

Portal

an insight into **WAMP**

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

**SHOW REPORT
SPECIAL**

**2 MASSIVE SHOW
REPORTS**
**3 GREAT
TUTORIALS**
GEEK SPEAK
AND MUCH MORE!



WAMP
PUBLICATION

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Well, what a month! Its been a hectic time, certainly on these shores as arguably 2 of the biggest mini shows in Europe took place in quick succession, Golden Demon and Euro Militaire. Both events saw Wamp members in attendance and even grabbing a few awards which is always great. Attending Golden Demon allowed me the chance to make some new friends and meet up with Wamp members some for the first time which was fantastic.

The site is growing at an astonishing rate at the moment but it still retains its warm and friendly atmosphere. This was epitomised in the latest sponsored contest we did for Redbox Games. It was a fantastic contest with the toughest field of entries we have yet seen on the site - 27 fantastic pieces of miniature art. It was tough to narrow it down to three winners but we did and they won themselves some great prizes, but then came the great bit. One by one our 3 winners declared that they all had plenty of Redbox minis already and so to give their prizes to someone else so 4th place got 1st, 5th got the runner up prize and so on - even one of the second batch of winners gave away their prize. It was brilliant and it just summed up Wamp perfectly - it was more about the painting than the competition. To top it all off Tre Manor, the man behind Redbox decided to award everyone that entered a free mini just for taking part. Great news then that we will be holding another Redbox Games contest next year.

This month was also a bit of a milestone for Wamp as we reached 500 members, we must be doing something right!! Probably all the great contests we keep having, right now we have a Pulp City contest running until the end of the month with some fantastic prizes up for grabs then also under-way is our Kingdom Death contest. First prize is one of every new Kingdom Death release for the next 12 months - how sweet is that?! Even more amazing is the fact that everyone that enters the contest will receive \$25 credit from Kingdom Death - that's like getting a free mini just for entering!!

Those two contests will be the last of our usual sponsored contest for the year but the year end will see a bigger contest featuring multiple sponsors and the chance to enter any mini from any manufacturer you can think of!! Now is the time of year when I start planning next years contests and we have some great sponsors lined up - some returning for their 2nd or even 3rd year - others brand new (some so new they haven't even officially launched yet!

Wamp as you probably know features reviews of hobby related products but was itself on the receiving end of a review by Hinton, the man behind Angry Geek Moments - I was pretty chuffed when he rated us at 9.5/10 !!

So all in all its been a hectic month and that's not even mentioning the new Tradepost I have just launched (more about that on a later page) Its going to be a tough month to beat Hopefully this issue of Portal will kick things off in style!

Thanks

Brett

Follow us on



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CREDITS

WAMP Founder and OGL
Brett Johnson
Layout & Portal Editor
Shane Rozzell
Cover Image
Muhani: Red Box Games Winner
Junior Welsh Correspondent & Proof Reader
Martyn Dorey
Contributors
WAMPERS of the World united:)
Contact Portal at
portal@wamp-forum.com

News

Welcome to issue 3 of Portal, the younger and slightly annoying sibling of **WAMP** What can I say about his issue... Well it's HUGE! We have 2 massive show reports from our new "Junior Welsh Correspondent" War Griffon, he truly is the Kate Adie of the miniature painting world, right on the front line. Massive thanks must go out to him for braving the cabinets to bring us some great pictures. I would also like to thank

Hinton for this issues new spot, "Random Geek Speak" I hope he finds it comfy and soon makes it a home from home. Also this month we have Captain Sprout in the "Meet the Wamper" spotlight. One more thank you must go out to all the regular posters on **WAMP**. You guys make this magazine what it is and without you we'd have to do a lot more typing:-)

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 :-)



MINIATURE-HEROES.CO.UK ANNOUNCES NEW WEEKLY REAPER ORDERING.

Demand for the many wonderful miniatures Reaper produce has forced me to re-think my ordering strategy. Monthly orders just aren't keeping pace with everything, so I'm going to try ordering weekly. Place an order with me during the week and I'll order it from Reaper on the following Sunday. Depending on how quick Reaper process the order at their end, it should just take about two weeks to get the stock in and dispatched. And that is anything from their range, not just the products I have listed in the shop.



