusively distribute Conquest's exquisite French-Indian War and Native American ranges under our Black Powder brand. We'd like to thank Eric for giving us this opportunity to take these painstakingly researched ranges to a wider audience.

A game of battles with model soldiers set in the age of the musket (1700-1900), Black Powder is just one of Warlord Games' highly popular rules systems. With our first supplement for Black Powder, 'The Last Argument of Kings', covering warfare in the 18th century the ranges fit perfectly – you'll be able to refight epic battles such as Monongahela, Ticonderoga and Quebec or many of the numerous smaller battles and skirmishes during this bitter war.

The range will also be expanding to take in the Jacobite Rebellion as well as plenty of new models for the existing range. You'll find the very best French-Indian War miniatures in a gaming store near you or on the Warlord Games and Conquest webstores.

TITAN FORGE

Created for titanic battles.



Titan Forge are starting their next project, but this time they will need your support more than ever. Remember their Zomblins and other undead greenskins? TF want to make a full army of them and have decided to put the project on Indiegogo to try out the trendy "crowdfunding" way. So stay tuned and spread the word, because there are some crazy miniatures coming your way!

AGORA
MINIATURES



Thomas David has pushed the button on the Agora Miniatures website at long last and to celebrate he has a limited run of 300 castings each of his manga style Greek Mythology miniatures.



Stonehaven Miniatures

Dwarves have long been a fixture in fantasy literature and games. These sturdy little humanoids excel at taking on great odds and at consuming large quantities of potent ale. Any dungeon crawl or quest that lacks dwarves is depressingly empty. In addition to being a warm and welcoming people dwarves are also often the first line of defence against the slime-ridden denizens of darkness. Despite these laudable qualities, they are considered a lesser race by many of the other humanoids, little better than Halflings. The haughty and self-important elves, in particular, seem to despise this diminutive yet noble breed. Help us show those pointy-ears once and for all by making your next hero a dwarf!

The Dwarven Adventurers Box Set Project is about creating miniatures to represent a set of 5 Dwarven heroes. (UPDATE: at the \$25 backer level and above the set now includes 7 dwarves!) The Group will include a paladin, a berserker, a cleric, a mage, a rogue, a mechanist, and a necromancer. The goal here is simple: get the 7 miniatures sculpted, cast, and distributed to all of you! Depending on the level of funding that the project reaches, the miniatures will either be cast in a durable urethane resin or white pewter metal. The Dwarves will represent a relatively balanced adventuring party and/or a selection of Dwarven heroes to lead in any fantasy army.

The Dwarves will be sculpted on a 28 millimetre heroic scale and will fit well with almost all tabletop wargaming and RPG miniatures.



Behold the new Malifaux book 4 cover, titled Storm of Shadows. The book will be released at Gencon (August 16-19), along with a lot of it's associated models. Storm of Shadows is going to introduce the Ten Thunders as their own faction.



Gnomon Workshop have announced the release of their tutorial, DVD subscription & digital download of Maquette sculpting and painting by Jordu Schell who has been in the film and tv industry since 1987 and worked on many well know projects such as Men in Black, Hellboy & Aliens. Retails for \$59.99



More information can be found on their facebook page, [here](#) or their blog [here](#).



After four months of competition, a painter has finally risen to the top to claim the esteemed mantle of Winner of Wyrd Miniatures, Iron Painter 2012. We at WAMP and Portal would like to offer Jessica Rich, WAMP's very own Brushmistress our sincerest congratulations to Jess and show her winning entry with the theme of "The Last One Standing". Once again, well done Jess.



SPARTAN GAMES



Spartan Games is pleased to announce the launch of our new Parts Service. The Parts Service launches with all components that make up our range of Dystopian Wars models. Parts for Firestorm Armada and Uncharted Seas models will follow soon. These components will be shipping from July 16th 2012. From today, you can place your orders in our Online Store.

Wamp is moving house!

As part of the overhaul we have purchased a new domain name for the site: www.wagspalaceofcabana.com. just joking! the new domain is: www.wampforum.com making it a little easier without the hyphen and looks little neater. I wanted wamp.com but it's \$100,000!!! Both urls are working now though the urls continue to redirect to the existing one so dont worry if the address bar is slightly different. In due course wampforum.com will become the main address and the old one redirect to it. No need to change your bookmarks. It's only a small thing but hopefully makes things a little better.

mantic

Get free Warpath 2.0 rules in this week's newsletter!

Warpath 2.0 takes on board feedback from gamers, reworking and reshaping the rules to create a more dynamic sci-fi experience, and is available for free download from this week's newsletter.

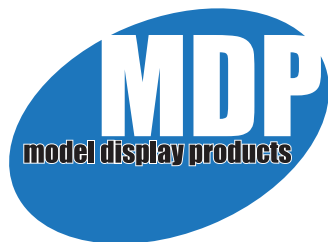


Part of this is the introduction of a new Alternate Activation system, creating a notably quicker, more tactical experience than the previous Warpath set of rules.

The Warpath 2.0 booklet is scheduled for release in September, however we want to give you the opportunity to playtest them before it goes to print and tell us what you think.

[Sign-up to the Mantic Newsletter](#) this week and on Friday you will receive a free PDF of the Warpath 2.0 rules and two updated army lists – these are the rough and ready rules we're working on refining into a nicely laid out booklet for release in September.

Once you've got your rules, we're looking for your feedback (check out our [Podcast](#) here for more on what Alessio likes from feedback). Look out for details on how to send us your feedback on the newsletter!



It has been a busy couple of months for MDP and only now have we had a chance to try and catch up with updating the website with all the product lines we are now stocking as some of you may well have noticed when you have seen us at the shows.

In the last few days we have added over 60 products, these include the Vallejo Water & Stone Effects range, sanding sticks and sanding sponges, the promodeller range of clay based weathering washes, the excellent Mr Surfacer fillers which to be honest here at MDP we think these are better than a milliput wash and thinner/easier to use than liquid greenstuff and The Mr Hobby metal colours which can be burnished to give a true metal finish appearance.

We have also added AK International's Pigment Fixer and MIG's Acrylic Resin to complement our range of pigments and at the time of writing this we have just added the 2BG range of 28mm scale diorama accessories. Phew, that is over 60 products as it stands at the moment but we can't stop there as there is at least another 50 products to go including some very nice dragons and other busts/figures and then we have our own releases to add to the site as well which will include the four new pieces seen at Figureworld 2012.



Victoria Miniatures has a new website and online store. From her website.

Hi, welcome to the shiny new Victoria Miniatures Store. I am very pleased to be able to finally have a dedicated online shop for my miniature range. Please take a look around and let me know what improvements could be made. Creating this shop has been a big learning curve so please contact me if you spot any problems.

If you are already a customer of Victoria Miniatures, and are pleased with your minis, please sign up and leave some feedback in the product reviews.

I will continue to add to and update with new images, products and news. All suggestions welcome. Email victoria@internode.on.net or join in the conversation on [Facebook](#).

If you haven't already, check them out as they're superb!



Stats Box

Portal downloads	67260
Memberships	1983
WAMP posts	183,568
Wiki Pages	267
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](#).

Vegascat vs ArkMechanicus

Warmachine/Hordes solo

Synthet vs waghorn41

LotR Voting

Spectral Dragon vs waghorn41

Painted All Wrong

Waghorn41 vs kdlynch

Gunslinger

pae vrs, vegascat

Monster: VOTING!

Rankings

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



Yes folks those lovely folks at Hasslefree are back to serve up a delicious meal of miniature perfection, cooked expertly by Kev and served up with a smile by Sally.

Yes one of our favourite miniature companies is throwing some goodies your way to try and tempt you into getting your brushes into action.

For this years event we are offering up a much simpler contest with a single category and we have upped the prizes!

Prizes

- 1st place - £75 Hasslefree voucher & featured on the Portal Magazine front cover
- 2nd place - £50 Hasslefree voucher
- 3rd place - £25 Hasslefree voucher

**Deadline: 6pm 23rd
September 2012**

**Supporters deadline: 6pm
30th September 2012**

(all times are GMT)

Hasslefree produce some lovely miniatures covering everything from Fantasy females to ghost nabbing Great Danes. They are a pleasure to paint and if you haven't tried them before you really should

Hasslefree miniatures can be found here:: Hasslefree Miniatures

Get painting folks!

The Rules

(please read them, its amazing how many dont!!)

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 1000 pixels wide by 4000 pixels high. (It is your responsibility to check this).

any additional photographs of that entry will be removed.

