

Portal



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

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



**WAMP2012
SHOW REPORT**

**TRUE METAL
METALLICS
TUTORIAL BY P1PER**

an insight into **WAMP**



ISSUE 25: July/Aug 2012

wampforum.com - the friendly mini painting site!



CLOTHING & MERCHANDISE

Wamp has updated its clothing range to reflect the new logo and URL and we have also opened another store that enables ordering from outside of UK and Europe.

Now you can get your official Wamp clothing or items from our painters range no matter where in the world you live.

For UK and Europe you can use

<http://wamp.spreadshirt.net>

Rest of world

<http://wamp.spreadshirt.com>



rate **it!**
TOP THIS MONTH



Ice Mage (Krueger the Stormwrath) by Ana
Winner, Single Figure and Best in Show: Privateer
Press Painting Contest 2012



welcome to issue 25

CREDITS

WAMP Founder, OGL and Co-Editor

Brett Johnson

Layout & Co-Editor

Shane Rozzell

Cover Image

Ice Mage by

Ana

Proof Reader

Martyn Dorey

Ian Pursey

News Hound

Robert Monnar (LOBO)

Review Team

MaGie

NeatPete

Cregan Tur

Captain Sprout

Darklord

shanerozzell

Contributors

WAMPERS of the World

united:)

Find us at

www.wampforum.com

www.wampforum.com/portal

Contact Portal at

portal@wamp-forum.com



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Wow! What a hectic month its been. Going on holiday a week before running a live event is probably not a good idea and it did leave me little time to think! Despite the last minute stresses WAMP2012 went well. A few tweaks were made over last year and it was great to see people enjoy it even more. It certainly gives me enthusiasm (if not energy!) for next year's event which I hope will be even bigger and better, though I think I will call on more help from others for that one! A big thank you to everyone that came along to the event. For all those that helped out on the day as well, it was like the Olympics but with less fireworks and Paul McCartney singing badly !!

So one event finishes but the Wamp party keeps rolling and we continue to bring you great new contests and this month we have a brand new sponsor that's worth checking out.

While I go and take a (hopefully!) well-earned rest, enjoy Portal and keep an eye out for the WAMP2012 Special Portal coming soon!

Thanks

Brett

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in this issue

Contest



We welcome Soda Pop Miniatures to the fold and kick off with a great contest. Check out Page 10 for more details.

Review



MaGie casts her experienced eye over Morgan from Studio 38.

Review



Shane Rozzell gives us the full lowdown on an iconic miniature, Tanka Wanka from studio 38/

Article



In View From the Hill, Tim Fitch explains why there is more to see in our user signatures.

Tutorial



Every wondered the best best to make True Metallic Metals really shine? p1per shows us how.

Article



WAMP2012, did you go? What did you miss and all the winners in this indepth Show Report.

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NEWS

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

Welcome to issue number 25 of Portal, the number one E-Magazine dedicated to miniature painting. Well, what a few weeks... Both with the brush and on the forum. I have spent more than the odd late night finishing miniatures for contests and the WAMP2012 show, more of which can be found on page 32 and I must say, being part of the WAMP online community has really helped. There are plenty of people always willing to help and show their techniques. To prove the point, in this issue we have an excellent True Metal

Metallics Step-by-Step by p1per. We also have a couple of reviews and information about the next WAMP sponsored painting contest and we'd like to welcome Soda Pop Miniatures to the party. Also in this issue Tim Fitch advises us to look a bit closer at our user signatures, More from the Wiki Team plus all the latest new releases flashing thier paint jobs to try and coax your hard earned cash from under your mattresses. And as usual we finish up with Scott Radoms, Random Musings.

BACK BASE-IX 2 WARGAMING PRODUCTS

A center piece to your hobby desk, the workstation has always been an integral part to any hobbyists surroundings. To be introduced shortly, the 'Grab & Go' range of workstations to help make your hobby life easier.

Here's a photo of the Middy, the middle sized station from the 'Grab & Go' range. This unit comes with an A4 Cutting mat as well as a white acrylic palette insert which can be exchanged as needed, whether you're painting or modelling, there's no need to change seats.

Keep your eyes peeled for this release, along with many other supported 'Grab & Go' elements!!!!



DUNGEONS & DRAGONS

Dungeons & Dragons GenCon 2012 Exclusive Drow Dice Set. Each of the D&D areas at GenCon this year is a different section of Menzoberranzan. You can get this drow dice set if you visit them all. Also WOC will host the first-ever Gen Con keynote address on Thursday, August 16th at 7:00 PM EDT to share with the legions of D&D fans what's in store for the game that has changed gaming forever.

Join us for an unprecedented look into the future of Dungeons & Dragons, including the evolution of the game, the re-birth of a fantasy setting and the next generation of art!



The Darkspace has come for you all! Check out our Kickstarter for Relic Knights: Darkspace Calamity [here](#). This project is the

culmination of years of work, patience, and a lot of love from our little team, and you, some of you fans collecting miniatures for this range and patiently waiting. Well, wait no more!



SPM need your help to push this product out in the best possible format, with easy to assemble, and affordable plastic miniatures, a full featured hard bound rule book, and a ton of other surprises depending on how far we can push the limits! We need your help - please share this around, and we will be responding to questions on our forums and the Kickstarter page.

mantic

Mantic Games Project Pandora Grim Cargo Ruleset PDF on Wargame Vault

Project Pandora: Grim Cargo is a sci-fi board game pitting the Corporation against the mysterious Veer-myn, who have boarded a Corporation Starship in attempt to steal its precious cargo – a cargo which the Corporation will do everything in its power to keep hold of.



Written by the author of the sell-out Dwarf King's Hold series, the game features a host of fast paced and easy to learn rules that will lead to some incredibly tense games as well as an innovative dice-driven combat mechanic and a scenario based narrative, allowing you to recreate the mission.

Kings of War Ruleset and Mantic Journal also available from Wargame Vault.



ManorHouse have opened a new section in our blog, "Mindstalkers Catalogue" where we present the full range of our miniatures dedicated to our game "Mindstalkers"

The catalog is divided into various factions that make up our game.

Each miniature is presented with one or more images, lists all the components of the miniature, the print material, scale and price.



Step inside and see the catalogue the Mindstalkers miniatures, made by Manorhouse Miniatures painted by our Team! The miniatures are divided in their Historical Factions, as described by the Core Rulebook , and it's showed also the Psya Faction (for who plays with Fantasy Rules). Some miniatures can be used by more than one Factions, and so are grouped in a separate section. Some miniatures are unpainted yet, so to let you appreciate the small details, we have lightly drybrushed them, followed by a wash using black ink.

MaxMini3d.eu

hi res 3d printing & prototyping service

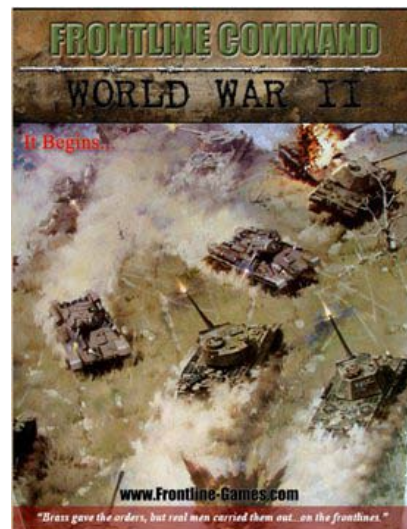


MaxMini.eu now offers a high quality 3d printing service - to allow 3d modelmakers see their designs come to life. What makes us different from most 3d printing companies is that we're toymakers ourselves so the technology we use is geared towards high resolution and amazing surface finish. Moreover whenever applicable we include high quality resin copy of your work in the price.

FRONTLINE GAMES

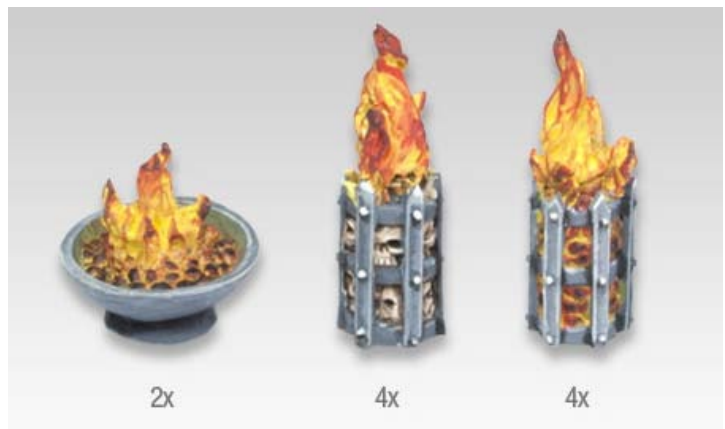
Frontline Games have release two frontline armaments. Defender Gun turret w/ Heavy Battlefield Cannon and Defender Gun turret w/ Typhoon Missile Launcher both retailing for \$29.99 USD. Also they have released Frontline Command WWII full version rulebook, their new 28mm wargaming rules that retails for \$39.99 USD.

