

Portal

an insight into **WAMP**

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

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& BETTER**

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Pulp City Comp News

MECHA MADNESS

Ironwind Metals Results

**MINI'S, INTERVIEWS,
REVIEWS & MUCH
MORE!**

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





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Metals Winner**

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**WAMPERS of the World
united:)**

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Well that was fun! Last months launch of Portal that is, and seemingly a success. We had some great feedback and the number of downloads blew us away but hopefully we can do even better this month. It's a funny time of year with all the Golden Demons going on and its only a few day until arguably the biggest and toughest of the lot - the U.K. event. I have been painting furiously to get my entries done and I shall be glad when they are done. I suspect there will be plenty of bleary eyed entrants come 26th September having stayed up late working away for a shot at painting glory. Very few get the chance to win a Daemon but it doesn't stop them trying. Even though the chances of victory are slim the opportunity to see your work alongside some of the greatest painters in the world is a fantastic one. There has been a flurry of Work in Progress logs on Wamp as members seek help and advice from others. They always receive great feedback and encouragement too. One of the best things about this hobby is the friendliness of those that partake in it. If you need advice you will get it, if you need a certain mini or part you can usually receive one in the post a few days later, often provided at no cost. Its part of the attraction of the hobby for me.

Games Day will offer one of those rare chances that us normally solitary painters get to mingle and see other work in the flesh. Even the best photographs never do miniatures justice and there is nothing like holding a Slayer Sword winning piece in your hands to appreciate the sheer skill some people possess.

Wamp continues to grow rapidly and its been great welcoming so many new and friendly people to the site, to see their work and receive their critique. It will be even better to meet them at Birmingham NEC.

If you are going then feel free to say hello, I shall be easy to see wearing a black wamp shirt with 'Darklord' emblazoned across the back. I will most likely have a hangover expression on my face if last years 'night before' get together is anything to go by!!

I hope you enjoy this next issue folks

Brett

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News

WELL, WE'RE BACK AGAIN and with a second issue that is bigger and better than

the first. Both Brett and I were overwhelmed at the positive response we received from issue 1 and the number of downloads far exceeded our expectations so a big thank you must go out to you all for making it so popular.

Over the last month we have listened to your suggestions and will try to instigate some of them in the coming issues.

This month sees a bigger gallery section so more of your painted miniatures can be on show. Also we have a great new **WAMP** competition announcement so hopefully we'll attract more people to come and join our forum and the focus of this month's "Meet the Wamper" is our very own bloodhound Exilessjbb.

To those that have something to show or something to say and want to see it here in *Portal* Magazine there is only one way to do it. Log onto www.wamp-forum.com, sign up to become a member and get posting :-)



So folks our 4th sponsored contest for the year draws to a close. It was Ironwind Metals second year of sponsorship and this year saw a repeat of last years success with a great number of entries (33 in fact!)

Unfortunately only 3 entrants could be rewarded for their efforts and it was a wide ranging field to choose from. But choose you folks did and It gives me great pleasure to announce that our Ironwind Metals Champion by 2 votes is:

GunjiNoKanrei

with his awesome entry 'Flashfire Battlemech'

Gunji narrowly lost out on last years event by 1 vote but finally takes the top prize and he nabs himself \$40 worth of Ironwind goodies for his trouble. Hot on his heels was a newcomer to our contests **Funnymouth** with his lovely Jabberwock, he is rewarded with \$30 of goodies for his efforts. In 3rd place just 1 point behind was **Talespinner** with his version of the Jabberwock and he also gets rewarded with \$30 of Ironwind loveliness.

So just 3 points separated the top in a tightly fought contest. A big congratulations to all 3 of you and to everyone that entered, some great entries and nice to see some new faces in there - I hope we see more from all of you.

A big thank you to everyone that took the time to vote or comment on the entries, your interaction really is appreciated. Also a massive thank you to Ironwind for supporting us again this year, if your new to Ironwind give them a look www.ironwindmetals.com some great stuff.

So there we are folks, another contest over and another fun one to boot. Hope you enjoyed it and you dip your toe into more of our lovely contests!

If you wish to see the full results you can [here](#)

All the entries can be viewed [here](#)

WAMP ANNOUNCEMENTS

Congratulations and much heaped praise must be bestowed onto two regular contributors to WAMP. The first must go to **EXILESJJB** for becoming the first "Disciple" of WAMP. Reputation is something that all of us must earn and it's never easy. Some are helpful, some are guides; in this case, it's mostly done by being both.

Second, The Angry Geeks alter ego and Boris have reached clarity of mind and joined a select few wampers in enlightenment. Congratulations on **Hinton** and **Boris** on hitting 2500 posts.

WAMP MONTHLY XII - BLACK AND WHITE RESULTS!

Voting has closed and the scores have been counted and we can proudly announce the standings for this months contest:

1st place: kdlynch

with an average score of 18.2 out of 20

2nd place: Breadhead with 16

3rd place: Spellscape with 15.6

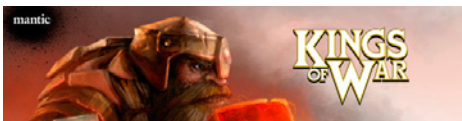
4th place: Precinctomega with 14.8

5th place: Waghorn41 with 14

It was a great contest guys, well done and Waghorn41 has the privilege of choosing the theme for the next contest, so get ready for the WaMP monthly XIII!

VICTORIA LAMB'S
LABYRINTHUS
... A PREVIEW OF A GAME IN DEVELOPMENT

Labyrinthus is a miniature game by Victoria Lamb. It combines the spectacle and craft of a miniature game with the fun and ease of play of a board game. A fast paced game for 2-4 players with a playing time of 30 to 60 minutes. Each player takes control of a team of 4 creatures and attempts to be the first to get through the Labyrinth. But beware, things may not always be what they seem, your progress can be thwarted by other creatures, the shifting Labyrinth and even your own tactical choices.



Kings of War Game Update

The Kings of War rules are going through some final tweaks and amendments with Alessio as we speak, we should receive these back this Friday, and within the office we will be testing out the changes he has made. Then at the end of Game Week next week we will be releasing the beta rules via this newsletter. We here at Mantic are very excited, and are teaming up with Beast of War to create a dedicated forum for rules discussions, and direct feedback to Alessio, before they go off to final print.



"Veteran of A Thousand Psychic Wars"; a one piece bust measuring 7cm from the base to the peak of his hat. Sculpted by Bill at Grey Matter Figures.

price £23.48
(ex. VAT: £19.98)

More images can be seen in the new release section.



WARLORD GAMES

WARLORD ACQUIRE RADETSKY CRIMEAN WAR RANGE



Warlord Games are delighted to announce the acquisition of Radetsky Miniatures' 28mm Crimean War range.