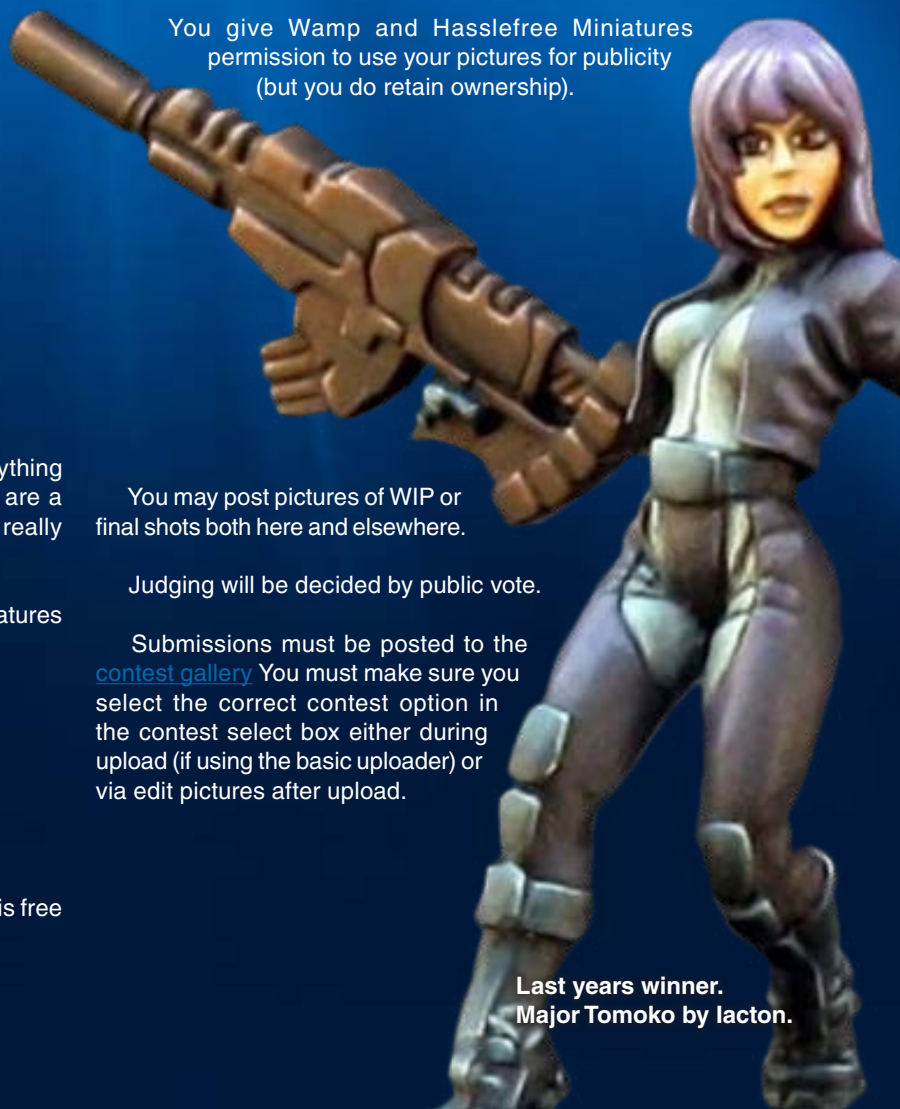
All entries must be new work. (New work is defined as any entry not previously displayed on-line in a completed state (You MAY enter pieces which have been shown as a Work In Progress (WIP)).

You give Wamp and Hasslefree Miniatures permission to use your pictures for publicity (but you do retain ownership).

You may post pictures of WIP or final shots both here and elsewhere.

Judging will be 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.



**Last years winner.
Major Tomoko by Iacton.**

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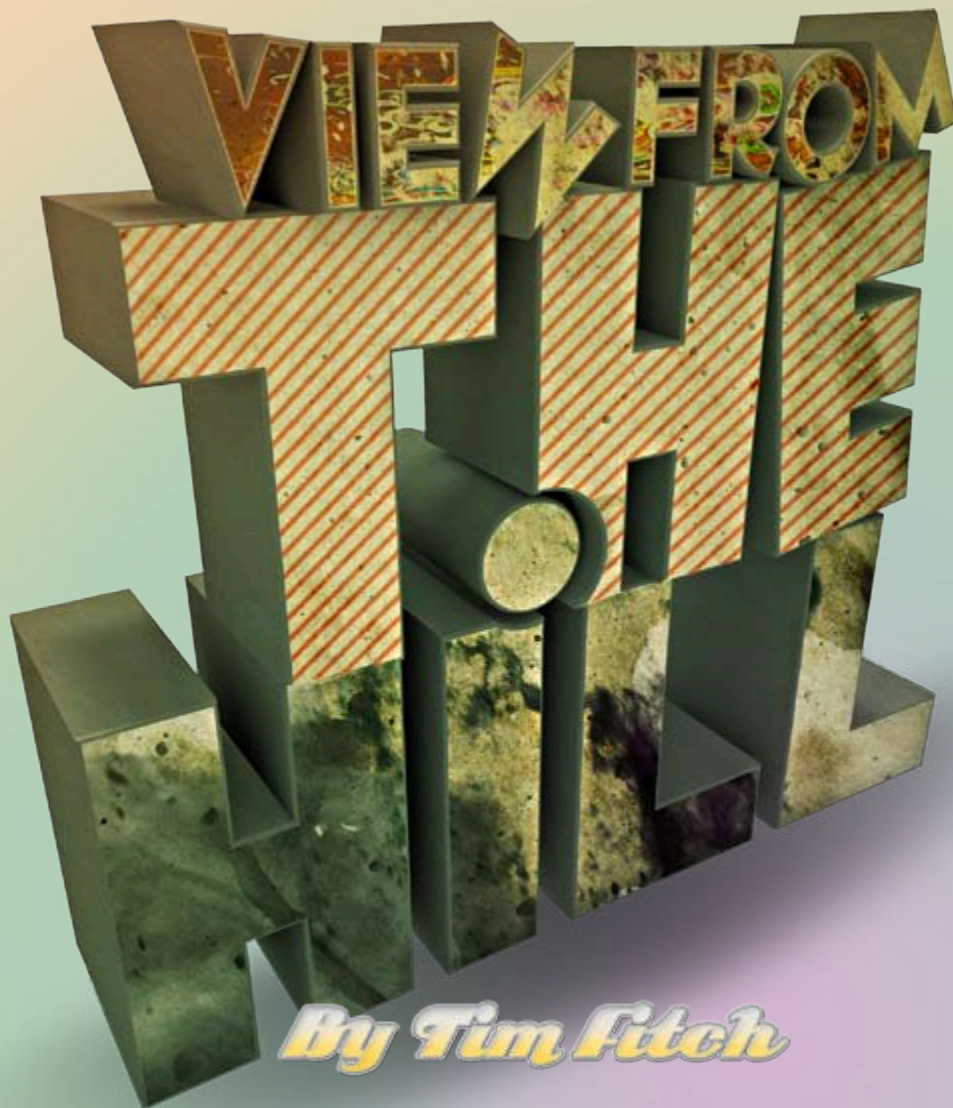
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By Tim Fitch

One of the perks of running a shop like Miniature-Heroes is I get to meet fellow collectors. Some like the new miniatures and others have a fondness for the older and now out of production sculpts. Regardless, they are all great people and it's always a pleasure when they pop by. But this got me thinking, perhaps other people would like to meet them too, and hear about their collections. So this is the first in what I hope will be a series focusing on fellow collectors that I've come to know. It's also great fun looking at other peoples lead mountains too!

I've dealt with Tony Mansfield on and off for the last three and a half years now. He was one of the first customers I had in the old shop, and he's also been very helpful in identifying some of the

“ My son introduced me to 40K so I acquired a few of my own just for the fun of painting them. And then a few more... And a few more... ”

older citadel miniatures I've had in. Being as he's in New Zealand, and I'm in England, I sent him a batch of 20 questions, which he has kindly answered below.

1. Firstly could you tell us a little about yourself?

Born and brought up in New Zealand. Early hobbies included rugby (of course, although I freely admit I was probably the worst player at my school), drinking and girls. After completing my degree and training as an accountant, my wife, who I met at university (for some reason known best only to herself, she thought I was “cute”) and I took off on the usual OE (overseas experience) intending to be away a couple of years. We left with a backpack each and arrived back home some 12 years later with a container load of stuff and 2 kids after spending time in Fiji, Middle East and central Africa. Now happily ensconced in Auckland, working in maternity care.

2. What brought you into the hobby?

Back in the 1970's a good friend introduced me to wargaming – 1/300th WW2 at first which lead onto Ancients in 25mm. From there I starting collecting and painting large



scale model soldiers, mainly 90mm from the likes of Poste Militaire. I more or less gave up the wargaming while travelling (it's a bit hard to carry an army in a backpack) but kept picking up the occasional large scale figure to paint – that carried on right through to the mid 1990's.

3. What sparked that first passion for collecting miniatures?

I think what really got me started was one of the early Poste Militaire 90mm figures of a seated Napoleonic trumpeter – the detail, the pose, the quality of the casting, everything about it just made it an exceptional figure.