More details can be found on their website. Click the logo at the top.





Tabletop Art have released a set of 28mm coal pans. You get 10 in each set and it retails for 5.00€



Another recent release is a set of 90mm skulls with the promise of some 54mm and 28mm skulls soon. The 90mm skull retail for 5.00€ and there are 6 in a set.



True Earth Release Dust Effect Filter Waterbased Resin Emulsion. A liquid Filter for an easy desert dust effect. You can now apply it both with brush or airbrush ! Waterbased liquid filter, leaving an unevenly dirt surface, patches, streaks, thin dots

CARE : the fresh product is really transparent, do not overdo.. Lightly structured filter :unevenly distributed thin particles, leaving a realistic, uneven or dotted surface.

Uses: washes on water wet surfaces, aibrush, streaks

Dusty Desert, Plastic bottle 0,57 oz. Price: €5.00



MDP are still hard at work playing catch up with adding products to the website and so far have added over 100 products including new product lines such as the excellent metallic paints from Mr Hobby, a selection of the busts and figures from MDC, Kolinsky Sable brushes, the new chain and barb/razor wire from Gale Force 9 and some of the bricks by Basecrafts, We are not stopping there though still to go on are The Basement range of busts, the fantastic ModelMates range of weathering dyes and sprays and if you haven't tried these yet we have to say they really are amazing (our latest releases of gaming bases were painted using these dyes), we also have a selection of scalpels and craft knives/blades from the Swann Morton range to go on and of course all our latest releases and hope to have everything online and up to date before the end of the month.

Stone styles, just right for those big war machines and walkers, we also have the round lip sewer base sets and two brand new sets in the Sc-fi range consisting of an Alien set and a Chaos set and more planned for the future. As we said we will get all these online as soon as we can but you can also catch us at shows through out the UK where we will have our full ranges with us.

Our next two shows are Letchworth on 19th August at their new venue of the Broadway Hotel not far from the rail station and for those who like the competitions the Letchworth Show competition is free to enter and we will then be at the Sutton Coldfield Show on the 9th September.

Talking of base releases, this month sees the release of the first of our 120mm size round lip bases in Rocky, Cobblestone and Regal

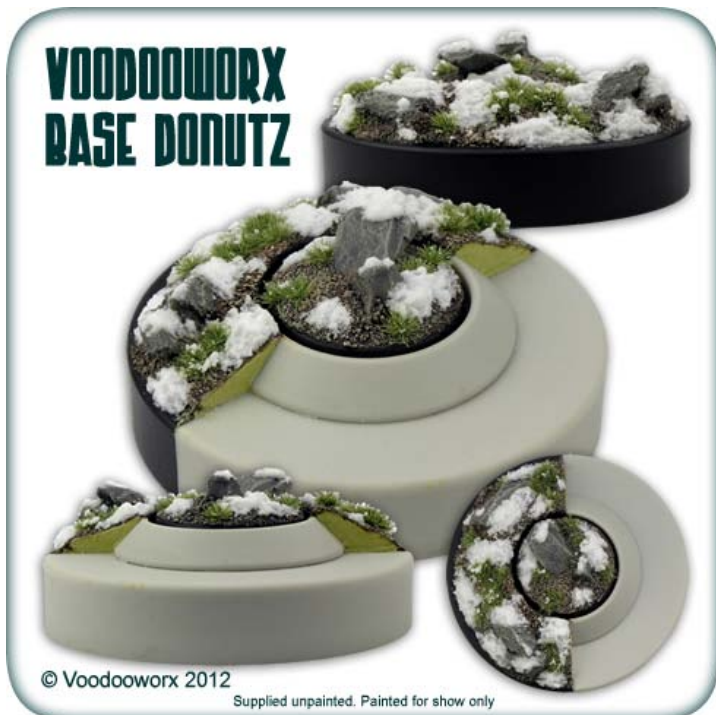




VoodooWorx release 40mm Pre-drilled Base Donutz & 6mm Magnets Pack . A pack of 5 medium pre-drilled resin base donutz and 10 6mm x 2mm magnets. For use with 40mm diameter gaming bases. Cast in high quality grey polyurethane resin. Overall Diameter: 52mm, Overall Thickness: 6mm, Recess Diameter/Depth: 40mm/4mm. \$5.25



Below is an example of how to use the VoodooWorx Base Donutz. Please Note: Plinth and scenic details are NOT included in this pack. Plinths are available separately [here](#)



Stats Box

Portal downloads	68820
Memberships	2087
WAMP posts	186,346
Wiki Pages	278
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](#).

- breadhead vs Devon _ boy**
- Protectorate Solos**
- Spectral Dragon vs waghorn41**
- Painted All Wrong**
- Synthet vs waghorn41**
- LotR**

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



DreamForge-Games going plastic on Kickstarter

From their release. "One of our largest stumbling blocks has been keeping up with customer demand for our resin kits. We have found it increasingly difficult to produce our large kits in a quality, quantity and price point to meet my high standards. The constant search for a suitable service provider and manufacturing method for our resin kits has stifled design and production, taking me away from the important work of product design and game development. On August 16th; the first day of Gencon, we will open up our Kickstarter campaign to help fund this switch from resin and metal miniatures and models to an all plastic line."



It's contest time and we'd like to welcome a new sponsor this year, as you can already probably tell it's Soda Pop Miniatures, makers of Relic Knights, Super Duneon Explore & Tentacle Bento.

Inspired by Anime and Japanese pop-culture, Soda Pop Miniatures feature plenty of robots and girls with guns and bigger huge hair! Based in their own Sodaverse these are some of the most characterful and high quality miniatures available.

Prizes

- 1st Place - SDE box set
- 2nd place - \$50 Soda Pop voucher
- SpecialWAMP Prize - \$50 voucher to the entry Darklord likes best from the rest

Deadlines

4pm UK Time, 24th October 2012

4pm UK Time, 31st October 1012

For WAMP subscribers.



The Rules

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

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 Soda Pop 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 (to be post posted soon). 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.

We really hope you support this contest and help give Soda Pop Miniatures a warm WAMP'ie welcome, they make some fantastic miniatures which should yield some excellent paint jobs, Lets show them how we roll!

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VIEW from the HILL

...the monthly article written by Miniature Heroes owner *Tim Fitch*



A couple of months ago I started blogging. Nothing earth shattering about that I know. Mainly new release updates and the odd bit of news I think might be useful to other people. However it wasn't really until I started blogging that I began to take notice of all the other blogs people have got.

There must be thousands of mini and gaming related blogs out there. Some start in a flurry, and then tail off and the enthusiasm wanes. Others are steady plodders who produce regular updates and provide a lot of useful content for the reader.

So with this in mind I thought I'd use this article to shine a spotlight on the blogs of fellow Wamp members. Those little tags at the bottom of their posts can lead to some extraordinary places.

Now you can't write a piece referring to the members of Wamp without mentioning Darklord himself. Without him there would be no

“ I thought I'd use this article to shine a spotlight on the blogs of fellow Wamp members.”

Wamp. But by being the beating heart of the forum, and now with the online wamp store too, does he get time to post blog updates? Well surprisingly no not really, but he does have a blog which acts as an advert for his commission painting skills. What, you didn't know he could paint? Well just follow this link and find out.

<http://wampforum.com/Darklordminiatures/Darklord.html>

Brett is actually a very fine painter whose won lots of things, and will probably win lots more. While the blog pages are a bit static, they do show the skills of a professional painter, and that is always worth a browse.

My good friend, and Portal editor Shane Rozzell also has a blog, and much like Darklord's he doesn't get time to update it very often. Considering he pulls Portal together every month in his spare time this is understandable. But when he does have time to post it's well worth a look. Shane is another Wamper who is highly gifted with

the brushes. An artist by trade he favours larger scale miniatures and busts.

<http://sdrminiatures.blogspot.co.uk>

He's not concerned with genre or manufacturer; hence his blog is always a wonderful mixture.

Vern is a gentleman I sometimes have the pleasure of dealing with in the shop. His blog is more regularly updated and covers a wider remit than just painting. Vern is a good painter, but also a bit of a magpie in the way he brings different things together. Showing and discussing the merits of Shapeways 3D printing for example. As this is a possible future path for the hobby Vern is ahead of the game in showing the good and bad points of this new technology.