VERN GAINS ENLIGHTENMENT

A big WAMPY congratulations goes out to VERN for reaching Enlightenment by reaching his 2500th post.

Sitting around the computer, looking at miniatures sure beats exercise and dieting :-)



Wamp has had an offer from the organisers of Bugle Call 2010 to display our work as a club at the show, after some consultation with other Wamp members to see how viable the idea would be it has been decided to accept this very kind offer.

To this end Wamp will have 2 x 6ft tables at Bugle Call 2010 which will be held at the Pavilion in Bath on 21st November 2010. Presently 3 Wamp Members will be displaying their work but any member of Wamp is welcome to bring some figures to be displayed, don't think you are good enough? That doesn't matter, so long as you are a member of Wamp then we will happily display your work on the Wamp Display as it is hoped to show a cross section of

the work from Wamp members not just those that think they are the best.

Anybody planning to go to the show and would like to display some of their work then we would be grateful if you could please contact [War Griffon](#) by PM so that he can get a good idea of numbers and get the display organised beforehand, as this will also give us an idea of how much table space we are going to be using.

Don't want to display but are going to the show, then stop by and say hello anyway.

View the thread [here](#).

Member Pages

Are you a commission painter or sculptor?

If so and you would like a cheap and easy way to get your info out there without the hassle and cost of creating a full site then we may have the answer, maybe you have your own site but want another way to advertise.

Wamp is now offering 'mini sites' for just **£10 a year**.

What you get:

Full setup of your own page within Wamp.

Your own url at Wamp (yournamehere.

wamp-forum.com) or link to it from your own domain name of your choice.

Each page can include text, photos, live omon ranking, live eBay listings as well as links to your gallery, email and blogs and more.

Pages will be linked via a prominent link visible across the whole of Wamp.

**For an example page visit:
www.darklordminiatures.com**

GIGANTIC MINIATURES

Gigantic Miniatures' mission is to produce large scale fantasy figures for the painter and the collector.

As a lifelong fan of fantasy models and miniatures I want to be able to distill the particular style I have created in some of my competition models and transfer it into my own designs. Taking cues from miniature table top gaming and role playing figures I want to apply classic, iconic characters and monsters to larger scale model figures to further explore the detail and character.

Gigantic Miniatures is a one man operation and has been started with the intention of taking the leap from figure sculptor and model maker to designing my own model figures. I love creating designs and imagery from scratch and hope that through Gigantic Miniatures I can positively contribute to the vast world of model figures.

Chris Clayton



Okay - time to reveal a little about the new range we've been working on! We have quite a lot to talk about with this project, but I'm going to start slow and just show one of the initial miniatures - and it's a familiar character.

The inspiration for this range comes from the Lt Kara Black miniature we released in the Limited Edition resin series. She has always been one of our favourite (and most popular) miniatures, and it just seemed she immediately had a strong character with an interesting story behind her. Indeed, the original plan was to release her as part of a vignette showing her in the heat of battle - as seen in the artwork. For one reason or another (mainly the higher cost and risk involved) we decided not to make the beast - but to come back and re-visit the idea later. When we started to think about her again, we decided to take a different approach and develop the background and universe around her into a 30mm gaming range. The end result is Seditio Wars.

As you can see, there's not a great deal



to see on the new website at present, but all that will change in the next month or so. I'll be adding regular updates to the blog about the development, and hope to have the website live and miniatures on sale in the next 4-6 weeks. Initially they will be available as very limited resin releases (most likely around 100 castings), followed by unlimited metal runs. Why do both? For me it's simple - we want to produce a small number of 'perfect' copies of each figure to appeal to painters and collectors. I realise that the price point for resins could be a prohibitive factor for those wanting to game with them, so the main runs will be in high quality metal.

Studio McVey.



Brushmistress v. NeatPete

Theme: "KlockenBooty"

End Date: Oct 24th

Talespinner v. MaGie

Theme: "She's Got Style"

End Date: Nov 14th

EldinTux v.

osdisianpainting

Theme: "The Colour Purple"

End Date: Oct 25th

Simon.W v. mercius

Theme: "Me and my best friend"

End Date: Nov 17th

knott v. Exilesjib

Theme: "Always Out Numbered,

Never Out Gunned"

End Date: Oct 17th

Nameless v. Lost Boy

Theme: "Arcane Miniatures

Competition"

End Date: Nov 1st

kdlynch v. ScottRadom

Theme: "Calling All Occupants Of

Interplanetary Craft"

End Date: Oct 21st

In Chigh v.