Sadly Paul

Hammond, owner of Radetsky (and also Alban Miniatures), has health issues and cannot devote as much time and energy to this range as he feels it deserves.

We are extremely excited to bring this high quality range, sculpted as it is by Paul Hicks, under our wing. As with our recent purchase of Bolt Action Miniatures we continue to keep an eye out for quality ranges to add to our growing portfolio.

Warlord Games are committed to increasing the depth and breadth of the range as not only it is a period of history both John Stallard and Paul Sawyer (Warlord owners) hold dear to their hearts but it also helps support Warlord's Black Powder rules which cover the 1700-1900 period.

It will take a few days to finalise the logistics of the deal but expect to see the Crimean British on Warlord Games' webstore very soon.

We'd like to thank Paul for this opportunity, his enthusiasm, and wish him and Alban Miniatures all the best in the future.



WHAT IS THE WAMP LADDER?

Quite simply its a fun painting league. You challenge another painter on the ladder to a 'paint off'. Choose a theme and have upto 6 weeks to complete your mini - both your entries are then judged by fellow members - the winner gains points and moves up the ladder. Its free to use and you can challenge people to suit your ability.

The ladder can be found [here](#).

EldinTux v. osdisianpainting

Theme: "The Colour Purple"
End Date: Oct 25th

Brushmistress v. NeatPete

Theme: "KlokenBooty"
End Date: Oct 24th

knott v. Exilesjbb

Theme: "Always Out Numbered, Never Out Gunned"
End Date: Oct 10th

Nameless v. MaGie

Theme: "Bean Sidhe"
End Date: NOW VOTING!

kdlynch v. ScottRadom

Theme: "Calling All Occupants Of Interplanetary Craft"
End Date: Oct 21st

WAMP Monthly XIII **DOOPS!**

Its time for the next instalment of the WAMP Monthly!

For everyone that is new to this, the contest is held every month for the fun of it. There are no prizes (apart from air guitars), but it provides the opportunity to test your skills against your fellow Wampers, and you will receive valuable feedback on your entry!

Each competition has a theme, entries are scored out of 20 (up to 10 points for the theme, and up to 10 points for overall).

More details can be found [here](#).

WAMP The last 30 days

NEWEST MEMBERS

Over the last 30 days we have had a fair few new members join our beloved site. We'd just like to send them a warm WAMP welcome and extend a hand in friendship.

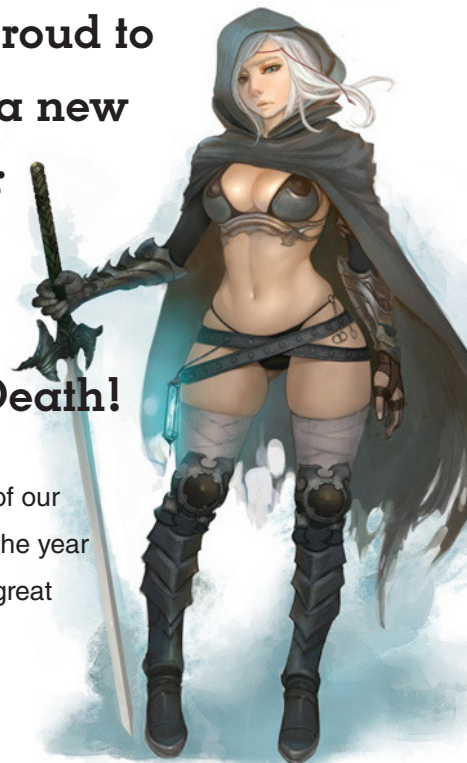
ABCModels	Fineline_Studio	neonjfd
AnthG	funnymouth	No Remorse
blakbuzzrd	gaarew	OldLead
Bobofreak	Grimwolf	ravensworth
Bosko	Heisler	Robert
cadeyrn512	ironmammoth	Scarab7664
cfeduke	jgerman	seasonman
cleavon681	junex	skippen
cookjimjr	kdlynch	Son of Th!nk P!nk
Corvus	kikwasses	Spacebase
Crypto Pox	kirara	Ssilmath
CuriousGames	leright	suicidal
cypher	Lyn	Tabris
DAMBoy69	macmusic22	Th!nkP!nk
Dana	Max	Token_diplomat
darkezekiel	Midwest Miniature Guy	tuxit
DarkKnight	Moetle	Tyranthraxus
deanocware	monkeyboy2769	wolfisin
demonelf3	mrs ogreninja	yamaneko
Devlin Stone	nameflow	
eBob		



KINGDOM DEATH

ADVENTURES INTO THE ABYSS

Wamp is proud to announce a new sponsor for our latest contest: **Kingdom Death!**



This contest is one of our most anticipated of the year and we have some great prizes to match.

Prize:

There will be just one winner in this contest but what a prize!

The winner will receive a copy of EVERY miniature Kingdom death release between December 1st 2010 and December 1st 2011. That's EVERY new release for 1 YEAR!!

Only 1 prize? That's great for the winner but what about everyone else? Well EVERY person that enters will receive \$25 credit for kingdom Death's online store. That's right each and every one of you that enters will receive that amount!

Interested? Thought you might be!!

You have until 27th November 2010 to get your entries in.

You may enter as many times as you like (but you will only receive one \$25 credit.

Entry is free to all

You may enter a single miniature, duel, diorama, whatever you like - its your choice!

Full contest rules can be found on Wamp

Kingdom death produce high quality miniatures in 35mm and more on them can be found [here](#).

Why Advertise with WAMP?

With a guaranteed readership of over 350 members and an average of one new member every day. We also average over 3,000 hits per day from a worldwide audience ranging from beginners to world class painters and sculptors. Wargames and Miniatures Paradise (WAMP) is a growing, vibrant web base 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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or email us on
portal@wamp-forum.com

Portal
an insight into **WAMP**

Bases by BNS Miniatures



REVIEWED BY CREGAN TUR

Manufacturer

BNS Miniatures

Price

25mm - £3 for 10

40mm - £3.50 for 5

60mm - £4.00

Material

Resin

Contact

www.bnsminiatures.co.uk

Quality 7.5

Assembly 7

Value 8

Overall Score

7.5



I first became aware of BNS Miniatures when they provided some of their bases as prizes for the recent, and very successful, Little Angel's competition from WAMP. BNS stands for BigNastyShark, the screen name of the small company's owner and founder. His goal is to bring a new selection of affordable and interesting bases to the market.

The theme of the base selection I received to review, shown in the picture above, is that of a war torn urban setting with plenty of rubble covered by concrete slabs to provide tenuous footing for your troops. The rubble is made up of pieces of sand and rock of varying size and the concrete slabs are gouged and fractured.