<http://another-gaming-blog.blogspot.co.uk>

Warhammergrimace is another noted Wamp member with a blog to his name. An historical war gamer first and foremost, he writes and maintains a blog on the subject. It contains quite a bit of information regarding different historical periods, and some of his painted minis. However a little bit of fantasy also creeps in if you have a look at his Grey Army section.

<http://musketswordpaint.com>

Moving outside of the UK we have the blog of the very talented MaGie. Here you will find work in progress shots as well and the finished articles and every one is brilliant. It's a great place to just stop off and admire some beautiful high level painting. She features a good mix of manufacturers too.

<http://ssuperflash.blogspot.co.uk>

Mamageek is one of Wamp's US members and as such gets to grips with some miniatures that aren't so easy to get in Europe. Reaper miniatures are prominent, along with Dark Sword. Lots of wip's and many beautiful photographs of miniatures she's completed. The other great thing about her blog is her enthusiasm for miniature painting. It practically jumps from the screen and is a great place to visit if you're suffering from the dreaded painters block.

<http://mamageekminis.com/blog>

Sister_Lucy is another talented lady from the US. Again a superb painter with no particular bias towards any particular miniature manufacturer. What she does do is create some beautiful and sometimes quite quirky dioramas. Using miniatures in a manner they weren't quite intended may sound a bit muddled, however Lucy



pulls it off every time. Always something going on here so well worth having a look.

<http://daughteroftheemperor.blogspot.co.uk>

I know it's getting to be a bit of a theme now, but these US ladies blogs are too good not to mention. Piratemama not only has a blog but a whole website dedicated to the miniature hobby. And there is a lot of information on there for both the novice and the more experienced. It's a great site to visit if you're trying to introduce someone to the hobby. Everything is explained, from what a miniature is, to links you can follow for more information. She's no slouch with a brush either as her gallery and blog sections shows.

<http://whimsical-miniatures.webs.com>

So that concludes this little spotlight round up of some of the bloggers who make Wamp their home. These aren't all the blogs on offer though, just a sample of the more regular posters. However next time you're browsing the forum, have a click on the little lines of text in the poster's signature area. They can lead to some surprisingly creative places.



Follow Mini Painting Wiki on



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

Weathering powders

Weathering powders are finely ground powders that are used to create a variety of different [weathering](#) effects such as rust, dust, mud and exhaust stains. They are made from pure artist's [pigments](#) and can be dusted on to a model or mixed with different [acrylic media](#) to create effects such as dry or wet mud. They are mostly available as loose powders although some manufacturers supply them as solid sticks, where the pigment is mixed with a binder, which can be applied directly to the model or shaved with a knife to create a powder. The powder can also be created by rubbing the sticks on sand paper.

Most manufacturers supply a range of earth colours to simulate natural [weathering](#) effects although ranges are expanding to include other colours, such as blues and greens, to create effects such as green oxidation staining. They are also available as metallic [pigments](#) to simulate areas that have worn down to expose bare metal.

Home made weathering powders can be made by shaving or scraping hard artist's pastels, however these pastels contain a binding agent, usually wax, and are often comprised of cheaper [pigments](#) to reduce the costs. The binding agent can react with any solvent used to fix the powders causing very unpredictable results and the low cost pigments may not adhere to the desired surface at all. [\[...more\]](#)

Photo-Etch

As there are limitations in the detail that [plastics](#) can hold when thin many modellers use photo-etch parts to reproduce realistic finishes and effects. It is used predominantly by vehicle modellers and sold as part of kits or as an after-market product to create detail or to allow the [modelling](#) of variant vehicles. It may be formed from copper or steel but is commonly made from brass, known as brass-etch, and is usually used to depict intricate details such as instrument panels, mud guards, armour plates, foliage & mini plants and even [camouflage netting](#).

The manufacturing process involves a design being fixed to a metal plate coated in a photo-resist material. This is then exposed to light creating areas that have the resist and areas that do not. The

metal in the areas without the resist is then removed by an etching chemical creating either very fine shapes or detailed marks upon the surface.

Photo-etch is usually produced in frets, similar to the sprue of a [plastic](#) model, and can be removed by cutting with a sharp hobby knife or scissors. Care must be taken when removing parts and it is recommended that they be cut on a hard surface rather than a rubber style cutting mat which can allow the parts to bend or deform. Any remains from the fret can be filed away taking care that the part is not bent by filing along the length of the piece rather than at right angles to it. [\[...more\]](#)

Filter

A filter is the term used to describe the application of a very [dilute paint](#) over an area in order to unify the colours underneath or to vary their [tone](#). It is a common term in the field of vehicle modelling where it can be used to great effect in unifying the appearance of [camouflage](#) schemes or to enrich large areas of flat colour. It is also useful for adjusting a colour that is not quite correct to something nearer what is required.

In applying a filter the [brush](#) should not be overloaded and any excess should be removed by wiping the [brush](#) on an absorbent cloth or tissue. The paint should be applied in a controlled manner and, once layed down, should not be disturbed by returning with brush strokes until it has dried. For this reason many modelers favour the use of an [airbrush](#) when applying filters. As with [glazes](#), filters can be applied repeatedly and each application should be allowed to dry fully before a subsequent layer is applied.

Filters can be made by [thinning paint](#) with the appropriate thinner or can be purchased from many hobby suppliers, particularly those who supply military vehicle models and accessories. [\[...more\]](#)



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BÁINTAAC
Vicious Torax
£14.99

BNB-025
MJAGNIR
Jötunn
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both models released
September 1st, 2012

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KRULL
Servile
Lord of Dis
£99.99

BNB-024
SHAAROC
Reviled Draackox
£59.99

BNB-026
KADÁMASTAR
Ancient Devourer
£59.99

BNB-028
GYNROCH AP ROCH
Wocor of Powys
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MAELSTROM GAMES



BANELEGIONS

REVIEW

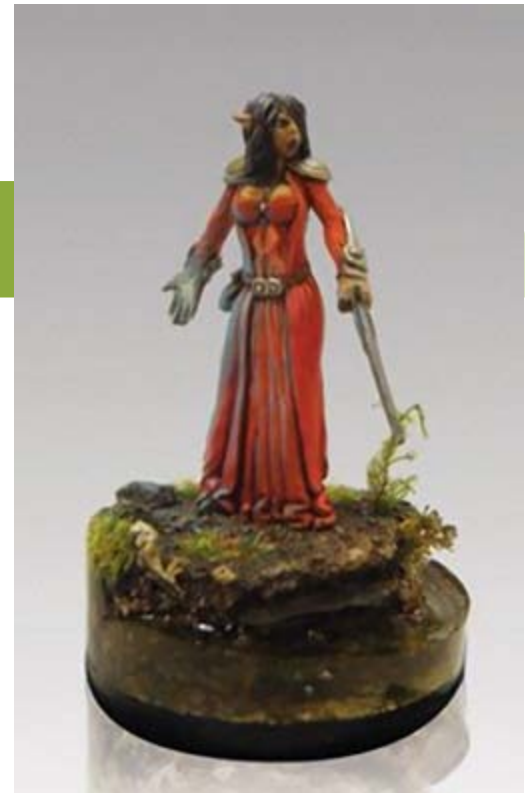
Anoë Versus Morgane

By MaGie

Manufacturer	
Studio38	
Material	Resin
Price	\$15.00
Contact	
www.figurines-studio38.com	
Other Information	
For use with Anoë Versus rules.	
Ratings	
Quality	5 Bad proportions and low quality resin.
Assembly	8 No mould lines or air bubbles. Pieces fit well together.
Value	5 15 dollars is way too much for this miniature.
Overall Score	6.0



From the website (translated from French):



Anoë versus is a fantasy skirmish game for 2 players. The setting is the planet Alanaïs, found in a universe called Anoë. This review focuses on the miniature Morgane, which is part of the Anoë versus game.

Morgane comes in a blister package, along with a large scenic base. The mini comes in two parts: the main body and a separate piece for the left arm.

Upon opening the blister package, it was clear that the sword had broken from the arm piece. It broke of just above the handle, so it should be easy to fix.

After checking the miniature, the most noticeable thing for me is the shape of this figure. It's already quite visible on the box art that the proportions of this mini are not very good. Her waist is very broad in comparison



to the hips, and she has no bottom at all. The hands are also rather large, while the face is on the small side. For me personally, shape and





proportions are very important aspects of a miniature, and that is for sure a part in which this mini doesn't meet the standards.

The miniature is made from a shiny resin, that is quite bendy and breaks easily (as is proven

by the broken blade). This type of resin doesn't seem to carry detail very well, or it could also be that the mini wasn't sculpted with much detail to begin with. When I first looked at this mini, it

reminded me of the plastic miniatures that come with large boardgames, both in terms of material as well as sculpt details. In terms of cast quality, there are no airholes, and I can also find no mold lines. So preparation of this mini should be quite fast and easy.