Darkmessiah

Theme: "What the f...?"

End Date: Oct 30th

WAMP

The last 30 days

NEWEST MEMBERS

abidshahzad4u	Messiah
Aicodu	mkcontra
anatora	Mochriedh
arabianknight	morkin
Astronomican	Mrlxolite
b3rtil	mudman2001
Battleaxe	Nadz1lla
Bloody Bill Anderson	Neomorte
BubbaGump	nezeray
Bumble	Nocturnus
celticpagan	Noddwyr
Cenotaph	ogres_lair
Chippy	Orki
Cornelius	Painterpalmsprings
countersunk81	Paintin Cajun
CthuluhuPunk	parnassus
Cyporieran	ponsi
Darkromz	proche
darkwomble1	prowla
Deadparrot	R5Don4
docbungle	ratboy
DrakeRo	Ravenswood
Elanlane	Revliss
Fantasy Fixtures	Rojo
frogimus	ronin412
gawshank	Rothskin
getsa	Schmacker
GR C17	semanticdm
hapotte	Shaps
happystriker	skrivanek
HeXoR	songboy
howcanitbeforiamandyg	SRP
Jeplin	stangred
John S.	stanlee
KittenCeleste	steeldragon
KolonelK	stonehippo
kos2	stonewall
luCiPHer	sanctuaryterrain36
Maddrb	themum
Mako	TrekkieFromHell
Mamabear	trevis_11
matakishi	truenam
mattimao	Ulrikk
Mbbelius	Warlady

RANDOM GEEK SPEAK!

by Hinton

It's a great privilege to be asked to talk about Random Geek Moments here in Portal.

With Random Geek Moments, the idea of the videos is to convey information about the hobby of painting miniatures, whether it's minis or things related to the hobby.

The reviews started out with me just being silly and having some fun; I never expected such a (for the most part) positive response to them. In fact, I was pretty sure that the response to the first video would be fairly negative, so I didn't plan on doing anymore. After people said they liked it and asked for more, I made another one and, once again, people said they really liked it.

It was then that I decided to make the videos on a regular basis.

While I've never claimed to be an expert on the hobby, it's my hope to give a point of view on various aspects of it. There's more to the hobby than just minis, so I want to try and provide as much information as possible. Maybe I'll bring some light to things that people may not have realised or known about.

I try to approach the videos as something that I would have liked to have seen back when I was first starting out in the hobby. That's not to say that they're geared towards beginners only, but I try to bear in mind that there might be people watching that are new to the hobby.

The character of Angry Random Geek was meant to be a one-time thing, just to inject some humour into the review and keep it from being too dull or boring. However, since people seemed to like him so much – it was mentioned by several people that he helped keep things entertaining – that I decided to keep him around.

So what does the future hold for RGM? Well, hopefully it continues for a long time to come as I really enjoy doing the reviews. Ideally I'd like to get to the point where there are two, maybe even three, reviews per week, but that's something that isn't really viable right now. While there certainly isn't a shortage of minis and other things hobby-related, it's matter of me being able to get them.

So for right now, I'll keep putting up one each week and hopefully you'll keep watching them.

If you have any questions about the videos, feel free to drop me a PM at WAMP.

The Links

[Random Geek Moments](#)
[We're Still Learning Web Show](#)

Why Advertise with WAMP?

With over 500 members and a 15% month on month increase as well as over 7000 page impressions daily not to mention a brand new magazine whose first 2 issues reached over 2500 downloads within 8 weeks of launch. 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.

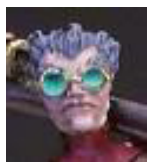


For more information go to
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 or email us on
portal@wamp-forum.com

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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Skullcrafts Spring Basing kit



REVIEWED BY NEATPETE

Manufacturer

Skullcrafts

Price

\$34.00 (\$2.50 shipping USA, \$20.00 rest of the world)

Material

Various

Contact

www.skullcrafts.com

Quality	10
Assembly	9
Value	8

Overall Score

9.0



Skullcrafts is a one man shop located in the USA. It is run by a nice guy named James, whom I have never met, but talked to on his forum from time to time. I'll say this guy really takes care and puts his all into his products. Skullcrafts offers a variety of basing supplies some of which have been assembled into basing kits. There are 5 kits available, one for each of the four seasons and a Steampunk basing kit. Rumors are there is a sci-fi and a fantasy kit in the works.