I can tell that these bases were cast from drop molds because of a raised edge that runs along the edge of the bottom. This edge just barely keeps them from sitting flat, so you may need to take the time to scrape away this excess resin. I also noticed places on a few of the bases where there was nothing but flat base showing through- no sand or rocks were covering the area, so you'll need to decide if you're okay with that or if you need to add some material of your own.

The casting quality is good- I could not find any air voids on the main concrete

slabs, but the textured grit was another story. Voids are very common in the sandy and rocky areas that the slabs rest on, especially where the rocks come to a point. Because of their size and placement it would be nearly impossible to fix them with putty, which means you'd either need to scrape them with the tip of a hobby knife or leave them alone and hope your paint job covers them.

One thing I don't like about these bases, and this is my personal opinion, is that they feel too neat. The concrete slabs are too geometric. Even the gouges and fractures are nice, even, straight lines. They sit very nicely on top of the rocks and grit, but there's no real interplay between the two different elements. Having a slab of concrete partially covered by sand or having the edges of a big chunk of asphalt crumbling to mix with the dirt would give the elements a sense of connection and more visual interest.

QUALITY

- » Uniquely designed pieces that would work well for an urban themed army
- » Very durable resin that's easy to work with

ASSEMBLY

- » A high number of small, but prevalent air voids in the casting
- » A little shaving may be required to have them sit perfectly flat
- » Small areas of some bases are untextured

VALUE

- » Very competitive price; good value for the money

OVERALL

As a first offering from a new company, these bases are a very promising show of what BNS Miniatures has to offer. The prices are very competitive and the products are worth considering if you're looking for themed bases.

REDBOX GAMES

Its time for us to have another new sponsor for one of our contests this year and so we turn to one of our very own wampers in the form of Redbox Games run by our very own Tre.

Redbox produce some great minis, more of which can be seen *here*. Something for most tastes and good value too. This should be a great contest!

**The deadline for this contest is
6pm GMT
27th September 2010**

**deadline for supporters is
30th September 2010**

The Prizes

1st - \$75 worth of Redbox miniatures
2nd - \$50 worth of Redbox miniatures
3rd - \$25 worth of Redbox miniatures



The Rules

- You must be a Wamp Member to participate.
- You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage .
- Any additional photographs of that entry will be removed .
- Each entrant is only eligible for one prize. In the event of an entrant winning more than one prize they will receive the prize of highest value - any subsequent prizes will be awarded to the next highest placed entrant.
- All entries must be new work.
- You give Wamp and Redbox Games 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 Poll.
- Submissions must be posted to the Redbox Games album located *here*.
- All entries must feature Redbox Games miniatures only. The items must have been available to buy from Redbox Games within the last 6 months (it doesn't matter when YOU bought yours as long as they were stocked in the last 6 months .You may use accessories and bases from other companies as long as the piece is inherently Redbox Games.
- You may enter a single miniature,diorama full 300 piece battle scene - whatever you like as long as its Redbox Games.
- You may enter pieces that were also entered into the Little Angels Contest.
- Any problems or questions then feel free to ask here or pm me.

Threadomancy

Threadomancy is a new feature in this months Portal and is where we look at some of the most interesting and helpful post from the recent past.

WHAT MAKES A GOOD PAINTER?

Silvergoose :

So.... I was wondering what skill's you should have going for you at the various stages of your painting career? Dry brushing beginner or wet blending pro? I know It's a difficult question to answer, but I suppose I'm asking when did you think that you'd made the grade?

Exilesjib:

As far as TT wargames armies I felt I made the grade when others were willing to part with hard earned cash to pay me to do their figures.

lacton:

Time, practice and patience. Then more practice, some more and plenty of patience. Did I mention practice?

Captain Sprout:

I think generically what makes a good painter is the ability to make a model 'sing', to being a life to it that the bare model doesn't have on its own.

Eldintux:

Being able to walk into somewhere like a games workshop and be asked to help them paint their army because mine have 1) won one of their comps or 2) I have the best painted army on the field. Also to have a figure that people on here talk about from time to time

Shanerozzell:

What make a good painter? A thick skin!

lacton:

1) Don't try and throw the kitchen sink at a model in terms of technique. Rare is the case where you will see excellent blending, NMM, free hands, scenic base, OSL and so on...
2) Don't run before you can walk. No one is instantly able to do perfect blending, no one is blessed with flawless colour theory
3) If a technique doesn't work the 1st time, doesn't mean that you "can't" do it and that you should never attempt it again. If it is a technique that you are setting out to master then you need to persevere, sometimes for several models before you start to get there.
4) Take critique on the chin.
5) If you want someone's advice.... ASK!!!!
6) Tutorials are good, but not the be all and end all. I've lost count of the people that have tried a Sanguinor like Daz Latham or metallic's like Seb Archer, then wonder why it didn't come out the same. Tutorials are a good guide and I might take elements of them even now - Cyril's chipped armour is the closest thing to gospel for me - but I almost never follow exactly what I have read. Maybe use different colours, different steps or additional steps even. Always try to put your own stamp on what you do.

MaGie:

After seeing some great miniatures painted (partly) by an airbrush, I am considering buying a new airbrush.

After browsing on the forum I saw that many of you use an airbrush, so maybe you can give me some tips on purchasing one. I would like to know what you think are important features.

Wargriffin:

Double action top load or side load (depends on brand) and a compressor are a must.

I use an Aztec so no needle as such as I can just change nozzles for different things, this means I have no chance of damaging a needle when I drop it...

A compressor is a must you are wasting your time with gas cans and you have no control to be able to keep a constant pressure.

Have a look here they are not famous makes but a good cost for starting out. www.airbrush-pro.co.uk

Scottrandom:

I love my Iwata HPB+.

neatpete:

I rock an Iwata gs Eclipse and Iwata smartjet? compressor

Dual action is best. Top loaders are better unless your looking to do big murals/terrain. You'll need a moisture trap but those are just little things that go on a hose and some compressors already have them.

AIRBRUSH PURCHASE



WHO'S YOUR FAVOURITE MINIATURE ARTIST?

Darklord:

Either painter or sculptor?

Shanerozzell:

This guy is a LOT of both painter and sculptor and my all time favorite. [vincenti](#)

Angelicone:

It's tough to pick just one, but I really like figs by these fine people

<http://www.coolminiornot.com/browse/...ubmitter/Artur>
<http://coolminiornot.com/artist/fluffy>

Ogreninja:

Joe Tomaszewski of eavy metal fame his nmm is amazing

Captain Sprout:

I'd say Adrian Bay comes very close for me, having seen his work over a long time (when he used to do mainly military stuff, often featured in MM etc) and his German skier is one of my all time favourite models, but at present it would be Allan Carrasco. <http://www.allancarrasco.net/fr/accueil/index.html> and then JBT <http://www.jeremiebt.com/index.php?page=siteuk>

Joek:

How tough is this! Far too many really, but Rusto is an amazing artist. Sculpting-wise, I'd probably go for Freeman. If only I could get him out of his contract with Andrea and get him making me some figures :p

Lizcamm:

DL You ask these questions that are impossible for me to answer. There are just too many I like to list them all.