The base is made of a different resin than the miniature itself. It's quite hard and solid. The two separate pieces of the base fit snugly together, although some gaps will need to be filled, and some mould lines removed, after assembly.



Ratings

Quality: 5/10, bad proportions, low quality resin. Base made from solid resin with good details.

Assembly: 8/10, No mould lines or air bubbles and the pieces fit well together. Some work on preparing the base.

Value: 5/10, 15 dollars is way too much for this miniature.

Overall: 6/10, I'm not impressed by this miniature. Even if you play the Anoe versus game I don't see the necessity of buying this mini, as it doesn't come with a playing card or anything. There are many better alternatives.



Since I had to do the backside of my Troll's axe at the end I thought I might give it a try and take some step-by-step pictures of my painting. Unfortunately some pictures turned out quite blurry but I hope that the progress is still recognizable during the different steps.

I used P3 colors for the shadows on his silver TMM parts and I guess some of you won't have them at home so here's a shot of the P3 colors I used (in order to find some fitting equivalences).



Dilution

Basecoat: 1 : 1, Paint : Water. Everything else: 1 : 2
Paint, : Water (unless otherwise stated).

Let's go!

TRUE MATAALIC METAL

A step-by-step by p1per

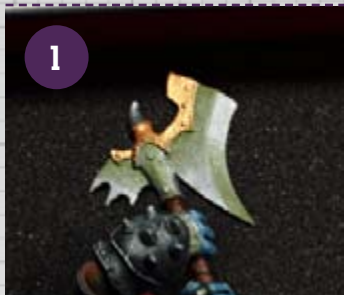
p1per's bio

Hey all! My name is Oliver, I'm 24 years old and known on the web as p1per. I was introduced to the hobby by a schoolfriend when I was around 15 years old. Back then I painted for about two years, mainly Rackham Miniatures, but then took a break for about 6 years. And now I found my way back into the hobby © and have been painting again since September last year.

1. Silver-TMM

Basecoat was done with Coat'd'Arms Gunmetal, this one's an equivalent to GW Boltgun Metal.

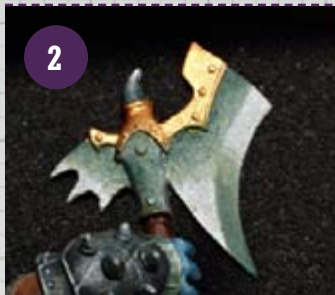
Shadows



For the first shadow I picked a green color P3 Ordic Olive and started glazing it towards the shadows starting about in the middle of each part.

I will be reworking the midtones later on so don't worry about starting the shadows in the middle.

Ok, this one looks weird but it will come out nicely at the end.



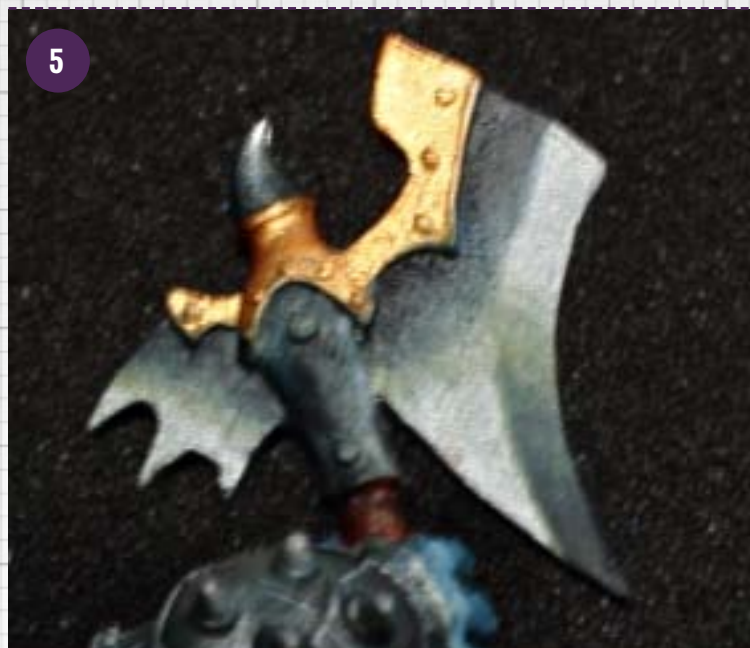
Next I used a mix of P3 Cygnar Blue Base : P3 Exile Blue (1 : 1). Again, glazing towards the shadows and leaving a bit of the green untouched. I also try to make the paint more opaque in the deeper shadow areas.



To intensify the shadows, my next mix consists of P3 Exile Blue : P3 Beaten Purple (1 : 1) and like before leaving a bit of the previous layer untouched I start glazing towards the deeper shadows.



Ok, enough of those funky colors. :D It's time to move towards black for the deepest shadow. For the next shadow I used P3 Exile Blue : P3 Beaten Purple : P3 Coal Black (1 : 1 : 1) and concentrating more and more on the deepest shadows.



For the last shadow I added some GW Chaos Black to the previous mix P3 Exile Blue : P3 Beaten Purple : P3 Coal Black : GW Chaos Black (1 : 1 : 1 : 1) and glazed it on the very end where the deepest shadow would lie.

Note: The name P3 Coal Black is a bit irritating since it's not really a black, not at all. It's more like Vallejo Model Colour's Dark Sea Blue maybe even a bit brighter.

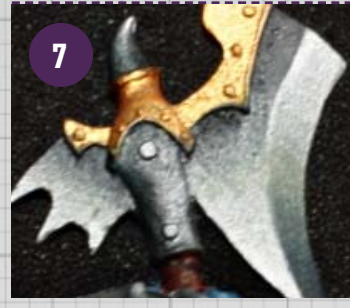
Highlights



6

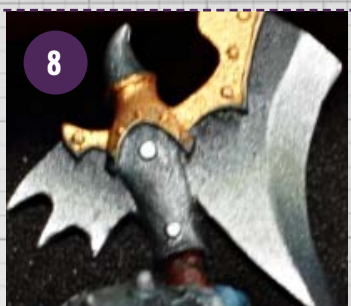
First thing I do before I start with the actual highlights is bringing back some of those metallic pigments as well as the midtone. For this I use the basecoat color Coat'd'Arms Gunmetal diluted with a ratio of about 1 : 4 with water. I glaze 1-2 thin coats over the entire area, yes also shadows! Then with the same diluted paint, start to bring back the midtones and soften transitions.

Slowly taking shape... ☺



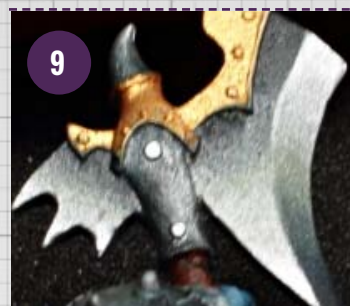
7

Now highlights. For the first highlight I use a mix of Coat'd'Arms Gunmetal : Coat'd'Arms Enchanted Silver (this one's an equivalent to GW Mithril Silver) (1 : 2). Like with the shadows I glaze it upwards moving my brush towards the highlight areas.



8

Followed by pure Coat'd'Arms Enchanted Silver leaving some of the previous layer untouched.



9

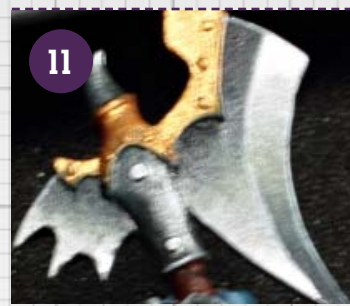
To increase the shine and contrast for the top highlight I used a mix of Coat'd'Arms Enchanted Silver : VMC Metal Medium (1 : 1-2) and glazed it in as a final "bright spot" or highlight.

Not done yet – still missing edge highlights and scratches. ☺



10

For the edges I actually use pure VMC Metal Medium but it's quite exhausting to paint it pure over dark layers of paint to really get the full effect and bright edges. Therefore I "pre-prime" the edges with the following mix P3 Morrow White : VMC Metal Medium (1 : 1-2). Due to the white paint and already some metallic pigment in it, it will be much easier to apply the VMC Metal Medium in the next step (and actually see it shine).



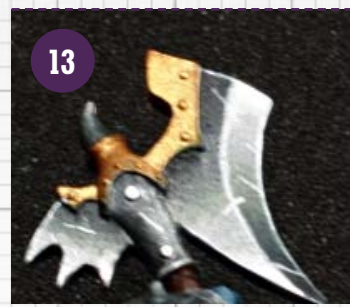
11

As you can see, although I mixed some VMC Metal Medium to my white paint those edges aren't really shiny (yet) but I will deal with it now. Using only VMC Metal Medium and going over all the edges I previously "pre-primed".