Today I'll be reviewing Skullcrafts Spring basing kit.

This kit is jam packed full of all sorts of goodies one would need make a ton of bases.

The website claims: "The kits should decorate a minimum of 30 standard 30mm round bases, 20 standard 40mm bases, or 10 standard 50mm round bases"

I'm sure this could be stretched further though. I find myself using one product or another from his kits in almost every base I make.

The kit contains the following materials in Spring colors where applicable:

- » Flock Scatter
- » Static grass
- » Field grass
- » Spring vegetation
- » Leaf Scatter: (The Birch seed ones)
- » Black ballast

- » Sand
- » Lichen
- » A little bit of skulpty bake clay
- » 3 Cork tiles of 3 thicknesses
- » Cork Boulders (larger)
- » Cork Rocks (smaller)
- » Bark Chips (slate rocks)
- » Scenic Water effects (one part stuff, not the best for any volume or depth, but okay for surface effect)
- » PVA Glue
- » Black texture paste (I love this stuff, pretty much great filler for anything you need texture on. I'd say it's about the consistency of sandy-thick glue.
- » 1 x: 30, 40, 50mm Round lip bases to get you going.
- » Stirring sticks

Skullcrafts website also has some nice tutorials and tips for making good bases. These can be found [here](#).

Here are a couple 40mm boulder bases I did with materials from this kit really quickly.

Quality

These materials are made by him in small batches with fine care. I can't say I've ever been disappointed by any part of them in the years I've been using them. Some of the best pieces I've made have been set off with accents from this kit.

Assembly

I'd say this kit allows for assembly of lots of good bases and will compliment any basing supplies you have currently. Not all products in the kits are available separately and therefore some

buyers have been discouraged trying to refill one item from the kit that is all used up.

Value

At \$34 + shipping they aren't cheap. Shipping is currently \$2.50 in the USA through the end of the year (normally \$10) Getting out of the USA will cost you another \$20. So at \$54 to international buyers, it is a hefty investment.

Overall

A great selection of materials at a reasonable price though international postage is costly



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)

THE PRIZES

1ST: GIANT HADRON (AS YET UNRELEASED AND STANDS 12CM TALL!) + DR TENEBROUS

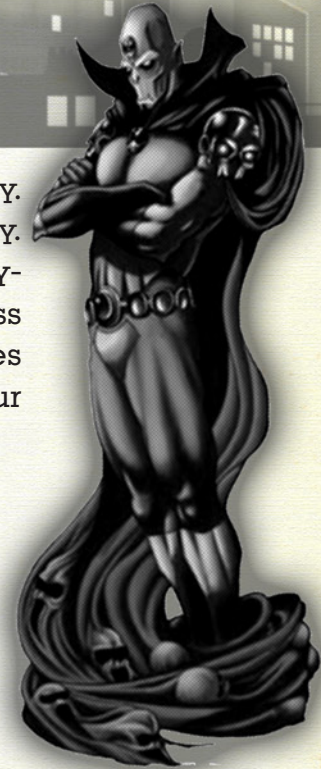
2ND: LE MURTIPL (3 MINIATURES) , SILVERAGER + DR TENEBROUS

3RD: SKYLINE + DR TENEBROUS

4TH JADE HAWK + DR TENEBROUS

5TH DR TENEBROUS

There will also be 5 more copies of Dr Tenebrous up for grabs. These will be awarded by myself to entries I think are deserving but may not necessarily be the best painted - its more about effort for these ones. Entrants that have already won a prize wont be eligible for this special award. In the event of there being less than 10 entrants an excess will be awarded randomly to voters.



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 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 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

Painting Rubble Bases - Pt.1

by
Cregan Tur

This is the first of a 4 part series that will show, with detailed instructions, how you can create a top quality paint job on the Urban Rubble bases from BNS Miniatures. Each article will cover a different theme and today's is asphalt. You're going to need the following materials:

- » Primer
- » Chaos Black
- » Codex Grey
- » Skull White
- » Golden Yellow
- » Badab Black
- » Devlan Mud
- » Masking Tape
- » Hairspray
- » Coarse Sea Salt



Base by
Cregan Tur

STEP 1



The first step is to prime your base, white or black- it really doesn't matter which, but if you prime with any colour other than black you're going to have to base coat the entire thing with Chaos Black.