4. How did your collection start?

Then my son introduced me to 40K and I was helping paint his army and was quite taken with the detail of some of the metal command figures so I acquired a few of my own just for the fun of painting them. And then a few more.... And a few more.....

5. How many miniatures do you have in your collection?

About 5,000

6. Which miniature manufacturers do you favour?

My collection is almost entirely Citadel/GW. I have added quite a few GW licensed pieces from Armorcast and Epicast. While there are the odd figures from other ranges, I find there is enough from Citadel to keep me interested, occupied and broke without branching out further. About the only range apart from Citadel I have spent serious time on is the Asterix range from Metal Magic, only because I love the books.

7. Are there any specific time periods that you collect above others, ie. 70's, 80's, 90's etc?

My collection is rather more subject focused than date focused. For example, I really like space orks so I set out to collect all the space orks ever made (only 2 left to get) and I have also done the same for Imperial Guard. Also, I have really enjoyed digging around into some of the more obscure ranges done by Citadel (Dr Who, Spacefarers, Eternal Champion, Superheroes etc, etc). I also like some of the ranges no longer available like Amazons, Slaan and Pygmies. Sometimes it has just been one figure I like which has got me started, other times it has been the background.

When I start on a range, I like to do my research – check out the various catalogues, flyers and White Dwarfs and talk with other collectors. And sometimes that leads to identifying variant figures that don't appear as such in the catalogues – it's quite exciting to find something no-one else has picked up on.

Stuff of Legends is a great resource for that, as is the CCM wiki. I sometimes use the Lost Mini's wiki as well.

8. How do you store your collection?

Painted figures are displayed on shelves, unpainted figures are kept in storage boxes



9. What is your favourite miniature?

That is a really hard question. There are many in the collection that I really like and would find almost impossible to part with but if I had to pick one, it would probably be the Booze Brothers by Bob Olley.

10. Who is your favourite sculptor or sculptors?

That's easy – Bob Olley – I love the character he gets into his figures. There are others I like but Bob is tops.

11. Metal, plastic or resin?

Metal, metal, metal!!!!

12. What miniatures don't you like?

Hmmm... Where to start? Basically, I don't like anything which, in my eyes, just looks wrong. Space marines with so much junk on them they can hardly walk, let alone fight (I mean, whoever saw a soldier with a stupid bit of cloth hanging from his waist – it would just trip him up) or fantasy figures with weapons so obviously out of proportion they couldn't be picked up, let alone used in any sort of meaningful way. And there are a lot of figures out there which, frankly, I find boring – beautifully sculpted maybe, cracking paint job

even but basically the same as eleventy zillion other figures. Ho hum.

13. Do you paint and or game with your collection?

As and when I get the chance I like to paint my figures – not that I am a particularly good painter but I enjoy it when I get the chance – I find it relaxing.

I don't game much these days. Most of my recent games have been using a mates Flames of War armies.

14. Where do you get most of your miniatures?

Ebay and trading with other collectors. Collecting has put me in touch with a great bunch of people around the world, even if they do get a bit rude sometimes. For a while there, it seemed I was destined to be known as "the Godfather" (thanks, Billy) but that died away. Recently, another collector mate decided "Lead Ogre of Noo Zulund" was appropriate, just because I managed to scoop some figures. All good fun. One of these days I might even get to meet some of them.

15. What miniatures would you like that you don't yet have?

The two space orks I don't have, the two Imperial guard I don't



have, 4 of the Judge Dredd range I am missing, one of the Citadel Gangster range, one of the Citadel Star Trek range, a few Chronicle figures, a few broo...

16. What is the most you've paid for a single miniature, and why?

I think I paid around GBP450 to acquire an unreleased genestealer magus done by Bob Olley. And why – it was one of the two figures he did for Citadel I didn't have and because it was one of the two genestealer/nid figures I didn't have and because only two were known to exist.

17. How does your wife view your collecting hobby?

With a mixture of tolerance and humour. Although any time I have made a reasonably significant acquisition, I make sure the tolerance levels stay reasonable by getting her something (it's amazing the number of sins which get forgiven by the careful application of flowers and chocolate or, in more extreme cases, perfume).

18. What would you like to see made that isn't currently?

I honestly can't think of anything but my interests tend to be on older ranges so that is probably not surprising.

19. Your top 3 miniatures from any manufacturer ever?

Booze Brothers by Bob Olley still first.

90mm Mounted Samurai by Post Militaire

Kegox by Nick Bibby

20. How do you see the miniatures hobby in 20 years time?

Hard to say. I suspect it will not change that much. There will be a few large scale manufacturers turning out wargames figures, mainly in plastic or resin and a large number of smaller companies, often one man bands, who produce small ranges aimed at either supplementing the stuff knocked out by the large makers or aimed at various niche markets – in other words, much the same as it is now.

Where I do think there will be change is in the collecting area with many of the early lead figures succumbing to lead rot over time, I suspect the 'serious' collectors of earlier ranges will need to have quite deep pockets.

I'd just like to conclude by thanking Tony for his time and for letting us have a peak into his private hobby.

Wamp

2012

Doors Open
10am

Wamp's live event returns for its second year
BIGGER and better!

@ Maelstrom Games, Mansfield, UK. Saturday August 11th 2012

Painting Contest

Judged by Golden Demon winners and Euromilitaire judges.



We also have a Speed Painting Contest

All elements are free to everyone. It's a great chance to show off your work and get great practical advice and help from some of the finest painters in the UK and Europe.

For more details visit: wampforum.com/WAMP2012



Best in Show, Category winners and The Peoples Choice Award will all receive optical Crystal Trophies. All entries achieving a qualifying score will receive a Gold Silver or Bronze Certificate. Other prizes also available including Best BaneLegions entry. Plus practical workshops with John Keys who will be demonstrating Weathering and pigments and Golem Paint Studio will show you how to paint faces.

BANE BEASTS

released
August 4th, 2012



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miniatures not shown to scale



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MAELSTROM GAMES



REVIEW

Studio 38 Rixe (Brawl) Pack 1

By Cregan Tur

Manufacturer	
Studio38	
Material	Resin
Price	21,00 €
Contact	
www.figurines-studio38.com	
Other Information	
For use with RIXE urban combat rules.	
Ratings	
Quality	6 Bases are good, proportions are bad on the miniatures
Assembly	8 Some awkward plugs and casting defects to remove.
Value	5 You're paying a premium price for a poor product.
Overall Score	6.3



Studio 38 has an urban combat game whose name, which is in French, translates into Brawl...

At least that's what Google's translate ability tells me. Pack 1 for this game comes with 4 character miniatures and separate bases for each. The figures are: the Punk, Rasta, Bad Girl, and Racaille.

Before we look at each individual figure, here's what I've noticed in general about all of them. First, they are all cast in a very nice resin that has a little bit of flex to it, which means you can apply a little bit of pressure when cleaning them without having to worry about them snapping. There are some mould lines. Most of them are easy to remove, but a few go right through areas of major detail that will require care to remove. There's also a small amount of flash. There are also some blobs in tight spaces you'll have to carefully remove- like under the Racaille's left arm and between the Bad Girl's legs. The details are crisp and I found very few instances

of bubbles in the resin- this was most common in the underside of the bases.

The bases are cast from a different type of resin that is harder. They have good detail but you're going to have to work on smoothing out the lower edges to get them to sit flat.

The Punk is a pretty stereotypical piece... well, they all are to be honest, but that's the point. He's shirtless with a Mohawk, ripped jeans, and sneakers. He's holding something in his left hand that looks like a rolled up newspaper or magazine. Not sure what that has to do with being a punk.

The face looks like an 80 year old man. I don't understand why, but it does. The Mohawk looks good and the upper body proportions are good as well. He even has a pierced nipple- there's



something to look forward to painting. The fabric on the jeans is well represented and the sneakers are good as well. He has a very dynamic pose, but it looks like he's falling over backwards. A real person can't stand like that without quickly losing their balance. Overall he's a good figure, except for the old-man face.