Corvus:

My favorite is Angel Giraldez, the way he paints contrast and vibrant colors on the figures is truly unique.

IainC:

Sculptors: Jes Goodwin, Brian Nelson, the Perry twins, Mike McVey, Felix Paniagua.
Painters: Jacob Nielsen, both McVeys, Kirsten Williams (née Mickelburg), Dave Andrews, Joe Tomaszewski, Matt Parkes.



Profile: Exilesjbb

Real Name: James John Brewerton

Alias: Exilesjbb

Website: exilespainting.blogspot.com

Wamp member since: July 2009

Bio: I was born in Hong Kong grew up in Germany and mainly Cyprus, returned to the UK to go to Hull uni; dropped out after my second year and sort of drifted into retail. Have had several jobs but have spent the last 10 years working in warehouse's. Currently I am the supervisor for the night shift. I have been married since 96 and have a great step-daughter who is at uni training to be a teacher. I have been a commission painter (part-time) for several years and enjoy painting stuff that I may never have bought myself. I would love to increase my commission work, and am planning a few more hobby related schemes. My best mate is my Dad who introduced me to the hobby and hopes to set up a wargames club when he retires in a few years time. I have a sister in Manchester and a brother in New Zealand, my parents both live in Sale.

Paint, sculpt or game? Painting Gamer.

Favourite mini company? Can't tie me down to one, Warlord for wargames figures and El Greco as a supplier of large scale goodness.

Favourite sculpt? Do not have a favourite, I guess I like styles more that single figures. I love the renegade and Bicore ECW Infantry the faces are great to paint. Perry Miniatures horses are the finest and in 1/35th Dragon produce the best figures.

How long have you been in the hobby? 27 years and counting

How often do you visit Wamp? Too often.

Best thing about Wamp? The people in the forum.

Tell us something interesting about you? I was the team captain for our school team when we reach the final of the times tournament of the mind, we were the only comp school in the final 10. I also own a war diary from the Zulu war and while tracing my family a few years ago I found a relative called Ma Postle who was a bouncer in a canal side pub, she once bit the ear off a sailor who was causing trouble.

Interview: Ben Jarvis

Since its that time again we thought we would highlight the interview with the winner of last years Golden Demon

What was your inspiration for the Clockmaker?

I actually get a lot of my inspiration from generic fantasy and sci-fi artwork books, from films, computer games and all over the place.

The Clockmaker did I guess partly come from the great artwork that GW have done for the Empire range, but also just from numerous fantasy and historical sources. It was really just this idea that popped into my head and I ran with it and refined it and added to it until it was a true character with a life of its own. I think the key to it winning was the number of little touches on the model that all just tied in to one coherent story about who this character was, and what made him tick (if you'll excuse the pun).

When you were working on the Clockmaker, did you ever think it would win the Slayer Sword or did you not let you get ahead of yourself and just concentrate on finishing it?

I STILL don't think the Clockmaker would win the Slayer Sword :-). I never really did. I got back into the hobby four years ago with the aim of maybe winning a demon even that seemed a lofty

and barely attainable goal. I only ever paint models for competitions, so I guess you could say I paint every model to win prizes, but you can never 'assume' that you will. Having seen the quality of painting in some of the models that won demons the last few years I was 100% sure I would not be able to reach the level of those painters so a sword was never really on my radar as something to even aim for.

When I won the gold and silver demons in GDUK in 2008 I felt I had climbed as high as I ever would. I feel my skills are in coming up with unique ideas and coherent designs for models rather than painting.



This year I had done NO painting at all since the month after the last demons, so my only goal with the Clockmaker was to just get a single model finished and entered that had a shot at taking another demon.

In the last couple of weeks before GD a few people in the community, watching the WIP come together, commented that they thought it had sword winning potential, but I really didn't take that seriously, you can't let things like that get in the way of just finishing the model once you're that close.... I just did the best I could in the time available.

Describe the process that you came about with the model, and how you picked this one for GD

These ideas kind of fester in the back of my mind for anything from a few weeks to a few years before they finally make their way into model form.

I had seen some pics in GW artwork of Empire master engineers a few years back, and loved some of the models and the whole idea of these overly-complicated clockwork weapons and mechanisms and the whole visual style of it all.

From the outset I had this idea that an Empire engineer using a lot of custom brass-etch components would be a really nice model. Originally I had toyed with completely scratch building a mechanical steed out of brass etch... but the work involved was just horrific so I put that on the backburner. Immediately after GD 2008 I started looking back through my ideas to start a new project for 2009. I immediately decided I wanted to do a single figure that was a lot more scratch built than anything I had done before. I also decided, having won two demons in 40K categories, I wanted to definitely put some serious work into a Warhammer entry for 2009.

I had already done some brass-etch cogs and this idea of 'The Clockmaker' just kind of popped into my head one day... The idea was simple, to make this old looking engineer who looked like he used to be a wealthy noble, but had let it all go to pot because of his obsession with his mechanisms. I just slowly drew in ideas of little things that I wanted to include... from his tool-belt with the brass-etch tools in it to the clockwork gun, to his untied shoelace.

Did you enter anything else, or did you stick to that on entry?

Painting miniatures is one of several time consuming hobbies I have, and I hadn't even intended to enter GD 2009 until I was talked into it around a month and a half before the competition. Right up until a few weeks before the event I had two models on the go, I thought there was a chance I might get both a 40K single and a WH single entry done in the time... but in the end, I had to make a decision between the two... and I went for the Clockmaker simply because I had more invested in the model and it was more coherent than my 40K entry. Normally I enter at least three categories, this year was the first time I've only entered one, though strangely there seems to be a history of UK swords going to people who have only entered the one model, maybe it's something about putting all your passion into one single thing that shines through?

Other than the sword, what was the high point of the experience?

Winning the sword was all a bit of a blur.... it's one of those things you kind of imagine all the time, what it'd be like... but you never really think it'll happen, so when it does, it's all a bit dream-like, everything goes wobbly round the edges and nothing really seems real until a few days and several strong coffees later :-). The high point for me... was not holding that sword aloft and screaming like a freak.... it was seeing my closest friends, who had shared the whole journey of the last four+ years, trying to get to that point looking up and cheering for me when I walked up on stage that was what really made it for me. These experiences are totally hollow without friends to share it with.