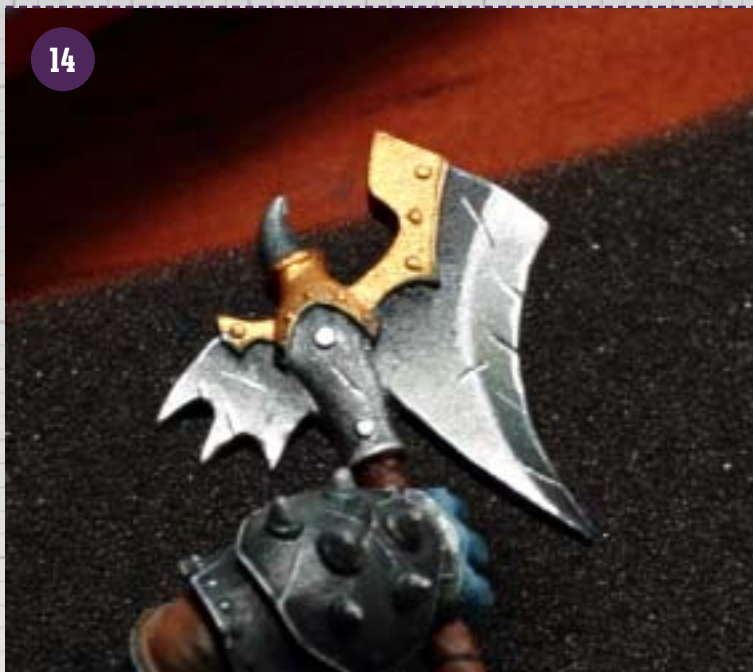
12

Here we go shiny edges. Now onto the scratches. Like with the edges I first pre-painted the highlights with P3 Morrow White : VMC Metal Medium (1 : 1-2) and then going over all lines again with pure VMC Metal Medium.



13

I started with the white highlights and not with the black actual scratches because this way it is often easier for me to make the white lines real thin by painting over it later with my black color.



14

And finally the scratches with pure GW Chaos Black (undiluted!).

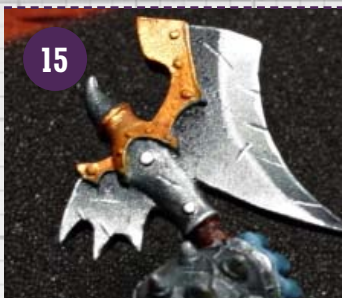
That's it for the Silver TMM part – now the Golds.

I also reglazed the deepest (last) shadow in between to cover some of those metallic pigments that were shining through from glazing Gunmetal over the entire area.

2. Gold-TMM

It's more or less the same for the Gold as it was for the Silver so I will keep the descriptions rather short. The basecoat was done with GW Shining Gold.

Shadows



15

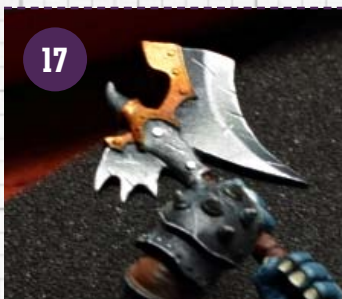
I applied the first shadow using GW Snakebite Leather and again starting about in the middle and pulling my brush towards the shadows.



16

Next I applied some GW Snakebite Leather : GW Scorched Brown (2 : 1) leaving a bit of the previous layer untouched.

Unfortunately it's quite difficult to see the difference in the next steps until the last two shadows are applied. Anyway technique's the same always leaving a bit of the previous layer untouched and moving the brush towards the shadows.



17

Continued work on the shadows with GW Snakebite Leather : GW Scorched Brown (1 : 1).



18

Pure GW Scorched Brown.

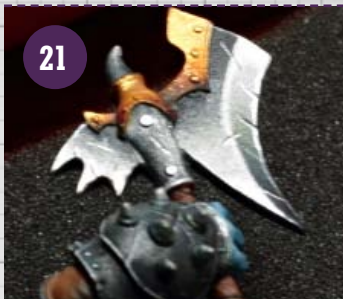


For the last shadow I added some black and applied it to the deepest shadow parts, GW Chaos Black : GW Scorched Brown (1 : 2)



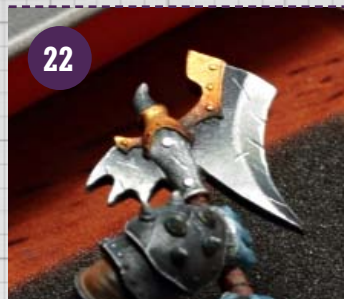
Highlights

First thing I did was bringing back some metallic pigments as well as the midtones and softening of the transitions (like described in the silver part). Glazed 1(2) times over the whole area with some diluted GW Shining Gold (diluted 1 : 4 with water) and then worked on bringin back the midtone and softening transitions.

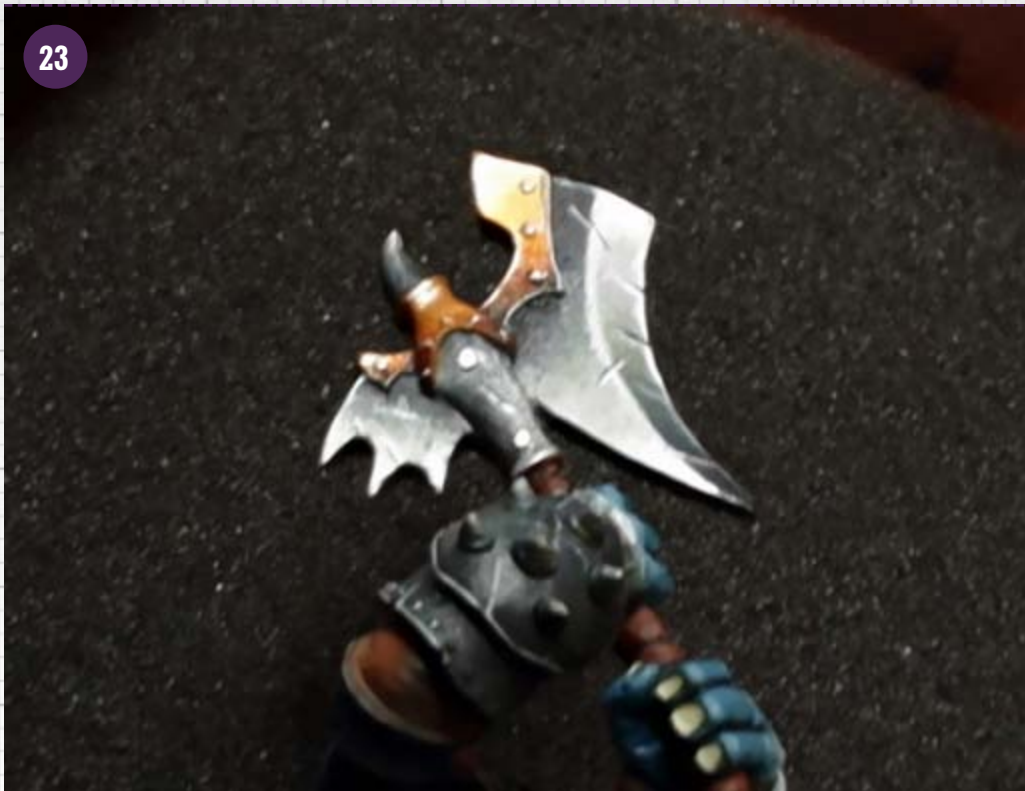


Followed by adding highlights moving my brush towards the light / brightest spots with,

- GW Shining Gold : GW Auric Armour Gold (1 : 1).
- GW Auric Armour Gold.



The last highlight was done with a mix of GW Auric Armour Gold : VMC Metal Medium (1 : 1) concentrating on the brightest spots.



Edges were done the exact same way like in the silver part. Pre-priming with P3 Morrow White : VMC Metal Medium (1 : 1-2) and then going over with pure VMC Metal Medium.

That's it. :)

Hope you enjoyed this little Step-by-step and found something useful / helpful.