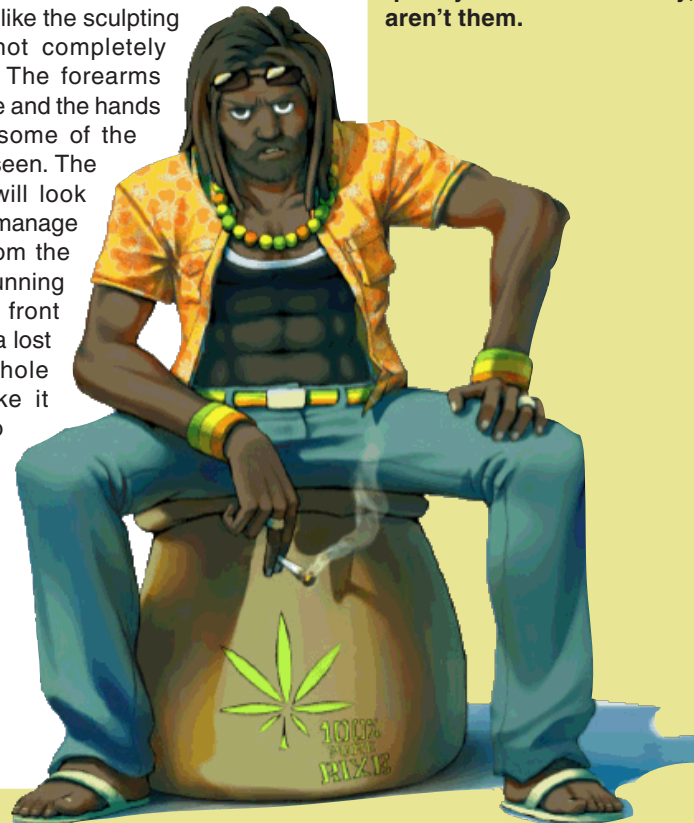
The Rasta is rocking big, baggy pants, a hoodie, dreadlocks, and a beard while flashing a piece sign. The extended fingers are sculpted nicely and are surprisingly strong for such thin protrusions. The only problem with them is that the fingertips did not cast correctly- there are bubbles where they should be, so you'll need to do a little repair work. The dreadlocks look good, as does the beard. The face has some problems, though. It lacks symmetry and the nose is severely pushed to the side. The clothes are nicely sculpted and have a good feel of real folding and weight. He's also barefoot, with his toes peeking out from the cuff of his pants. The toes look rushed and unfinished.

The Bad Girl, I'm guessing, is a prostitute. This assumption is based on her minidress and general appearance. This is an ugly sculpt that has a lot of problems. There is no symmetry at all in the entire body. The arms have different thicknesses and a dramatic difference in muscle tone. The right calf is about three times the size of the left. The front of the left shoe has a chunk missing from the outer bottom edge. I am surprised, with all of these other problems, to report that her breasts are proportional.

The face and hair on the Bad Girl are

amateurishly sculpted. The facial details are barely there and her hair has been given the barest detail to make it kind of look like what it's supposed to be.

Last, we have the Racaille. I had to look up what this meant and, thanks to Urban Dictionary, I know he is some sort of extreme French thug. This is another badly sculpted figure. The face is terrible, almost worse than the Bad Girl. Hidden in the many folds of the t-shirt are ridges that look like the sculpting medium was not completely smoothed out. The forearms are sausage-like and the hands are, honestly, some of the worst I've ever seen. The right sneaker will look good if you can manage to salvage it from the big mold line running right down the front of it. The left is a lost cause. This whole figure looks like it was rushed into production before it was completed.



Ratings

Quality: 6/10, good, crisp details on the bases. Bad proportions/general sculpting of the Bad Girl and Racaille. Punk and Rasta are decent figures.

Assembly: 8/10, some awkward plugs and casting defects to remove.

Value: 5 / 10, at 21,00 € (\$25) you're paying a premium price for a poor product

Overall: 6.3/10, if the game behind the Brawl miniatures sounds intriguing to you, then I wouldn't tell you not to buy the miniatures. If you're a miniature painter looking for some modern, urban figures, then you need to go look somewhere else. Having only 2 decent figures out of a pack of 4 is a bad bargain, unless you really, really need a punk who's about to fall over backwards and a rasta with claw-toes. The bases are nice looking, but don't shell out the money just for those.

Studio 38 has some very high quality miniatures. Sadly, these aren't them.

VGC=Vallejo Game Colour

VMC=Vallejo Model Colour

I always thin my paint with a 1:6 Mixture of Water/Future Floor Wax.



Rust Tutorial

by Vikotnik



Now and then some people ask me about my technique to effectively paint rust so I made some in-progress shots while I painted this miniature, a brilliant skeletal giant by master sculptor Bob Olley.



1

Step 1. Metal parts primed white! Sprayed over a black undercoat. I find it easier to define the general direction of light shining on the miniature.



2

Step 2. VMC #828 Woodgrain (Transparent) washed over metal parts.



3

Step 3. First highlight using a 50/50 mix of VMC #828 and #851 Deep Orange. I applied the mixture as a wash. The trick with rust is that it works the opposite way that other materials. Liquids tend to collect in the deepest areas of a metallic object, so the lightest parts should be in the recesses. So it really should be called 'deeplight'...



4

Step 4. I added some more orange to the mix and applied it to smaller areas deeper in the recesses.



5

Step 5. Some VGC #38 'Scrofulous Brown' to give it a yellowish hue and VVMC #70815 'Basic Skintone' to make it more opaque was added into the mix.



6

Step 6. I added some metal areas where the rust has chipped off in order to break up the whole, erm, orangyness. I used VGC #54 Gunmetal and VGC #72053 chainmail for this.

More Examples



Done! I hope that it helped. Feel free to comment or ask questions [[...here](#)]!

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WAMP Forums' Mini Painting Wiki is an invaluable source of information about the hobby of miniature figurine painting.

Colour Theory

Colour Theory includes many concepts and applications but can be split into three basic areas; the colour wheel, colour harmony and colour context. Colour theories create a logical structure for colour, their relationships to each other and their use in the visual arts.

The Colour Wheel

The traditional colour wheel is based on the colours red, blue and yellow which can be arranged in a circle. These three colours are called the primary colours as they cannot be mixed or made from any combination of other colours. All other colours can be produced by using different combinations of these three colours.

The colours created by combining two adjacent primary colours are called the secondary colours. On the traditional colour wheel these are orange (red + yellow), green (Yellow + blue) and purple (blue + red).

By combining a primary colour with an adjacent secondary colour the tertiary colours are produced. These are named for the colours they are mixed from e.g. blue-green (a mix of blue and green) or yellow-green (a mix of Yellow and Green).



It is worth noting that although the traditional colour wheel is the most commonly taught and used, there are other colour wheels differing on principles or that take account of [colour tints](#) and [colour shades](#), such as the [Munsell colour wheel](#) [\[...more\]](#)

Cyanoacrylate

Cyanoacrylate is the generic name for a family of adhesive compounds that are extremely versatile and have many uses. Glues of this type are sometimes referred to as 'Super Glue' or abbreviated as CA. For **modelling** it bonds most materials to themselves or each other and can be used to bond [resin](#), metal parts, [photo-etch](#) or even

fabrics although some surfaces, e.g. silicone, can be hard for it to deal with. It dries and adheres very quickly and will bond readily to most things it touches, it can therefore be very unforgiving for the novice modeller. It is particularly good at bonding with human skin and great care should be taken when using cyanoacrylate glues. If fingers, or other human tissue, is bonded a de-bonder can be used, such as acetone, to soften the cured glue.

The quality of the surfaces to be bonded is key when using this type of glue and any dust or grease present can weaken the bond. Rough surfaces stick better than smooth and the use of fine sandpaper on the surfaces to be bonded can help form a strong join. Once opened the glue will deteriorate quickly and the nozzle is easily blocked, therefore always wipe the nozzle, or applicator clean after use and gently tap the bottom of the bottle on a hard surface to encourage the glue to fall back out of the nozzle and into the bottle. Make sure the top of the container is put back tightly. The usable life of cyanoacrylates can be extended by refrigeration although great care must be taken to avoid contact with food stuffs. [\[...more\]](#)

Specular Highlight

A specular highlight, often referred to as a catchlight, is the small pin-point of light reflected from a shiny surface. They are important for [miniature](#) painters as they give the viewer a sense of how shiny the surface is, i.e. its texture, the shape of the object being painted and its orientation towards the light source. They normally reflect the colour of the source of the light, rather than being a variation of the colour of the object, and should normally be the brightest point on the [miniature](#). They are particularly important in the realistic depiction of shiny surfaces such as metals and are used in techniques such as [non-metallic metals](#) (NMM) or true metallic metals using [metallic paints](#). [\[...more\]](#)



Bogusz Stupnicki aka Bohun



I've been seriously painting miniatures since 2005 if I remember correctly. Since that time my goal has been to become a professional miniature painter and make my living out of it. I've been inspired by many great painters of that time, like: Allan Carrasco, Kiril Kanaev, Cyril Abati, Thomas Barse, Raul Latorre and many others. Their beautiful works as well as the invaluable support of my wife helped me to survive the hard process of learning skills and disappointment and made me who I am today! I know that I am only at the beginning of my way as a miniature painter and hope to learn even more in the future and to further improve my skills. I believe that there is yet a lot to be accomplished in this field, there are a lot of effects and textures that could be incorporated from the art of real, canvas master painters, digital artists or even photographers!



Space Wolves Contempr Pattern Relic Dreadnought. I wanted to create a pre-heresy dreadnought, heavily inspired by nordic/viking imagery and patterns. It took me about 120 hours to paint him.