What now?

a stiff drink? :-)

I kind of feel that I've proven myself now; I have achieved everything I ever dreamed I could in this hobby, and more. I feel that now the pressure is off, I can concentrate on doing stuff that I really want to do just because it'd be cool, without even caring whether it's what the judges want to see or not. I seem to have spent far too long the last few years over-analyzing what wins and what doesn't, I think the Clockmaker winning just shows that what it really comes down to is just doing something you love and are utterly passionate about. A good idea, well executed will win over the most impeccable painted-by-the-numbers model every time. So from now on... it's all about the ideas! :-)

I also saw in a few people this year, the same emotions I

had when I entered GD the first time a few years ago... so I genuinely want to give something back and do what I can (which may be not a lot) to help some of the other up-and-coming painters in the UK win demons next year.

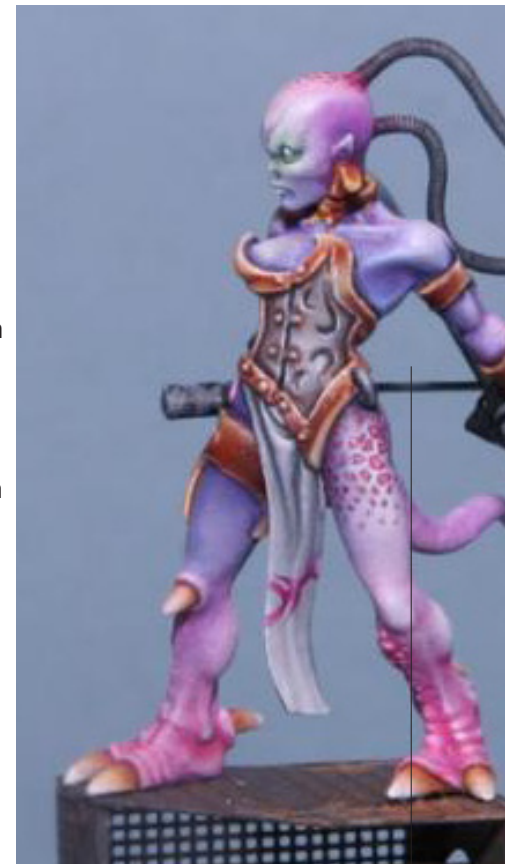
Which do you find turn out better, things you love working on or the buggers that give you no end of trouble?

I find that I abandon anything that doesn't go too well :-). I have numerous models half finished on my shelves that got to a certain point and I just felt that there was some fatal flaw with them that meant they would never be quite right. There are problems with any model... I had to replace the sword on the Clockmaker's back a week before GD after I trashed the original because the metallic paint didn't go on right... you always have at least one 'Oh my god, that didn't just happen' moment with a model. If you believe in the overall aesthetic and idea of the model enough you'll work through it and make it right. One of the key skills I've learnt the last couple of years is taking the time to get the modeling right before I rush into painting it. Too many times I've thought 'Oh, that'll do' and started painting while there were still bits that niggled me about the model, and have always regretted it... on the Clockmaker I made sure he was 100% clean and correct from a modeling standpoint before I painted him.

How long from concept to finished product did your winning entry take you?

In total 11 months if you count the day I started working on the idea after GD 2008 until the day he was finished 24hrs before GD 2009.

But actually I did about 2 weeks modeling work on him, sculpting his torso and assembling him into the pose I wanted, and added some clothing, around November 2008. I then didn't do anything at all on him, apart from the odd bit of computer design work on the brass-etch pieces, until August 2009. I then panicked through and finished the brass etch, did final assembly on the model the very end of Aug/early Sept and spent about three weeks on and off painting him. If you include the computer time designing the brass-etch components then I'd say he took a total of around 70 to 80 hours work start to finish.



Was it done a little at a time in between other projects or in marathon paint sessions?

I tend to be an 'all-or-nothing' person, I work well with a deadline and a clear goal, such as a single model to finish, I am rubbish at maintaining motivation for long periods of time :-). He was really completed in two 'spurts' of motivation, the first was a couple of weeks of modeling in November 2008 and then the second was the mad panic to finish and paint him in Aug/Sept 2009. I'm not one of these 'up until 4am' painters though... I am good at time-management over short projects so I planned out what stages I needed to reach by when and worked through steadily in those last few weeks and was never up painting beyond 10:00pm... I value my sleep too much :-)

Do you plan your projects out ahead of time or just start and see where they will end up?

Most of them I have a pretty clear vision of what I want to achieve, how the finished model will look, at the outset and work to achieve that. I always find that if I just start playing with things and 'see what happens' the result is never as coherent or as innovative as if I have a clear idea before I start.

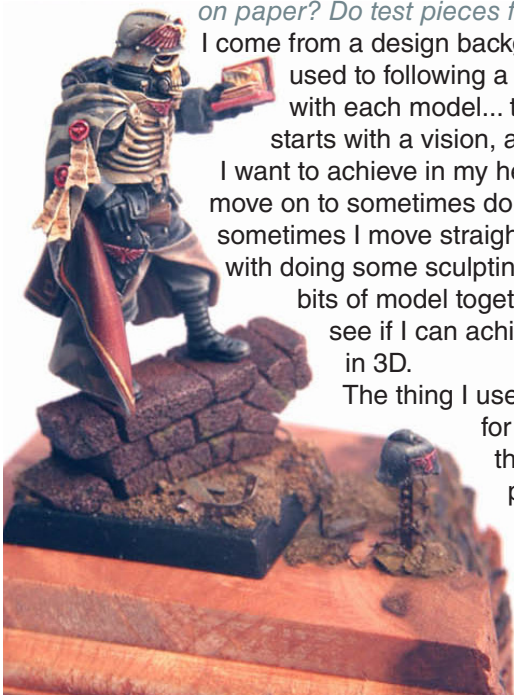
Is there one project or idea that you've been meaning to do but never get around to?

There is a list... and it is long :-)

I do have one particular idea, involving a scratch built knight titan, which I've been sketching for over 3 years now... it's just SO MUCH work but if I pulled it off it'd be a truly iconic piece.... there's a reason I seem to mostly enter single miniature categories... see my previous comment about having a short attention span and an utter inability to maintain long periods of motivation :-)

How do you plan your models? Start with sketching ideas on paper? Do test pieces for colours etc?

I come from a design background so I'm used to following a 'design process' with each model... this usually starts with a vision, an idea of what I want to achieve in my head, then I move on to sometimes do a few sketches, sometimes I move straight on to playing with doing some sculpting and tacking bits of model together to try and see if I can achieve what I want in 3D. The thing I use paper sketches for the most I think is actually planning out freehand and how they will fit on a flat surface.