Colors Overview

TMM - Silver

Basecoat: Coat'd'Arms Gunmetal

Shadows

1. P3 Ordic Olive
2. P3 Cygnar Blue Base : Exile Blue (1 : 1)
3. P3 Exile Blue : P3 Beaten Purple (1 : 1)
4. P3 Exile Blue : P3 Beaten Purple : P3 Coal Black (1 : 1 : 1)
5. P3 Exile Blue : P3 Beaten Purple : P3 Coal Black : GW Chaos Black (1 : 1 : 1 : 1)

Highlights

1. Coat'd'Arms Gunmetal : Coat'd'Arms Enchanted Silver (1 : 2)
2. Coat'd'Arms Enchanted Silver (Mithril Silver)
3. Coat'd'Arms Enchanted Silver (Mithril Silver) : VMC Metal Medium (1 : 1-2)

TMM - Gold

Basecoat: GW Shining Gold

Shadows

1. GW Snakebite Leather
2. GW Snakebite Leather : GW Scorched Brown (2 : 1)
3. GW Snakebite Leather : GW Scorched Brown (1 : 1)
4. GW Scorched Brown
5. GW Chaos Black : GW Scorched Brown (1 : 2)

Highlights

1. GW Shining Gold
2. GW Shining Gold : GW Auric Armour Gold (1 : 1)
3. GW Auric Armour Gold
4. GW Auric Armour Gold : VMC Metal Medium (1 : 1)

Edges (Silver & Gold)

1. P3 Morrow White : VMC Metal Medium (1 : 2)
2. VMC Metal Medium



REVIEW

Tanka Wanka

By Shane Rozzell

Manufacturer	
Studio 38	
Material	Resin
Price	9.0€
Contact	
www.figurines-studio38.com	
Other Information	
Scale 32mm. Sculpted by Allan Carrasco	
Ratings	
Quality	6.0 The cast is pretty poor, hence the low score.
Assembly	8.5 The four bits that all go together pretty well.
Value	9.0 I'm split over this miniature.
Overall Score	7.5

ALKEMY



The legendary Tanka Wanka is the greatest earth extractor of "wake-dream forgers", hallucinogenic mushrooms prized by Aurlock shamans.

Tanka Wanka... The name is enough to make people want to buy this miniature.

Also the fact that it came from the mind and fingers of one of the finest sculptors knocking about, Allan Carrasco, who designed and sculpted Tanka for the Alkemy Skirmish game.

Tanka is an Aurlock from the toad clan and is the most renowned mushroom extractor of his people. These mushrooms are highly prized by the Aurlock shamans who use them in their healing rituals.

The Sculpt

Tanka is quite an iconic miniature that stands 28mm to his eyes. He comes in four parts, his left arm, weapon and head plume being separate from his body. He is also supplied with a resin base that is hollow underneath so gamers can use magnets to attach him and the miniature can be removed for storage and transportation.

Tanka stands with his left arm down and his right arm extended out to hold the huge



flint headed weapon over his shoulder, he's slightly twisting to the left and has a certain look of consternation on his face. He also has a huge, warty, toad-like chin and flabby belly. He's wearing a loin cloth around his front and yes he's anatomically correct behind that so that'll be fun to paint ☺ His left foot is slightly higher than his right so some interest can be added to a self-made base.

I like the sculpt as we see Tanka in a resting, but watchful pose almost as if he's just seen something while trekking through the swamps of his homeland in search of his fungal quarry.

The Cast

Before I go any further I must point out that I really like Tanka Wanka. Allan's and Jérémie's rendition of the miniature are both diversely different but both superb and I would like to attempt to paint him in a similar vein but I must admit the cast is pretty bad but in the right hands, it's not beyond saving. The biggest problem on my copy of the miniature is the eyes. I always like the miniature's eyes to be clear and well-cast so when I paint them I can use them to become the focal point of the miniature. Unfortunately on this copy the eyes are rough and will take some time working in a very small area to fix them up. Next up is the mould slip, there are areas on his extended right arm and on both legs where I'll have to re-sculpt muscle. The next big issue is a major mould line that starts just below the left part of his mouth and goes down the whole of his body. Thankfully this hasn't obscured any facial details so it can be removed but on the back of the miniature some rebuilding will need to happen. On his left arm, unfortunately



around one of his bracelets there is some resin that hasn't been mixed correctly. It has cured but it looks like someone has dropped super glue all over his wrist and this will be time consuming to rectify. One last point and they're hardly worth mentioning but there are three tiny air holes on his chin but these are nothing unexpected on a resin miniature and they're very easily fixed. I know it sounds like I'm rubbishing this miniature but I'm really not and as stated, I really like the miniature, so it all boils down to two things. Do I have the skills to rectify these problems and will the time invested in fixing it up produce something that I can paint and display? We will all have our own answers to these questions but for my part I think I will persevere with this miniature and try to do a good job on it.

Ratings

Quality: 6/10, the cast is pretty poor, hence the low score but I will say that if you can expend the time to fix it up you will end up with a great miniature.

Assembly: 8.5/10, four bits that all go together pretty well. As mentioned above the plume and his arm will need pinning but I always recommend pinning everything so nothing out of the ordinary here.

Value for Money: 9/10, 9€, roughly £7.20 for a iconic miniature sculpted by one of the best in the business is, in my mind well worth every penny. But, with the work that is needed to correct the casting errors I wouldn't take this miniature on if I didn't know I had the skills to fix it.

Overall: 7.5/10, I'm split over this miniature. A part of me is disappointed with it because of the casting errors and knowing what work is ahead of me to get it to a state where I can paint it. The other part of me is very pleased with it because I hold an iconic miniature sculpted by Allan Carrasco and it didn't cost an arm or a leg and the excellent paint jobs that can be seen on the internet provide some very cool reference images.





Natsumi, Geisha



Bombardier Bombshell



Druid Gone Wilder



Hamlet (metal)



Hayden C (Metal)



Bergil, Male Engineer



Male Forward Recon



Hayden B (Metal)

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2 Mindstalker
Miniatures

BANE LEGIONS



MAZKÍLIÁS - BALEFUL VASILISK



TUNDAAR, SKULL-BEARER OF BAALOR



CHAAGMUTH THE JAW-TAKER,
UNTAIN OF THE GABRAX

BÁINTAAC - VICIOUS TORACX



MEET THE WAMPER



Real Name: John Keys

Alias: megazord_man

Website: www.megazord.net

Wamp member since: 1st Dec 2010

Bio: I was brought up in St.Neots which is a small town near Cambridge, England. Whilst at school I didn't try so hard and ended up with average results and totally failing my A levels. From that point I was pretty aimless, working as a laborer on a building site and a fishmonger. I applied and won a place on a British Aerospace apprenticeship scheme and from the very first day never looked back. Five years after starting there I moved with the company to Wichita Kansas for a two year stint which was an amazing experience. From there I moved back to St.Albans in the UK and finally ended up working for a company that designs and manufactures satellites and spacecraft. Having been there for 12 years I've managed to move up through the ranks to become the head of mechanical design.

Paint, sculpt or game? Paint – Originally I started off by painting some GW marines for my son. A little later we then tried gaming at a local club but we didn't like it so I just stuck with the brushes and Call of Duty.

Favorite mini company? I would say that my top couple right now would be Smart Max and Hasslefree - how's that for different ends of the spectrum! Most recently Infamy Miniatures are making quite an impact on me for really hitting the spot terms of setting up a great range of quality minis that I want to spend time on.

Favorite sculpt? As soon as I spotted the Ma.k range I knew these were the ones for me – any of the powered suits would tick that favorite sculpt box right now.

How long have you been in the hobby? Since Aug 2010. After seeing one of his friends GW armies my son twisted my arm and I brought him one of the GW starter sets with the paints and brushes. From that point I've never looked back. Pretty much the only days I don't paint something are when I'm away on holiday or with work.

How often do you visit Wamp? Everyday, normally three or four times but most often as a guest as I'd be surfing whilst on my phone.

Best thing about Wamp? The pure info, friendly advice and thought provoking experience of wamp makes it pretty special for me. Of course this doesn't happen all on its own so really it's the people that make it what it is. I can only imagine the massive effort that it takes to make wamp happen everyday so Brett should get a special mention too!

Tell us something interesting about you? Alongside miniature painting I also have a love for clay pigeon shooting and contemporary modern art. From the art point of view I'm big fan of Damien Hirst's works and was lucky enough to win a signed dot print called Opium quite some time ago. Totally unrelated to this – a number of my team at work designed parts of the Beagle 2 mars Lander that was due to touch down Christmas 2003. To calibrate the spacecrafts cameras before they start transmitting real pictures they use a known pattern to make sure the colours and focus are correct – it was decided by the project team to get Damien Hirst to design a special dot painting specifically for this purpose which he willingly did. As a result a machining incorporating his art was used, attached to Beagle 2 and sent to Mars.



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MAELSTROM GAMES





WAMP 2012 SHOW REPORT

by Shane Rozzell

This is a personal look at WAMP's second show, how the day went and if it was a success. Plus a little bit about the painting contest.