Skyrar Dark Wolves Lord on Chaos Wolf. Chaos Wolf has been converted from a Juggernaut. All the textures on the model are freehands and had been inspired by a fantastic Polish artist, Z. Beksinski. Please check out his works if you're not familiar with them!



Lietpold the Black. A fantastic model by Edgar Skomorowski. I tried to focus on painting fine details and work on the colors/hues to give justice to this amazing sculpt!





My first Nurgle Dreadnought, I have been aiming for a semi comic-book, rusty and decayed look.

My second Nurgle Dread, which I painted for a Miniature Mentor tutorial. My goal had been to create a similar effect, though with a different colour palette.



World Eaters Dreadnought and Terminators. Strong colors and lots of battle-damage and weathering effects.



Khorne Lord on Juggernaut.
My classic paintjob. I tried to focus on colour strength and atmosphere.



Eldar Avatar. This time I had been aiming for a comic book imagery with different light effects, like the OSL or the NMM reflections.

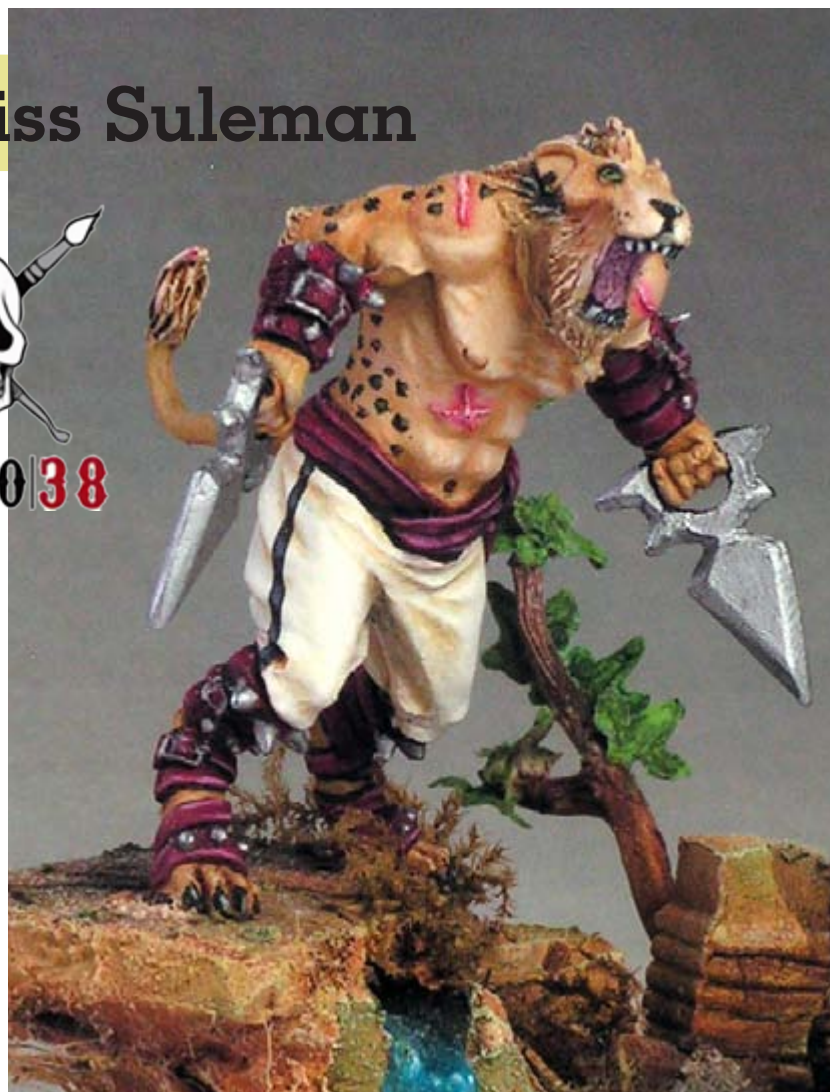


Great Unclean One. In contrary to my other works, I tried to achieve a hyper realistic effect, not comic book like, making the necrotic tissue seem as disgusting and life-like as possible!

REVIEW

Alkemy, Ifrit Qaniss Suleman

By Shane Rozzell



Manufacturer		
Studio 38		
Material	Resin	
Price	9.0€	
Contact		
www.figurines-studio38.com		
Other Information		
Scale 32mm		
Ratings		
Quality	9.0	Very little clean-up.
Assembly	9.5	Fits together nicely.
Value	9.0	Reasonable price.
Overall Score	9.25	

Nothing can better define a Khaliman that the principles of honour, loyalty and justice. These are refined and proud beings for whom the fight is nothing less than an art form.

Alkemy is a fantasy skirmish strategy game designed by Josselin Moreau with miniatures from Jérémie Bonamant Teboul, Allan Carasco, Manuel Sanchez based in the world of Mornea. Studio38, formerly known as Kraken Editions now hold the license to the Alkemy range of miniatures and plan on continuing its evolution and releasing new miniatures into the line.

In this review I'll be looking at the miniature of Ifrit Qaniss Suleman who in the game is a Khaliman Djinn hunter who seeks to purify his soul through ritual combat, gulp!





The miniature is of a bipedal cat warrior roaring out a challenge holding two punch daggers. The cat warrior is bare chested, crisscrossed with scars and wearing some loose fitting pants and some studded leather protection around its feet, knees and forearms. The pose is simple but effective with the cat warrior's mouth open, ears back and sharp teeth on display.

The miniature, cast is grey resin, comes in six pieces and includes a resin scenic base with inserts for magnets. Its two hands, head, tail and sash are separate from the main body. The cast quality is very nice and on close inspection I can only see one small air bubble on the whole mini. There is a mould line down each side of the main body but this can easily be sorted out and the smaller pieces are free of errors or production marks so all in all I'm very pleased with the quality of the miniature.

Assembly is going to be fun. Removal of the

mouldlines is straight forward and both hands need some sprue removing before attaching. The head fits on quite well but all will need pinning to secure it. The tail fits perfectly as it has a small positioning lug and the sash, which is too thin to pin sits perfectly on the model so some super glue will do the trick there.

For those interested the English version of the rules, they can be downloaded from [here](#) and the cards from [here](#).

ALKEMY

Ratings

Quality: 9/10, the cast is very clean with very little clean-up required.

Assembly: 9.5/10, lots of bits to this miniature but all the pieces fit very well.

Value for Money: 9/10, 9€, roughly £7.20 for a miniature is pretty standard in today's market but the quality of this miniature is a lot higher than most and at the end of the day you get a very imposing miniature bursting with character and attitude.

Overall: 9.25/10, Over all I'm very pleased with the miniature, the details are nice and crisp and it offers a lot to a painter with its clean lines and open areas that will enable the painter to express him or herself.





Shaunye



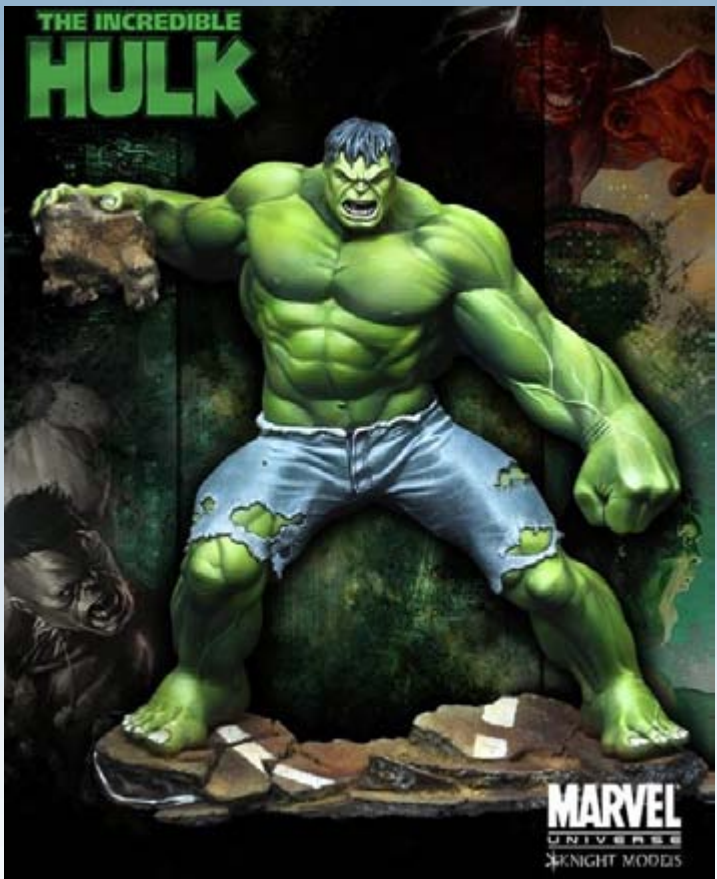
Valkyrie



Jack The Ripper



Domina of Torment





Evil Warrior Bust



Gladiatorc Bust

WAR GRIFFON MINIATURES



The Singer



Female Barbarian

BANE LEGIONS

Gynroch ap Roch



Esyld Sword-Melusine Siren



Tecass Sword-Melusine Gigh





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MEET THE WAMPER

Real Name: Mike Schaefer

Alias: Shades

Website: n/a

Wamp member since: July 2009

Bio: I grew up in a small town in the Virginia Appalachian mountains, but because my family moved there from New Jersey, I was basically a “damn Yankee”. As a kid, my imagination thrived on Star Wars (saw the original on the big screen when I was 11), Lord of the Rings, Frank Frazetta, D&D, and computers. Eager for life challenges as big as my imagination, I graduated from the U.S. Air Force Academy and attended flight school. At a time when the Air Force was down sizing half its pilots, flying wasn’t in the cards, so I fell back on my engineering degree. In the mid-nineties, I left the Air Force to venture into this new phenomenon called the World Wide Web and spent the next 10 years in IT consulting. Eventually, I slowed down and returned to the defence industry and discovered leisure time again. And thus a former gamer/painter was reborn.