What advice would you give to people entering painting contests - not just golden demon but any event like this?
 Look for inspiration everywhere, not just in the artwork for the models you are painting.... originality is always rewarded. Believe in yourself, yes there will always be better painters and modelers out there, but keep improving, and keep trying, and you will get where you want to be. Above all else however... and this took me a while to learn... don't enter the model that you think the judges want to see... enter the model that YOU want to paint. Clever painting techniques and flashy bases come and go, but passion ALWAYS shines through.

Platoon Britannica had a great success at GD - do you think it can be more successful next year?

I think PB is going to do very well next year :-). In one year we reclaimed the UK demons, in two years we'll be ready to expand globally! You really can't underestimate the value of having talented and experienced people to look at your work and give you honest feedback and ideas to help you improve. PB is truly unique in the international painting community as a place where people are genuinely just there to help and be helped, and that is going to bear fruit for a long while yet.

Do you feel getting critique from your peers helps achieve a higher standard?

Absolutely. At any level of this hobby, you find yourself 'accepting' a certain level of quality in your own work... if you've put a lot of work into something, you want it to be right.... but having honest and experienced people there to say "Yeah, that's good... but you could still do better" is invaluable, it makes you push yourself harder, and after all is said and done, it's down to you to improve your painting and get to where you want to be. No one can tell you how to win, they can just make you push yourself until you do.

Has winning a slayer sword sunk in yet?

Not quite :-)

It's sitting in the corner of the living room at the moment (only because my wife and I are still arguing about which room I'm allowed to mount it in), I keep looking at it and having to tell myself 'That's a slayer sword... and I actually won it'.... I don't think it'll ever sink in.

Cheers!!!!

Ben

So many thanks to Ben for answering these questions - hope you find it useful to read

More of Bens work can be found [here!](#)

Latest Releases

In the next few pages you will see a selection of newly released miniatures from across the globe that have featured on **WAMP**. If you represent a company and wish

to see your miniatures here then please post a thread. Click on a company logo to go to the company website.

TARTAR MINIATURES

Picenian Warrior VI-V Cent. B.C.



The Archer, 54mm 1:32
Ref HL13



The Invader, 54mm 1:32
Ref HL12



No.8 Sevant Prime



Sablesinge



Crusader in Battle

SCALE75



Flammenwerfer

KNIGHT MODELS



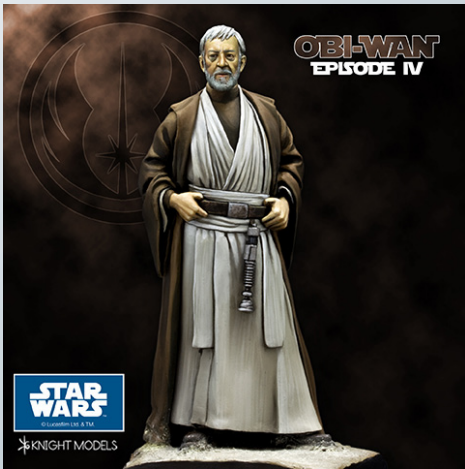
Spiderman 70mm



Ironman 70mm



Green Goblin 70mm



Obi Wan



Clone Trooper



Chewbacca



Steam Punk 30mm



Steam Punk 50mm



Steam Punk 40mm



ALEXANDROS MODELS



Bonnie Prince Charlie



GREY MATTER FIGURES



GMF18 Veteran



Pulp City Planet

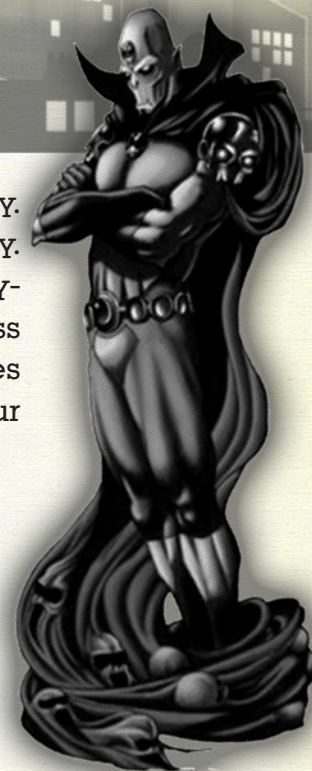
Somewhere on the West Coast, there is the glamorous Pulp City. Please come and visit us! Well, that is what I am supposed to say. The truth is: stay away for as long as you can! Corrupted, money-driven and bloody dangerous, Pulp City is a place to avoid unless you want to be a witness of alien invasions, undead monstrosities parading in the daylight or insane killer robots slaughtering your friends. And that is all just for the starters...

So we are drawing towards the end of the year but not the end of the mini painting goodness. Its time to welcome another new sponsor to the fold with something a little different to our normal fare: Pulp City

Pulp city do some fantastic minis based upon well, Pulp! You can see their range [here](#)

DEADLINE FOR ENTRIES IS 6PM 28TH OCTOBER 2010

(DEADLINE FOR SUPPORTERS IS 6PM 31ST OCTOBER 2010)