STEP 2



After you've got a consistent coat of black we're ready to put on the main color. Mix 1 part Chaos Black to 1 part Codex Grey. This is going to give us a very nice, dark grey that's going to form the foundation for the rest of the base. Paint everything with this colour except for the deepest recesses, which we will leave black.

STEP 3



The differences between this and the preceding picture are subtle because this next step results in a subtle shift in the tone of the paint. Wash the entire base at least twice with Badab Black. This step darkens the recesses of the grey and tones down the entire colour. Once the wash is dry you're going to drybrush your 1:1 Chaos Black/Codex Grey mixture over all the raised areas.

STEP 4



This is where the Skull White comes into play. Make sure your drybrush is very dry and keep wiping it across your paper towel until you're pretty certain nothing's left because we have to be very careful with this step. First, stipple the flat areas of the base with Skull White and then drybrush all of the raised edges and flat surfaces. You don't want any streaks or smears of white.

STEP 5

This is another subtle step that will tone down the sharp contrast of the pure white and help the colours blend better. Coat the entire base with a wash of Devlan Mud and let it dry completely. Next, do another wash of Devlan Mud, but this time only wash in the recesses and cracks. We don't want to tone down the flat part of the asphalt any more than we already have. Let the base sit to the side until it is completely dry.

STEP 6

To sell the idea that this is a piece of broken asphalt I'm going to add a yellow dividing line. Using masking tape, I block out a 1/8" strip of base where I will paint the line. Be sure that you cover everything that you're not painting with masking tape to protect the rest of the base.

Salt Masking is a process where you add texture to a surface by getting salt to adhere to it, paint over the area, and then gently remove the salt so that they undercoat shows through.

STEP 7

The first step is to spray the area with hairspray until it gets a light sheen. Next, you're going to quickly sprinkle a pinch of sea salt over the area. It will mix with the hairspray, which will act as an adhesive to keep the salt in place. Be very sparing in the amount of salt you use. Too much will ruin the effect. You can always use an old brush or a toothpick to remove some salt crystals that are ill placed.

You must allow the hairspray to completely dry before you move on to the next step. I suggest waiting at least 1 hour. One way you can tell if it's completely dry is that the salt crystals are translucent when they're wet, so if they're opaque and white you know they're dry. Also take a small whiff- a heavy scent means it's still drying.

STEP 8

To be honest, an airbrush is the best way to apply paint when you're working with paint masking. If you're working with large surfaces then it's an absolute necessity! But, since we're working with such a small space, we can get away with brushing on the paint. We're going to apply the Golden Yellow in several thin coats for two reasons:

- » Because we're painting yellow over black
- » A thick coat of paint will make it extremely difficult to remove the salt

Let the paint dry for at least an hour before you move onto the next step.

STEP 9

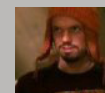
Removing the salt is a slow process, so be patient with this step. You're going to need a medium stiffness brush and a tap. Hold the base under cool running water and gently brush away the salt. It should take you between 7 to 10 minutes to remove all the salt from beneath the yellow paint, so take your time. Once you're confident that all the salt has been removed you're going to need to set the base aside and let it dry out again. If you try to remove the masking tape now you risk pulling the paint right off the base. Once everything is dry you can remove the masking tape and admire your handiwork.

STEP 10

What's that? Think we're done? Well you're wrong! This base is good as it is, but the next part of this Step By Step will make it look great! The key to creating great bases is in the details and the next part of this series will show how we can add some great details with static grass.

The bases featured are available from

www.bnsminiature.co.uk

COMMENTS

Hinton - 30-09-2010

Very nice tutorial (so far!).



Ulfgrimr - 30-09-2010

Excellent tutorial CT, looking forward to part 2.



BNSminiatures - 30-09-2010

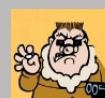
Excellent mate, great work :)

Iain.



shanerozell - 30-09-2010

Nice tutorial CT and excellent use for salt masking.