Paint, sculpt or game? Paint and game. Each hobby pushes the other. If I had to choose one, it would be painting.

Favourite mini company? Rackham and Imbrian Arts. They raised the artistic bar to a never-before-seen level. The art and the setting reinvigorated the imagination of my youth.

Favourite sculpt? Rackham Tower of Desolation, Freebooter Pirate Goblins, Kev Adams’ orcs and goblins, Rackham orcs/goblins/ogres. I like orcs and goblins. Imbrian goblins/troll.



How long have you been in the hobby? I started out following in the footsteps of my dad, painting model aeroplanes, when I was about 11. D&D shifted the focus to fantasy miniatures around 1978 or '79. I continued through the early 80's until college and military life put a damper on it. I enjoyed a brief touchback in '92/'93. I might have picked it up again at that time, but I remember a key moment that sent me down a different path. I was basking in the hobby goodness of Wargames West in Albuquerque, agonizing over whether to buy this game I kept seeing around, called Warhammer Fantasy. Seemed to be right up my ally. “I’ll resist the urge for now and think about it some more,” I said to myself. As my consolation prize, I picked up some new game they were hawking at the checkout stand. Some interesting-looking card-game called Magic: The Gathering. So there went my hobby-time for the next 10 years. Around 2006, I started to get that itch again to paint miniatures and finally try out that Warhammer game. The itch developed into full-out cat-scratch fever. Now I’m back, and I’m loving it.

How often do you visit Wamp? I use the RSS feed so that I catch every new item. Plus I check my subscriptions every day.

Best thing about Wamp? The friendly, egalitarian atmosphere. All skill levels are welcome and encouraged. The tone is about sharing, helping, and enthusing, not about stratification.

Tell us something interesting about you? Since 2006, I’ve been developing my own tabletop wargame for historical/fantasy mass combat.

A lot of my ideas have been seeping independently into the marketplace, so I really need to publish it before the industry blows me by. I play bass guitar (somewhat). I have two miniature schnauzers. When I was a teenager, I met Boris Vallejo in person, and I asked him how he blended his colours so smoothly. Someday I’ll paint a bust with oil paints and give his technique a try.

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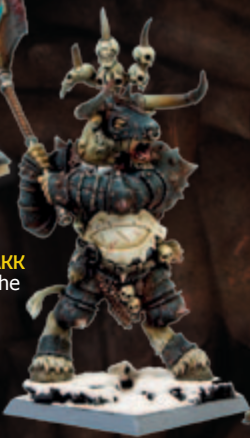
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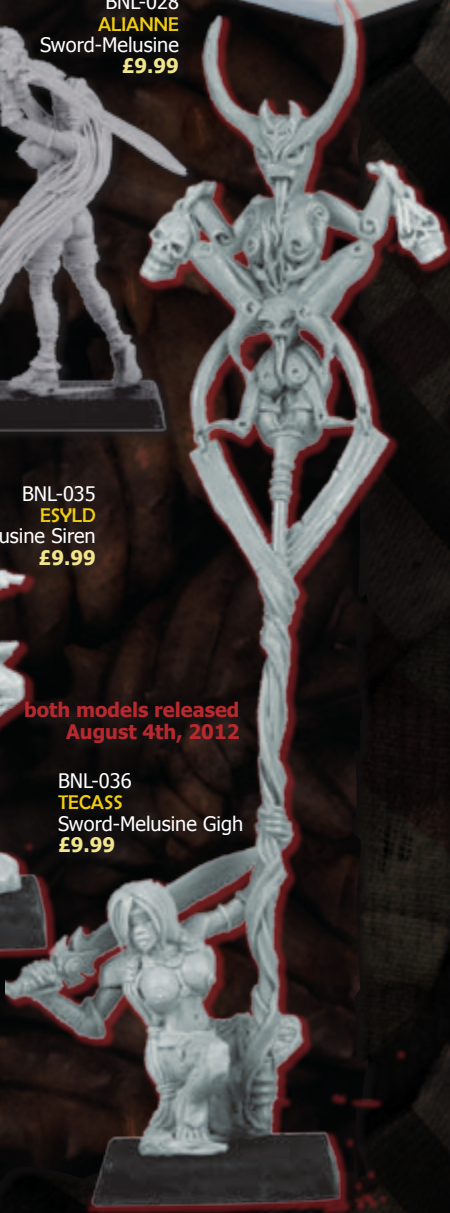
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GOLEM PAINTING STUDIO

Golem Painting Masterclass 2012 *By Darklord*

I was lucky enough to be invited down to Golem Painting Studios 'Masterclass 2012' held at Maelstrom games in Mansfield. Tickets for the event were £80 and for your money you were treated to a full days painting and tuition from Golem's very own Tommie Soul and not one but the complete pairing of Mike & Ali McVey. The cost also included lunch and a free Broga miniature to be worked on during the day.

The day started at 9.30am with some brief greetings and a mad dash for Coffee for me after an early start (though not as early as the chap travelling down from Aberdeen!!). Around 24 attendees were split into three groups. Each would tackle a segment with a tutor for a couple of hours before rotating around to the next, meaning by the end of the day we had covered three different aspects of miniature painting.

First up for my group was NMM with Mr Soule. Tommie is a Wamper so I was already familiar with him in a way but in person he was even more friendly and helpful (not at all a nutter like Mr Cardiss insinuated!!). For myself it was the first time I had picked up

a brush in months so it was a case of learning and dusting of the cobwebs. Tommie started the session with a brief explanation of his aims and some of the theory of NMM. He then proceeded to paint an example for us. After fielding questions we then proceeded to have a go ourselves. Tommie patrolled the table chatting to everyone and giving personal help and critique as we progressed on the piece and helping administer solutions if we went astray (myself included!!) As the session went on we kept being given more theory and practical demonstrations before attempting it further ourselves. The two hours soon flew by and it was time for lunch.

Lunch provided a welcome opportunity to meet some of the other painters, some I knew already and some were new but as always happens, mini painting soon broke down barriers and we were all nattering relentlessly just as we had been at the work tables. On a side note the food was fantastic!

“ I gained so much more knowledge just from watching Tommie, Mike and Ali paint.. ”



the finished Broga!

Face - Ali McVey

Cloak - Mike McVey

Armour - Tommie Soule



Once we had finished with Ali our time was up but we had a mingle with some folks bringing in some of their work to show off or get critique on from the teachers. Mike had with him some of the most iconic paintjobs in miniaturedom including the classic Green Knight. Seeing these pieces in person was just as insightful as the lessons themselves. In fact I gained so much more knowledge just from watching Tommie, Mike and Ali paint. How they used their palettes, paint dilution and how they generally approach miniature painting. Just seeing others work can be more helpful than a brilliant tutorial online.

After lunch we rotated around and we moved on to Mike McVey, the Godfather of Mini Painting! Mike showed us two-brush blending, a technique that for many is a black art. While the NMM is something I had tackled before I had never even attempted the two brush blending. Mike however made it seem really easy and it felt that way for me. While my attempt wasn't polished it certainly seemed to be basically correct. For me this was the biggest thing I learnt that day. The other subjects I have approached before though the day undoubtedly pushed my skills in those immeasurably!

I think this is partly what made the day so great, in fact I would go so far as to say fantastic. There were painters of varying abilities but I am sure everyone took away a lot from the day. The tutors and the Golem staff were all friendly and helpful and the day was very well organised. The subjects were covered efficiently and the one on one critique and tuition was fantastic. The whole day had a relaxed atmosphere to it and I took away so much more than that offered on the itinerary. I would really recommend attending one of their events if you can. They are brilliantly put together and you can't fail to improve your painting regardless of your level. You gain more than just a little extra knowledge, the day gives you inspiration and hunger to paint and that's always so valuable. I know people have travelled from all over the country and even abroad to get to these and they agree its worth the trip, in my mind it certainly offers value for money.