Well for me the day didn't have the greatest of starts what with a muggy, hot night, Sarah and I didn't get much sleep but when the alarm went off at six a.m. (which I slept through) she got up and brought me a cuppa in bed so straight away my frown was turned upside down. My brother turned up on the dot and we packed the van and set off. The journey to Mansfield was pretty uneventful just a splash and dash stop at the little chef on the A38 and we arrived at Maelstrom Games' eye of the storm at 9:30. Mr and Mrs Darklord were busy setting up so I unpacked my mini entries and got them registered. I also spied the lovely new trophies and figured one would look great in my painting room so with fingers and toes cross I sallied out to meet the other folks arriving.

People slowly filtered in over next few hours and the contest tables gradually built up while folks chatted and milled around having a good look at all the entries. By the time the cut off point was reached there were a good number of entries and all painted to a very high standard so I knew then that this was going to be a tough contest but I had hopes of bettering my one bronze from last year.

It was time to go and meet some folks and take some sneaky photo's. Now we go on a lot about WAMP being the friendly forum and it's the people that make WAMP a cool place to hang out but when you meet fellow members in the flesh, shake their hands and talk to them for a while you soon realise this isn't just a throw away

comment. I truly believe we have some of the friendliest folks around, all willing to help, offer advice and give good critique on peoples miniatures. That same spirit was there in abundance and there aren't many places where you can talk to sculptors and game makers

“ Much to Undaves disappointment we weren't all going to look like tigers, next was a face painting demonstration. ”



like Alex from Warploque Miniatures, Salute Winners like Scott Hockley, Demon winners like Andrew Vallance, Rob Cardiss and Alan Crookes from Black Dragon Castings who is a very talented young miniature caster, all seeking and giving advice. There were also loads of other painters of various skill levels but all struggling with the same things you do and it's every one of these people that made the event a resounding success from my point of view. I had the pleasure meeting some people that I'd not seen for a while and lots of new faces turned up which was superb to see.

there weren't too many underhanded tactics going on but putting the water out of Boris' reach was low... Not mentioning any name but you know who you are!

When the allotted time was up there were some surprisingly good results, even flock was used! I think everyone who took part had a good laugh, I know I did;) I also think a few people surprised themselves. Quote of the contest goes to Iain "hailstorm" Hale who said "There is no sex when it comes to speed painting"... Moving on.

The Speed Painting Contest

The first of the shows planned events was the speed painting contest. Thirty minutes to paint a miniature. I know from personal experience that I'm not good at speed painting and it takes me longer than thirty minutes to get my brushes out so opted out of this for the pleasure of throwing insults and generally trying to put off those who did enter while taking their picture. Thank fully

Tommie's Face Painting Demo

Much to Undaves disappointment we weren't all going to look like tigers or have butterflies painted on our faces but coming up next was a face painting demonstration from Golem Painting Studio's Tommie Soule. Lots of people crammed around the tables as Tommie started his explanation of the techniques he uses and it was a real eye opener, not just on the techniques used but his teaching methods and his willingness to get in amongst those taking part and help out. After he'd explained the theory and shown everyone the first stage of what to do they all took their seats and started their own miniatures





while Tommie walked around and offered advice. Tommie is very thorough and spent a good amount of time with everyone so this took a while. I was a pretty hot day so before moving on to the next stages they all took a break and had chance to do some shopping or more mingling. Soon everyone return and were again crowded around as Tommie explained the next stages before continuing on with their own miniatures.

I thought Tommie was just going to do a simple demonstration but what it turned into was a cut down version of Golems own demonstration days. It was epic and Tommie did a brilliant job and I for one am looking forward to see the results of those that took part. One unfortunate aspect of the day was not being able to see the

weathering demo from our own megazord_man, something I was looking forward to but alas time waits for no man. It was getting late and the judging had finished. So Johns demo had to be postponed until next year.

The Painting Contest

Last year the number of people who came to the WAMP2011 event was a lot lower than we'd hoped but the painting contest was very, very high standard. Rob Cardiss, Nigel Carmen and Robin Snelson proved to be excellent judges and 2012 had a lot to match up to. This year's judges saw the return of Rob Cardiss (Demonherald) alongside Scott Hockley (Iaction) and Andrew Vallance (Donga) each bringing a vast wealth of knowledge and experience to the task in hand. All three judges took their time and worked methodically through all the entries. WAMP uses the open judging system so each piece is given a score from 1 to 100 on different aspects of the miniature like painting, modelling and basing as well as general impression and bonus points. The score is then added giving a final total. If the total reaches a certain level it's then awarded bronze, silver or gold. The award levels are set pretty high so to obtain gold the piece has to be truly outstanding and would be right up there with Golden Demon, Euro and World Expo winners. This in my opinion makes the WAMP painting contest one of the hardest to compete in and anyone who managed to grab a bronze or silver should be very proud. Because the judging is so stringent, like last year no gold certificates were awarded and for my part, I was over extremely happy to get two bronze and one silver awards. Another good aspect of the contest is that the judges take the time to offer snippets of advice on the scoring sheet and when the judging is finished they



take the time to mingle and talk about individual pieces. I'd like to thank Demonherald for his advice on my entry and I'll certainly be revisiting it to make his suggested improvements.

When the judging was finished it was time to give out the awards. Here is a breakdown of all the winners.



- Single Figure: Stuart "Thunderbellie" West
- Group: Stuart "Thunderbellie" West
- Monster/Vehicle: Stuart "Thunderbellie" West
- Duel/Diorama: Adam "Sparks" Parkhouse
- Large scale/Bust: Stuart "Thunderbellie" West
- Speed painting: Tom "Urban Surfer" Welch
- BaneLegion: Stuart "Thunderbellie" West
- People Choice: John "megazord_man" Keys
- Best in Show: Stuart "Thunderbellie" West

My Overall Opinion of The Day

After last year I was one of the people who called for a few changes and I was really pleased with how WAMP2012 had improved. It had more structure to it and seemed to flow better. The inclusion of the demo by Tommie was excellent and I just wish we'd have had time to see Megazords weathering demo but since the day flowed very well and people interacted well one of the drawbacks is the time constraint.

WAMP2012 was an excellent day out and a vast improvement on 2011 which was still a good day so that's not a criticism on 2011, just acknowledgement on success of 2012. Lots of great and interesting people turned up and the painting contest was again a tough event with some high quality judges which goes a long way to cementing its credibility as one of the UK's best miniature painting contests. I like to thank all those that took part in the painting contest and offer my congratulation to everyone who took away certificates and trophies. I still didn't manage to nab a trophy for myself but I'm not disheartened one bit. I have made improvements since last year and I know I could have made more but with real life headbutting me the way it did I haven't painted much since WAMP 2011, six finished minis in total but that's changed now and things have turned around. I'm enthusiastic about painting again and WAMP2012 has spurred me on to make further improvements so I look forward to next year.



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 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.



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**

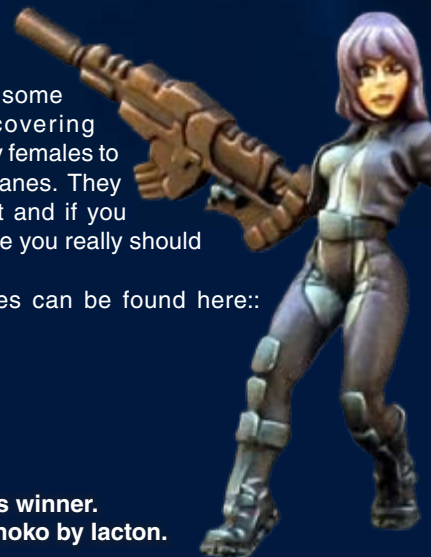
(all times are GMT)

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!