Vern - 30-09-2010

Nice one :)

Threadomancy

Threadomancy is where we look at some of the most interesting and helpful post from the recent past. Click on a title to go to the thread.

WET PALETTE

Tonbo:

So does anyone here use a wet palette? If so how do you like it and any tips?

lizcam:

I have used a wet pallet before. They are great if you're going to sit and do marathon paint sessions but I mess with my paints too much for it to be much help.

Tonbo:

I thought the point was you didn't have to sit down for ever because you can keep your paints wet over night and stuff like that.

ScottRadom:

Mine is the cats ass. Best thing I ever bought with the exception of good brushes.

Mine doesn't give me the two week shelf life it promises, but I don't store mine in the fridge. I think it's great for mixing colours for blends and such. I can just plop down my base colour, and my highlight colour and mix the two in varying degrees as I go. Love it.

But I don't use that retarder stuff that I've seen you and the other PP guys using, so I don't know if that makes it any more or less necessary for you guys to use.

lizcam:

Remember I live in a desert. Even a wet palette doesn't always work here. I tend to mix paints into small plastic snap top pots. The kind you get in cheap model airplane kits. That way I can mix a bunch of a colour up. Thin it and use it for months.

Darklord:

I got given one, just an appropriate plastic tub with lid, some palette paper then greaseproof for the top layer, job done.

Captain Sprout:

I don't actually store paint in mine and wash it out mostly after every session..I find its just a good way to keep paint thin and consistent, rather than to keep it. So no fridge worries there!

TO VARNISH OR NOT TO VARNISH?

Darklord:

...that is the question

(in regards to non-gaming pieces).

what are the pro and cons of either and which varnishes do you find work best?

GunjiNoKanrei:

For display miniature no varnish. Display miniatures don't get handled (well, they do get handled, but usually they have a plinth of some sort meaning the miniatures doesn't get touched), varnishing is an (unnecessary) risk (frosting, sheen, ...) and varnish tends to tone down the highlights altering the result you spent hours upon hours to achieve.

ScottRadom:

I only do gaming level stuff and I always use two cotes of Testor's Dullcote. But, that's gaming stuff.

lacton

Dullcote. Gotta love some dullcote. I use matt medium quite regularly in my paints but some glazes and washes still have a sheen and dullcote makes my life easier and makes me happy from the fumes

Darklord:

That's the main reason I use it to dull down the shine (plus I sell all mine so the protection helps).

Problem I have with dullcote is its tendency to go shiny itself though that may be down to mine being brush on?

lacton:

Yep. Not shaken up the mix enough.

Moth:

One hit with GW Purity Seal... Then 2 hits with Testor's Dull Coat... always

Last Boy:

Everything I do is for display and everything gets coated. I always varnish the figure(s) separately and attach them to the base once that's been varnished, then seal the joint with thinned GW matt varnish.

For the main varnish, I use 2-3 thin coats of GW purity seal...It's the dog's baw-baws :thumbsup:

PAINTING WOODGRAIN?

mercus :

Does anyone have any good tips and tricks aside from the tutorials on CMON...this is one trick I can't seem to master...everytime I try it looks like complete crap. Makes me love sculptors who sculpt woodgrain into their minis even more.

Darklord:

To do woodgrain I paint the wood in a midtone woody colour. Then I will apply thin streaks using thinned paint - one light colour and one darker, make the lines slightly wiggled (but not much) and if needed add a thinned wash to dull the streaks down. Jobs a good 'un

kdlynch:

I just two-tone it: one colour laid down as the base, then paint fine lines to represent the woodgrain. Need them as fine as possible, and more than likely, squiggly-ish. For the colours, and patterns of woodgrain, really depends on the type of wood, and whether it's "aged".. this is where Google images can come in handy.

SRP:

I sometimes don't use a brush to get the fine lines.....A sharpened wooden toothpick works ok for me...Keep sharpening and the wood carries enough paint to do mini areas....