Our final segment was with Mike's other half and one of the new wave of Uber female painters taking over the world right now, Ali McVey.

Golem have just announced their next event - Daemon Day, you can find the details here:

Ali was taking us through painting faces and while it's something all us mini painters tackled often, few of us have mastered it. Ali had come prepared with some printouts of faces detailing how she shades and highlights a face, each shown in several easy steps meaning we could take this away and have an invaluable resource for future use. As with the previous two tutors Ali was friendly and a great help providing constant help and encouragement throughout our time.

[Daemon Day](#)

If your thinking about going do it!!

REVIEW

Drum the Troll Shaman

By Cregan Tur

Manufacturer	
Studio38	
Material	Resin
Price	16.00 €
Contact	
www.figurines-studio38.com	
Other Information	
For the Anoe Versus Skermish game	
Ratings	
Quality	9.0 Highly detailed.
Assembly	8.5 Easy but filling required.
Value	8.5 Reasonable.
Overall Score	8.7



Anoe Versus is a fantasy skirmish game from Studio 38 and Drum the Troll Shaman is one of the miniatures from the game.

I'm not sure what scale is being used for these figures, but he's a pretty big troll sporting a large, dented mace and some dreadlocks. He has a pauldron strapped over his right shoulder, a necklace with a crystal pendant, and a loincloth decorated with a skull. He comes in 4 pieces: body, head, and both arms. The sculpted base looks like the floor of an old growth forest with a large rock and the remnants of a rotten log. It comes in 2 pieces: the base and an extension for the rotten log. The troll's stance is staggered because one foot is flat on the ground and the other stands on the large rock.

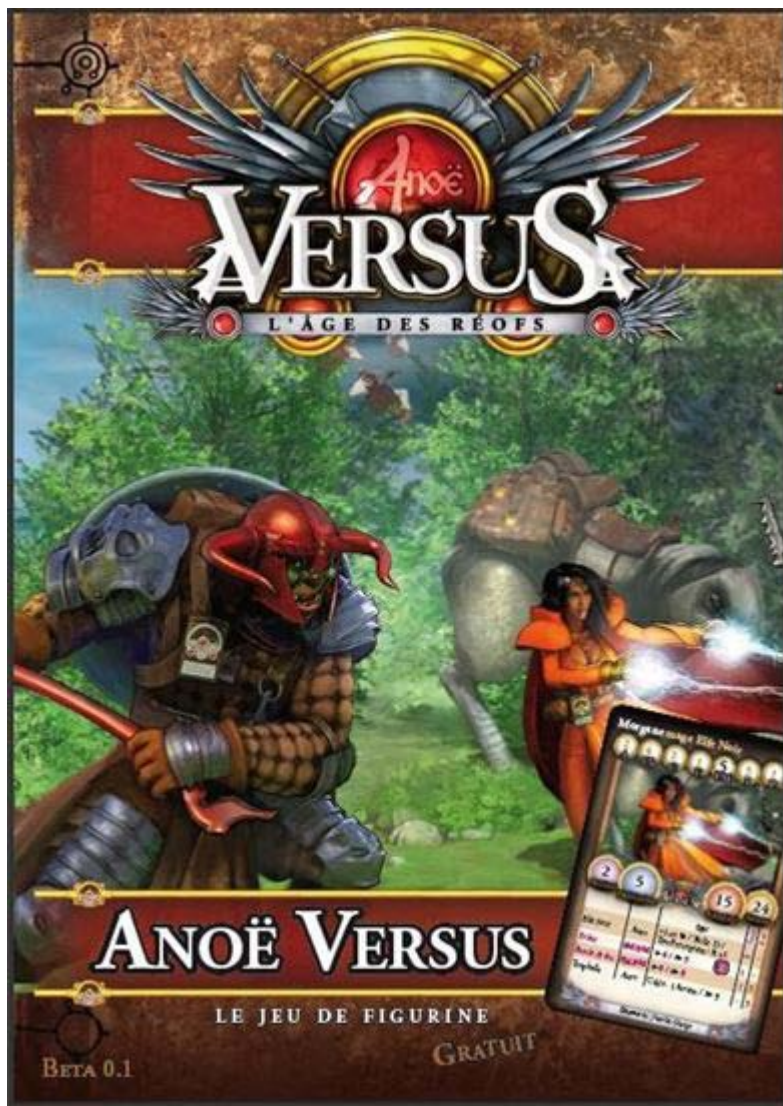


Everything is cast out of a very hard resin that gives good detail. It is also a little on the brittle side- when I clipped off the large gates on the bottom of the troll's feet they broke off instead of cutting. This was not a problem and it did not harm the miniature at all, you just need to be aware that clipping off any of the large pieces may result in a little bit of resin shrapnel. Standard hobby hazard.

The mould lines are not excessive and can easily be removed with a sharp hobby knife. The arms just sit in place on the body- there's no locator plug or anything to work with, and with the size of this miniature I would highly recommend pinning. The head fits into place pretty well, but you'll need to do a little fine work to get a close fit. You will need to do a very small amount of gap filling where the arms and head join and possibly a lot more where the log piece joins to the base because it's a difficult fit.

Aesthetically, I like the design of the troll. He looks monstrous, brutish, and dangerous. The dreadlocks are an interesting choice that works well- they also have a nice texture to them that make them look realistic. The body has a lot of nice creases and texture that make it look like he has really thick skin which is reminiscent of an elephant in texture, if not in colour. He's also covered in what are either pimples or some other type of growth that give a nice extra texture to work with. Even his toenails are nicely sculpted with ridges that will really capture whatever you decide to use to weather them and make them look nasty.

Trolls are a very common genre in miniatures. I can think of 4 companies that produce some form of troll without even trying, so how does this



one stack up? The face has a look of character to it that is unique- he's not your standard open-mouthed, snarling beast. There's actually a feeling of intelligence coming from him that is a bit unnerving. He looks dangerous and menacing, but his pose is very non-threatening; he's just standing there holding his weapon with a hand outstretched like he's holding or asking for something. Given he's supposed to be a Shaman, I think it would be an excellent idea to sculpt a flame or magic effect in his hand.

The Ratings

Quality: 9 / 10, highly detailed casting that has an incredible amount of fine texture and detail, especially on the skin. Nicely designed figure with great character in the face

Assembly: 8.5 / 10, easy to assemble and clean, but requires some advanced putty work to smooth everything out.

Value: 8.5 / 10, reasonable price for a large, high quality miniature.

Overall: 8.7 / 10, the careful work on the facial expression of this troll elevates this from a simple miniature toward the realm of sculpture. A lot of care and detail went into this piece and it shows. While the price is not bad, I feel it may be inflated slightly because it is a figure for a game- I in no way mean this is a bad thing. The game may be great, but even if you have no interest in it and you just need a troll figure for something, then I would highly recommend you consider this big fella.





step-by-step tutorial

The Dead Lady

by king kender

Hi everyone ☺ First of all I'd like to write a few of words about myself as a way of introduction. My name is Raffaele, known on the web as King Kender, I'm 35 years old and have been a minis painter for about 18/19 years. In the last couple of years I have won some demons at the Italian Golden Demon (you can find my prize on [demonwinner free](#)) and some other competitions and... I like Dioramas ☺.

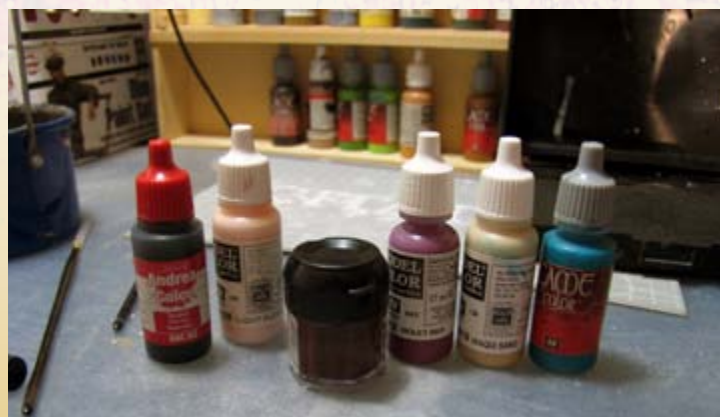
It's a pleasure to write these words, and I'm so excited for the first place on this Freebooter contest. In this article I'll try to show you the "road" I took for this model, the beautiful Death Lady. This model was initially painted for the Verduricchio contest on Legio Pictorum Forum; at the same time that the contest started on Wamp.

The first step was the base and of course, cleaning the mould lines on the model. The base was built on a wooden plinth, I have shaped the column and the arch on the side with some plaster; cork for the rocks (with some milliput for help). Fences and rats are from GW kits. All has been coated with GW white primer.