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



Hammerfall High Shield Gun Corps by Blighted Panda
Winner: Unit, Privateer Press Painting Contest 2012



Deathjack by coldrenminis
Winner: Warjack/Warbeast, Privateer Press Painting
Contest 2012

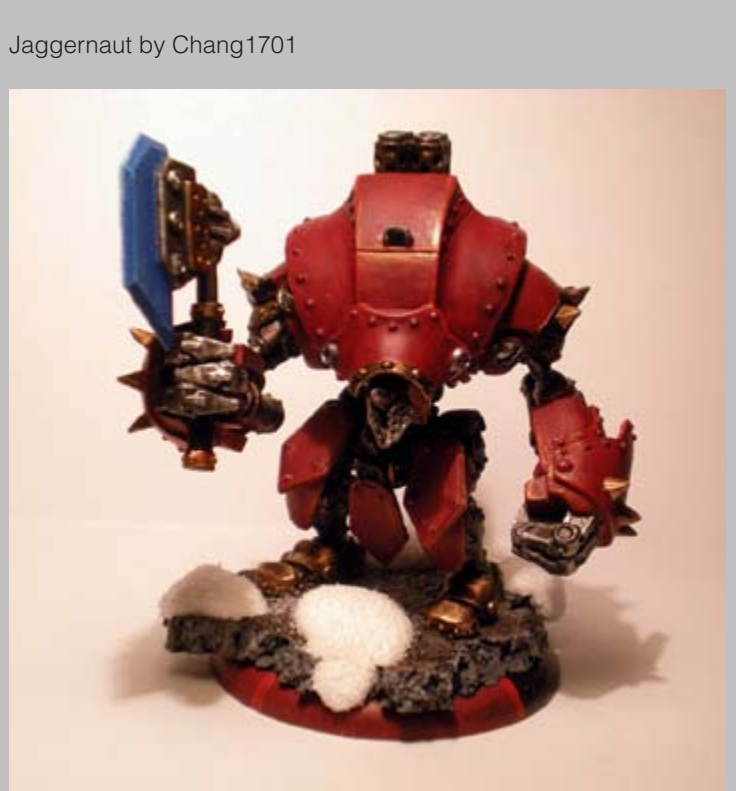




Troll Axer by p1per



High Exemplar Kreoss by Endor



Jaggernaut by Chang1701

Skeleton Warrior by Mochriedh



Syls Wyshnalyrr by Blighted Panda



Choir of Menoth by Endor





Mangler H. Warjack by Blighted Panda



Pistol Wraith by Nomad



Untitled by Nomad



Epic Skarre by Century



Dannon Blythe & Bull by Blighted Panda



Mage Hunter Assassin by junex



Sorscha 2012 by Bakerofish



Alexia by althai



Tyrant Xerxis by althai



Stryker by Aelath



Slayer by Aelath



Lancer by Aelath



Ironclad by Aelath



Deneghra by Aelath



Charger by Aelath



Kaya the Moonhunter by Lono



Warpwolf by Lono



Untitled by caractacus



Skarlock by aehorst



Warpwolf (2) by Lono



Laris by Lono



Orin Midwinter by stef686



Kazyzy Underboss by stef686

Warwitch Deneghra by aehorst



Deathripper by aehorst

Bane Thrall Officer by aehorst





Slayer Helljack Deneghra by aehorst



Legion Carnivean by aehorst

Scavenger by aehorst





Cryx Bane Thralls by aehorst



Cephalyx Overlords by aehorst

Lich Lord Asphyxious by aehorst



Sorscha by ragados



WAMPERS

customer service

By Scott Radom

When we all go out and spend our hard earned bucks on things we need or want how important is customer service in deciding where our money goes? To me it's the single most important factor on luxury items. Things like, say, buying some more miniatures to add to the lead/resin/plastic/whatever-the-hell-you-call-finecast mountain. I support my friendly local game store as much as possible but unfortunately they are not able to stock the wide variety of ranges I am drawn towards spending my money on. The ranges produced from all four corners of the globe that are realistically not going to see any shelf time in sunny Saskatoon, Saskatchewan, Canada. The reason I buy local is simply because I get great service. If price was the motivator surely I could buy from one of the great online dealers that are able to offer the large discounts vs. my local shop. Customer service is very important and even without the face to face contact great customer service is still possible and should be rewarded with repeat business.

When I buy something at an agreed upon price and I have it delivered to me in a timely matter I don't qualify that as great service. It's service, for sure, but not enough to stick out in the consumers mind I think. I mean anything less than that would make for a below par experience so I think delivering goods on time at the sticker price is acceptable. Just that though. It's not a reason to NOT buy from the online retailer but for me more can be offered. Over the net transactions make it really difficult to interact at the point of sale but I have had experiences with some good eRetailers that went the extra mile. Little things like a follow up eMail after a couple weeks looking for feedback on the packaging of the product was a good one. The business is showing me they care about my experience and want to improve if need be. Nice! I had one business ask me if there was anything they could manufacture that might catch my eye. How cool is that! Even the reward point system while not being very personal certainly has a built in incentive to keep my money flowing to the eStore that gives me this little bonus.

I understand completely that a lot of the businesses are small scale operations. One or two people shows often having to produce their product themselves as well as market it and ship it. There's even less hours in the day for these operations than most. Still a lot of

the good ones take advantage of the net to keep in touch with their customer base. Some of them have their own dedicated forums and interact and get to know their customers as well as you can over the net. Others make use of social media to keep customers in touch with their new offerings as well as keeping in contact with the people paying for their stuff. I really dig all the contact I've been able to have with the different businesses I've supported. Nothing lifted me out of my shoes more than my first encouraging comment left on a mini of mine over on CMON by the sculptor of the mini. How cool is that to get a compliment from the guy who made the mini from their imagination and a little putty. I loved it! And he sure gets a lot of my money still.

Maybe the most important part of customer service is handling mistakes. Things happen. I read somewhere that one in every 30 key strokes is an error for an experienced typist. It's pretty easy to see how accidents can happen when the only interaction is done with an error rate of one in thirty. Just today I had a package I was trying to ship to a fellow WAMPPer returned to me for the SECOND damn time because I sent it to the wrong county. TWICE MAN! Apparently Austria and Germany are no longer the same place? So it's frustrating when it happens to me but I am very quick to understand that even the good dealers are going to experience errors. Fixing a mistake to a satisfactory level is fine. I won't hold a grudge. The ones who go over the top to show me that they want to make up for any error and display a little service either by throwing in a little extra, offering a discount, or doing ANYTHING exceptional to erase any ill feeling and make their efforts stand out will sure get my business again.

It seems to me that the general conception is that price always dictates where consumers will shop. It certainly is a HUGE factor for the household essentials. Who wants to spend more on a loaf of bread than they have to? On the luxuries however I think the intangibles like service weigh at least as much as cost on the customers mind when they shop. Online retailers for a little niche market such as scale miniatures can really set themselves apart from the crowd with their service levels. I know I always make it a point to spend money at places I like and do business with people who've shown me they enjoy selling mini's as much as I like painting them.



... in the Next Issue

Issue 26 promises to be a corker, We'll have some excellent tutorials included one on weathering from John Keys. We'll also have the results from the much anticipated Banelegions contest as well as all the regulars, View From the Hill, Random Musings plus all the latest news and views from around the hooby.

Why Advertise with WAMP?

With over 1800 members and a 15% month on month increase as well as over 7000 page impressions daily not to mention Portal, the No1 free monthly mini painting magazine that averages over 3,000 downloads per month. Wamp is a growing, vibrant web based community with members based all over the world, many of whom are regular contributors to other hobby based forums. This means that advertising with WAMP will be one of the most positive things you can do to make your business grow.

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

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

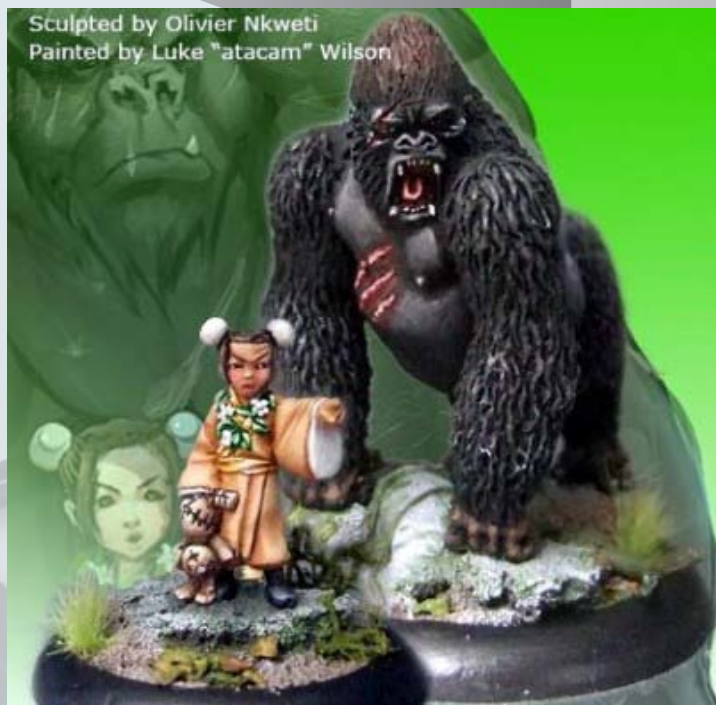
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The Wampstore is continuing to grow even bigger with new ranges being added all the time. We now stock a wide variety of products from these companies

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Basecrafts
Bushido
Foundations of War
Guild of Harmony
Hasslefree
Joek Minis
Kabuki
Muellers Monsters

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

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