MaGie:

I usually use three colours on woodgrain (if it's not a too big area) : a very dark brown for the base colour (VMC black brown) and bestial brown and bestial brown + bleached bone (about 2:1) for the wood grain. After I paint the stripes with the lighter colours, I add some stripes with the base colour, you can place them in a fashion that covers up thick highlights. I use only a little dilution but with some flow improver. Usually when I paint woodgrain I keep going back & forth with the three colours until I get what I want.

exilesjib:

Here is one from left field paint the area a light colour dwarf flesh works well, then paint with a rich brown oil paint. Then with one of those old knackered brushes we all have brush the bristles along in the direction you want the grain vary pressure to vary the tone. BTW works best on larger areas.

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KINGDOM DEATH

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Prizes

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

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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.
- All entries must be new work.
- You give Wamp and Kingdom Death 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.
- \$25 credit is limited to one per person and does not include shipping costs.
- Submissions must be posted to the Kingdom Death album located [here](#).
- You may enter as many times as you like (but you will only receive one \$25 credit.)
- You may enter a single miniature, diorama full 300 piece battle scene - whatever you like as long as its Kingdom Death.
- You may enter pieces that were also entered into the Little Angels contest.



Kingdom death produce high quality miniatures in 35mm and more on them can be found here at www.kingdomdeath.com

Profile: Captain Sprout

Real Name: Rachel Jones

Alias: Captain Sprout

Website: A not very updated <http://captainsprout.wordpress.com/>

Wamp member since: March 2009

Bio: I am a girl and a basic army brat..my father was an Officer in the Welsh Guards and most of my relatives are in, or have been in the services. I graduated from University, served in the Army and spent the next 66 million years in the civil service, eventually ending up as a Prison Governor and then in my final job in the Home Secretary's Office in the mice infested Queen Anne's Gate. I suddenly realised I was turning into Sir Humphrey without the humour, threw it over and did aid work in Africa for 2 years. I am now a sad IT nerd, web developing for a big retailer and geeking my way through my days. In my spare time I buy minis and put them with other minis I have bought in little stacks and apart from that I do a bit of climbing and hill walking. I also buy minis and stack them on top of other minis..did I say that bit already? My other half tolerates my hobby and doesn't swear more than 22 times every time he falls over the stacks of minis on minis, on more minis, that I have around the place. We have two cats, one (more his) can do no wrong, whereas the other (more mine) is always being criticised..my fear is mine won't go to Uni and will take drugs and end up in a cat squat. The other never will of course, there is a cat Nobel peace prize a coming along there.

Paint, sculpt or game? I'd describe myself as an 'attempting' painter. Have never gamed and never had the talent for sculpting.

Favourite mini company? Is 'all of them' a cop out? There are so many fine mini companies out there it seems a terrible shame to pick one. So I'll be slightly girly and pick two..Pegaso and JMD miniatures, but that would change next week.

Favourite sculpt? Again this produces indecision. Currently I would say its the Pegaso Roaming Knight, XV century.

How long have you been in the hobby? I started out painting models when I was about 15 and have had various phases through military modelling, fantasy and sci fi in all manner of scales. That's lots of years and many models. Eek.

How often do you visit Wamp? I wander in every day. There is little point to an addiction if you don't feed it.

Best thing about Wamp? No question that it has to be that everyone is genuinely welcome and people are open to all aspects of the hobby.. there isn't a 'military' or 'gaming' or 'small scale' bias and you don't have to be a GD gold winner or love one thing over another, there is just modelling, with modellers, for modellers.

Tell us something interesting about you? I was once commanding a Scimitar AFV which shed a track on the M6 in some roadwork's and caused a 58 mile tailback on a bank holiday Monday. Almost everyone I tell that to claims to have been in it. Sorry. Again. Also, I threw up in Buckingham Palace when I was 4 and am also going to publicly say sorry for that as the Queen has to be a keen Portal reader, so its my chance to make amends.



EURO MILITAIRE

2010

SHOW REPORT
BY WAR GRIFFON



Dragon Slayer Best of Show 2010 awarded to Chris Clayton (AKA Giganticdark) and also gold in category 24 scratch built/converted fantasy

Over the last 10 or so years the world of painting toy soldiers has changed quite dramatically and this has been seen to great effects across the world at the larger shows as well as some of the smaller ones, the rigorous historical and uniform research required by the historic modellers has started to combine with the artistic side of the hobby bringing the production standards of miniatures to a level inconceivable in previous years and the barriers between the Fantasy/Sci-Fi modeller and the Historic Modeller are finally starting to collapse and techniques closely guarded by the one being shared with the other, helped partly by the Internet.