Some Colour Theory

The first thing I decided before painting was to reduce the number of colours I would have been using, choosing a particular range, obviously the first rule is the aesthetic sense. The other one was the idea of making clothes look a bit washed out and worn because of age.



I opted for a purple and turquoise and decided to lighten with Iraqui sand because it has a hint of yellow in it. Violet and turquoise are the colours that are opposite to yellow range. Then the slight yellow pigment of Iraqui sand will serve perfectly the purpose for both. The violet skirt was shaded with turquoise and was itself shading the pale turquoise oversuit. Iraqui sand was used for lights in both. For maximum shadows I used the VMC flat black and final highlights

VMC carne clara, these two colors have been used to shade and lighten all miniature tones, as well as turquoise and violet in varying proportions in all parts of the model and also of the base.

For example the bows are black and turquoise, the mask is obtained from the violet + carne clara + iraqi sand and so on... Among those there is GW scorched brown (good ol' scorchy)!

I needed this for the wooden parts such as the sickle and basis for the bones along with black violet and turquoise. Here is a picture of the model WIP.

The Base

Base received a coat of foundation grey blended "wet" with VMC Iraqui sand and VMC carne clara to create a very first attempt of highlights. Once



dried I used the same colour to fix the transitions. VMC hull red, GW bestial brown, VMC flat black were then used to give a taste of brown and deep shades. Fences were painted with GW metallics and Vallejo airbrush metallics, I love these colors! The base was then completed with pigments and some natural roots and leaves.

The finished model

In the end I'd like to thank WAMP forum, the people who voted me and Freebooter for this miniature.





It's time for a new contest and also time for a new sponsor, coming to the table we have one of 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)



THE LEGIONS ARE COMING!

The Contest

The contest is open to any 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 month's 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.



Spitfire by pae
2nd Freebooter painting contest 2012



Queen of Shadows by Sister_Lucy
3rd Freebooter painting contest 2012



Fairy by Neatpete



Mermaid by Piratemama



Brahyn by P1per



Pretty Fairy by Lyn



Brotherhood of Assassains by Shades



A Walk Through The Garden by Valloa



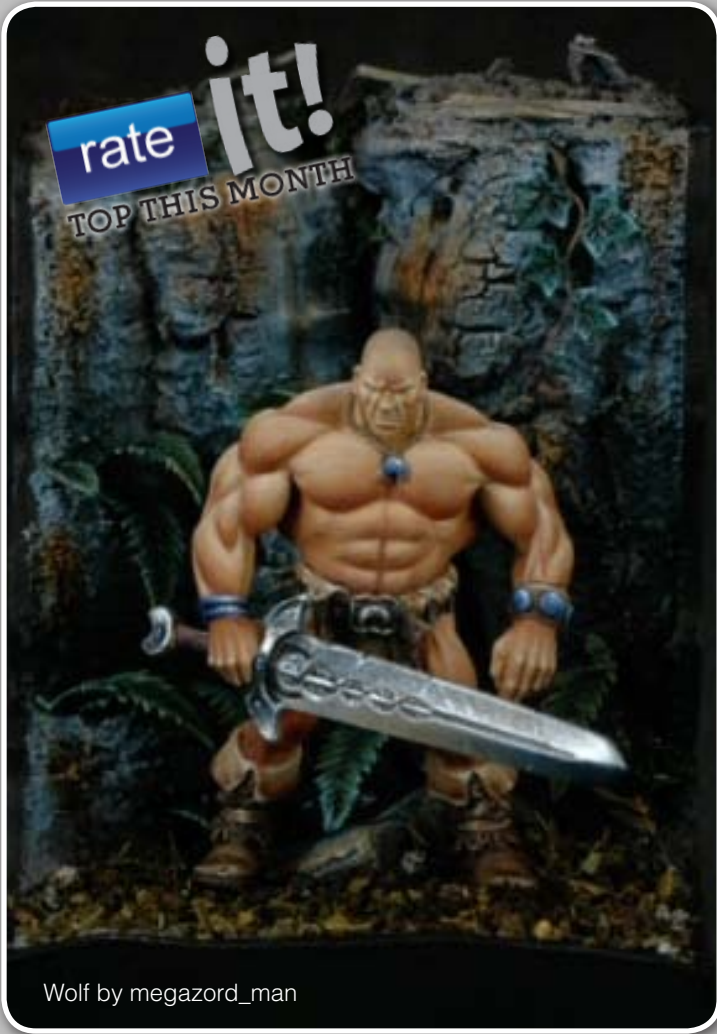
Pirate queen by Necron_99



Steampunk Fairy by Eila



Bad Fairy - The BucklandBrewer



Wolf by megazord_man



by We7



by We7



Eric Long Axe by AndyS



Buck by Chameleon



Lady Usher by Sister_Lucy



Chaos Dwarf Iron Daemon by Dr. Willett's Workshop

Mannfred von Carstein by Thor





By Scott Radom

NOT LIKE RIDING A BIKE!

Just last year I discovered the joy of golf. I love it! Much like painting it's a great hobby where you can set your own goals and work at your own pace to achieve them. Or you can just spend a day whacking a ball with a beer in your hand enjoying the sunshine. The unfortunate thing for me is this means between my other time commitments it leaves far less time for painting during the four and a half months of warm weather we get here. I imagine there are quite a few WAMP members who have to make similar sacrifices to their painting time due to other hobbies, work etc. What I've discovered is that painting is NOT like riding a bike. After only about a one month break I discovered I was having a lot of problems achieving some of the things I thought I had already conquered.

Practice makes perfect. Or something like that anyway. So lack of practice must make you crappy. So it would appear to me. I literally had only stopped painting for one month. We had a nice run of weather so I was busy with work, spending time with the family outdoors and the mentioned golf addiction as well. So one measly month was all I spent ignoring my pile of mini's. So all of a sudden we had a rainy day and the wife and kids were off to the in-laws. What a perfect day to get back on the 28mm scale horse! I pulled out a mini I had based and primed about 30+ days earlier, got my wet palette and my brushes ready to go, and BAM! I was painting. It was so awful. I stuck to my usual go to guys for colours and I still couldn't get smooth blends. Even VMC Brown Violet had betrayed me! My painting looked worse than an '85 Citadel "How to paint miniatures" step by step. I just couldn't get it right! It was an exercise in frustration for sure.

On the same day after a couple hours of having to re-start the mini around five or six times I realized I just wasn't up to doing something I thought was fairly simple last time I painted. So I decided to get back to basics and just start knocking out some mini's. The answer I found was in some extremely small scale naval stuff for a game called Dystopian Wars. Perfect! What I liked about the small scale was that I wasn't going to get bogged down in details like eyeballs.

At this scale, maybe 1/3000, all I was going to have to do was put some base colours, a little shading, and some highlighting. And none of it needed to impress myself or anyone else as these just needed to be good enough for an army to put on a table and gawked at from three feet away. So it helped. I banged out one, liked it, completed another, felt better about painting. So I will make sure I always have plenty of little uncomplicated mini's on hand if I ever need to get my confidence in my brushes back.

How do I keep from losing the stuff I've learned? The only answer is to keep on painting and not take big breaks. Seems easy enough, it's not that I've lost my motivation to paint at all. I still very much want to spend time every day painting. Now though I find that on top of all the other essential stuff I have something else thrown in the mix competing for my precious "me" time. Still I absolutely hate that I have slid backwards so much in my painting. So I must vow in front of all mankind to never step back for so long from my most prized hobby of mini painting. I just gotta figure how to juggle things better. I've already cut TV out of my life. Hmm... I have two kids, maybe I should just pay attention to one and ignore the other? I think that will really help me get to my painting chair more!

There are some people who can walk away from something and come back to it like not a single day has passed. Yesterday I golfed with someone who hadn't golfed in ten years. I've gotten more than 50 rounds in from April to end of June. This guy beat me by around 15 strokes. He embarrassed me easily, and he hadn't even looked at his clubs in a DECADE! So maybe some people out there can take a break and get back to mini painting without missing a beat. I hate each and every one of you. For me the lesson I've been taught is that if I don't want to lose any of the stuff I've learned and practiced I need to keep painting. I find nothing more frustrating than not being able to do something today that I could do yesterday. Maybe this is just my introduction to middle age? Whatever the case may be, it really sucks.



... in the Next Issue

Issue 25 is a bit of a milestone for us a Portal mansions, as we move seamlessly into our third year so it's going to be a bumper issue. We'll have more tutorials and reviews plus lots of great articles and as always it'll be packed full of miniature greatness for your ogling pleasure. Ready for download Thursday 16th August.

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To celebrate Portal's 2nd Birthday the Wampstore is offering a massive 20% off ALL products* when you spend £20 or more. That includes all miniatures, brushes, bases, scenic accessories, publications and anything else we stock. To claim your 20% discount simple enter PORTAL24 into the coupon section at checkout. Offer valid until 16th August 2012. *Excludes Morland Studios and Redbox Games

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