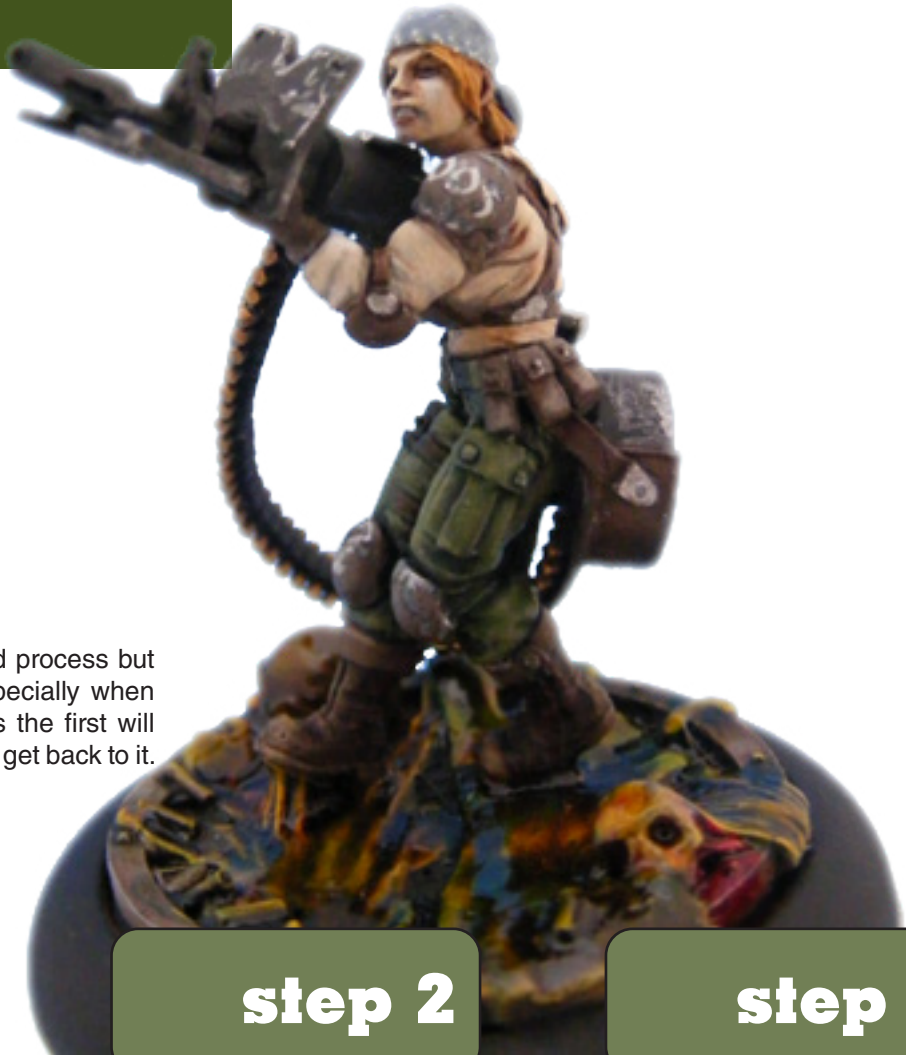
**PRIZES ARE YET TO BE CONFIRMED - I SHALL
UPDATE AS SOON AS POSSIBLE**

The rules:

- You must be a Wamp Member to participate.
- You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage
- any additional photographs of that entry will be removed
- Each entrant is only eligible for one prize. In the event of an entrant winning more than one prize they will receive the prize of highest value - any subsequent prizes will be awarded to the next highest placed entrant.
- All entries must be new work
- You give Wamp and Pulp City 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 Poll
- Submissions must be posted to the Pulp City album located here
- All entries must feature Pulp City miniatures only. The items must have been available to buy from Pulp City within the last 6 months (it doesnt matter when YOU bought yours as long as they were stocked in the last 6 months .You may use accessories and bases from other companies as long as the piece is inherently Pulp City
- You may enter a single miniature, diorama full 300 piece battle scene - whatever you like as long as its Pulp City.
- You may enter pieces that were also entered into the Little Angels contest
- Any problems or questions then feel free to ask here or pm me

Rust Tutorial

by
Twosoc



Overall, it looks like a complicated process but it's a quick and easy method especially when you work on more than one figure as the first will almost certainly be dry by the time you get back to it.

step 1



Firstly you need a good base for the rust effect. I personally swear by Vallejo airbrush metals. The one I used here is the basic silver metal. A good coverage is needed as it will help in later stages.

step 2



Next we need to stipple or sponge on a nice dark brown, I used Vallejo's Chocolate Brown, you want to cover most of the model with this, or as much of the area that you want rusty.

step 3



Then the next step is applying the majority of the rust colour. For this I used GW's Macharius Solar Orange straight out of the pot. I gave it a liberal coating leaving a little of the brown showing for variation.

step 4

Now the major colour is down you can add some depth with Gw's Vomit Brown be sure to only do this lightly as you don't want to cover the orange too much were only adding depth and variation to the surface, in effect creating a texture to the rust.

step 5

The next step is not absolutely necessary, but it will help to add variation again. Stipple on a yellowish colour I used Vallejo's Sunblast Yellow but it was a trifle bright, GW's Tausept Ochre would work much better as it is closer to the original orange than a bright yellow.

step 6

Again this step is optional but I find it really helps pull things together. The whole area needs a wash of GW's Devlan Mud, it helps to unify the layers and add definition to the recesses, which can look a bit out of place if you haven't managed to get the rust into them all.

step 7

The last step is to knock back some of the rust with the original metal colour. It helps to make the model more believable as the rust would be knocked off or worn away where the weapon was sharpened.

COMMENTS

Kester - 20-08-2010

Well done that man. That's saved me a job! I've been promising to do a rust tutorial for ages. Your method is practically exactly the same as mine. Well written good, clear pics

Many people think of rust as just another colour but it is more than that. It is as much about texture as colour. This technique really captures the texture as well as a very convincing colour.

nice job

Kes



mercius - 20-08-2010

Awesome tutorial..I have never done an entire suit of armor as rusty as this before, but this is much easier than my method of rust, for spot coverage which is a dilute mix of Bestial Brown and a small bit of Dwarf Bronze, stippled on sparingly... much different techniques, but this is definitely one I want in my arsenal so I thank you!



Ulfgrimr - 21-08-2010

Many thanks Twosoc, excellent tutorial for large areas of rust. Have you tried pigments to add texture to the rust areas?



Jabberwocky - 21-08-2010

Thanks for the tutorial! Well done!

Grace is Gone



REVIEWED BY DARKLORD

- » Excellent sculpt and casting
- » Easy 3 piece assembly that would require little work.
- » Excellent value for a high quality resin miniature
- » A beautiful miniature produced to a very high standard. Likely to become another iconic Poupee Canopee piece

Manufacturer

Emanuele Giovagnoni

Price

€11.00

Material

Resin

Contact

poupee_canopee@yahoo.com

Quality 9.5

Assembly 9.5

Value 9

Overall Score

9.5



'Grace is Gone' is the latest miniature from Emanuele Giovagnoni often better known as Poupee Canopee and is a limited run of 250. Emanuele has produced several well known sculpts including Sad Girl and Toxic Girl. He has a distinctive style both in terms of technique but also in terms of subject matter. He tends to shun the usual trends of big physical characters wielding swords and large guns. He prefers a more subtle approach and his works seems to encapsulate emotion very well.

Grace is no exception to this. The first thing that hits you about the piece is the subject. Its easily seen that Grace is pregnant and creates a juxtaposition against the gun she holds in her hand. While she is scantily clad it isnt done in a provocative way as so many minitures are these days as they pander seemingly to the urges of 13 year old boys. She oozes a maternal feeling as her hand sits upon her stomach, almost as though she is protecting her child from the conflict that causes her to take up arms. The maternal and feminine feel is further conflicted by the fact her face is unseen, covered by a helmet. Its a strange setting, your mind wants to gaze upon a warm and friendly face that we associate with motherhood but it still works. That is the real talent of Emanuele, whilst his sculpting talents are great its his ability to portray different and conflicting subjects in a different and emotional light that sets him apart.

Grace is Gone is a limited run of 250 and is priced at €11 plus €2 for postage internationally. For a resin limited edition piece from a well respected sculptor the price hits you as very good value for money. Ordering is done via email and Emanuele is very helpful. Postage was quick also - mine arrived just a couple of days after ordering and thats from mainland Europe to the UK.

Often a low price can mean low quality but there is no concerns of that here. The sculpting is to a high standard with sharp crisp details and good proportions. She



comes as a 3 piece - the main body, the left arm and then the base. Assembly is simple and the arm joint has a small locating plug to help alignment. There are some mould lines as you always expect but these are quite small and easily removed. The base is simple but well cast and the figure sits well upon it, the underside will require a little filing to flatten the bottom but nothing major. The quality of the cast shows very well on the hoses that extend from her helmet at the back, almost like a science fiction version of Medusa. These hoses hang free but are crisps and fairly strong though I wouldnt recommend throwing her around!

The sculpt lends itself to smooth and subtle painting with not too much detail cluttering the piece but enough to hold interest. Flesh is a major part of the figure and gives scope for high level painters to really make us go wow yet the sculpt is assecible for all levels and I think will accomodate most painters abilities.

There are several companies that at present are pushing the bar in terms of the quality of resin minitures such as Studio McVey and Kingdom death. Grace is Gone happily sits on a par with anything these compaines produce.

Overall this is a fantastic piece, well sculpted, well cast and an interesting and evocative subject that screams individuality that has become Emanuele's hallmark. If you can add this to your collection I would highly recommend you do so.

Gallery



Before writing a few things about my entry let me start by saying that I feel very proud and honoured having placed first in the Ironwind Metals painting competition on WAMP. That was truly unexpected. A heartfelt 'thank you' to everybody who voted for me and to all the other contestants who made this such a challenging competition.

Shortly after the contest was over I discovered that there is an added bonus: the winning miniature gets to be featured on the cover of Portal issue 2. What an honour! But ... of course there is a but ... I was also asked to write a few paragraphs of text to accompany the picture. Write a text ... me ... uhm ... now that is a challenge ...

The Ironwind Metals contest was very special for me, because I have a soft spot for BattleTech and Mechs in general. Back in the days my first contact with 'The Hobby' was the BattleTech tabletop game. Driven by the idea to become an active player commanding armies of big stompy robots I quickly came back down to earth when I realized that none of my friends shared my interest in BattleTech or tabletop games in general. After a short hiatus I discovered that you could do more with the miniatures than dip them in enamels and I started to discover the painting side of 'The Hobby'. That is how my ongoing quest to become a miniature painter begun ...

With that in mind and despite the fantastic ranges of miniatures Ironwind Metals offers it was clear from the beginning that I would enter a Mech. Romping through my stack of miniatures I discovered the Flashfire miniature you can see on the pictures. Having modified the miniature a while ago I just knew that finally the time had come to paint it.

The Flashfire is one of the Solaris VII Mechs, designed with gladiatorial combat in mind (Solaris VII is a game world where Mechs engage in arena combat) and in my opinion one of the nicest Iron Wind Metals sculpts so far. I wanted to go a different route and decided to modify the Flashfire so it would represent a 'military' variant for use by mercenaries or house regulars. The left arm and shoulder of the original miniature are covered with spikes. I removed the spikes with a file. I also repositioned the legs into a walking pose to create a more dynamic appearance. Underneath the raised foot I 'sculpted' a sole texture by rolling out a little bit of Green Stuff and using the grip of my xActo knife like a rolling pin when the Green Stuff was half cured.

For the base I used a 35mm diameter resin plinth from Dragon Forge. Imagining the Flashfire to be on a recon mission in an urban environment I sculpted some rubble with Milliput. One of the biggest problems with BattleTech miniatures in my opinion is how to give a sense of scale. The miniatures range from 25mm to 40mm, so are in-line with most 28mm-scale ranges. But Mechs are supposed to be 10-15 metres tall (scale is 6mm). To give a sense of scale I added an infantry trooper to the base (the trooper stands exactly 6mm tall) and I also scratchbuild an old road sign using thin plasticard (a blister) and a needle for the pole.

Painting-wise I went for an all-purpose 'military' look with lots of weathering added to give life to the miniature. I love weathering :) Most of the weathering centres around the 'sponge' technique where a sponge (blister foam for example) is used to apply irregular shapes of dark (black) paint to add as the starting point for scratches, dents, pock marks and the like. Often this technique and the following steps are used after most of the miniature is complete. What I did with the Flashfire was use the 'sponge' technique after defining the first shadows. As a result the scratches were glazed over with many layers of shading and highlighting. After most of the work was done I re-highlighted a few of the scratches. While this is a lot of work and means lots of micro-painting, in my opinion the results are worth the effort, because it gives the impression that some of the damage is fresh while others dents have been there for some time adding to the realism of the paint work (as far as realism applies for Mechs ... :)). I also tried to introduce a few colours like blue and turquoise in the shadows were appropriate to act as environment lighting, but the effect is very subtle and unfortunately gets lost in the pictures.

The trooper follows the paint scheme for the Mech to signal that he belongs to the same unit.

Phew ... anyone still reading? As I stated earlier I am not much of a writer and right now I am struggling to find a good conclusion. So before I ramble on and on let me finish by saying: See you on WAMP :)

-Michael
aka GunjiNoKanrei



jabberwok by Funnymouth
2nd Ironwind Metals Contest



Jabberwok by TaleSpinner
3rd Ironwind Metals Contest



WhiteHammer BlackRam, 1st Place WAMP Monthly
by kdlynch



Black and White
Hannako, 2nd
Place WAMP
Monthly
by breadhead



Alyx, 3rd Place Wamp Monthly
by Spellscape



Lithomancien de Tir-Nâ-Bor by Pae



White Dwarf by Scottrandom



Commissar by ogreninja



Yoda by War Griffon



Varghar by cleen X



Light by waghorn41



Dwarf Miner returning to the light by Exilesjib



Strohm Warrior by Lost Boy



Yoda by Captain Sprout



Magara by dargrin



Hemrick Groot Rhulic by shanerozell



Miss Hannah Black Ruby by midwest Miniature Guy



Necromunda Heavy by Ocelot



Raven Guards by Darklord



Death by Kester



Hippogriff: Death by Edlintux

What's in Next Issue?



With two of this years biggest shows just around the corner we can guarantee issue 3 will be full of beautifully painted minis. plus....

- News
- Reviews
- Articles
- Latest Releases
- and loads more miniatures

... just as long as you keep posting them :-p



REASONS TO JOIN

While everyone can read the content on Wamp to their hearts desire there are even more benefits to registering on the friendliest mini-painting site around. Registration is simple and FREE!!

1. You can enter and vote on all contests.
2. You can post in the forums, including the Work In Progress and display cabinet sections - great places to get feedback.
3. You get your own personal gallery on the site where people can comment and rate your work if you wish.



4. You can join the Wamp Ladder - a challenge based ranking system for mini-painters.
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- Finalist Iron Painter 6

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