Nowhere I think is this more obvious than it has been in recent years than at Euro Militaire, up until four years ago a fantasy category in the competition didn't exist and was lobbied for by members of the judging panel and the entrants for some time before it was finally introduced for the first time in 2006, then in 2008 this category was further split to differentiate between the painted entries and entries that had been converted or scratch built and the number of entries to the fantasy categories grows each year. People prepare for this show well in advance and some even spend several years planning their entries and painting for what is one of the world's premier annual modelling shows this side of the Atlantic Ocean, hotels are even

booked a year in advance with many people booking the following years accommodation whilst they are there for the show and over the course of the weekend you will find modellers in every bar or restaurant that you visit. Hotels fill up very fast and time flies, before you know it the event is on top of you and it is time to make that journey to the Leas Cliff Hall in Folkestone. For me the journey commenced at 3am on the morning of Saturday 18th September when I was rudely awakened by the alarm having only gone to bed 3 hours earlier, it was then a case of load up the car make sure I hadn't forgotten anything and then when Tim arrived we set off for the 3½ hour drive from Wales to Folkestone.

My drive down was fairly uneventful until about 15 minutes away from the venue (half way down the M20) the air in the car turned blue and Tim awoke in a panic thinking something had gone badly wrong as I cursed suddenly remembering that my entry tickets for the weekend were sat at home by the side of the computer and the fuel costs, driving time and toll charge of the Severn Bridge eliminated any thought of going back for them, so was a good job you could pay on the door to get in.

This year's Euro Militaire was the 25th Anniversary of the show and a limited edition commemorative figure was sculpted by Pegaso for the event, the model was King Richard "The Lionheart." A painted version of this was on display as people entered the show halls along with all the relevant parts in the box, only 125 were cast and of this number only 100 were being sold at the show the remaining 25 were to be given to the organisers of the show itself.

The show itself this year had 25 categories for the painting/modelling competition including the Juniors category and is attended by big names from all over Europe with many people attending as a club and a very broad spectrum of the hobby can be seen here from flat figures, AFV's, aircraft, historical and fantasy/sci-fi figures as well as a smattering of comedy to break down the more serious entries.

Competition has always been tough as you are looking at figures painted for company box art as well as painted by the hobbyist for the challenge and enjoyment of the hobby itself so it is not uncommon to see painted entries by the likes of Adrian Bay (Vincenti), Ben Kommets, Mark Taylor, Chris Clayton (Giganticdark), Anders (Ritual), Adrian Hopwood, Malcolm Cuming and many, many more.



Scratch built Space Wolf riding a giant wolf by Adrian Bay (AKA Vincenti) silver in category 24

A large variety of traders are available to part you with your well earned cash and this year was no exception to previous years with the likes of Pegaso, Andrea, Historex, Victory Miniatures, YS Masterpieces, PiPili, El Greco, SK Miniatures, MDC, Hawk Miniatures, Stormtrooper and many, many more, one person seemed to dominate the halls this year though not only on display with most of the traders present but also with most of the entries in the painting competition and that was the Sculptor Carl Ried, his work seemed to be everywhere you looked.

There is even an area set aside in one of the halls whereby clubs display their work and small tutorials take place as well as static displays. Although sadly the outside displays on the Leas Promenade seemed lacking this year but I did hear that the local council doesn't like the idea of over 30 tons of armour being parked on the prom even if it is brought in on a carrier. Musical entertainment was provided this year by two ladies that appeared on Britain's Got Talent by the name of the "Swingtime Sisters" and gave a 30 minute performance on the stage in the main hall after the show closed on the Saturday evening.



Commemorative show figure King Richard "The Lionheart" 75mm scale

By about 1:30pm on the Saturday afternoon whilst I was sat in the bar area discussing what had been seen and purchased by friends and Wamp members whilst we watched competition entries being registered and carried past in various sized boxes an announcement was made to say that they had reached 1000 entries for the competition, this figure far exceeds previous years which is usually



around 600 entries and there was still 1½ hours before registration closed and judging commenced! One of the nicest things about the competition is it is impossible to know how things will turn out as there is no pre registration and the competition itself is judged using the “Open System” this means there is no first past the post and each model is judged on its own merits and not against another model in the same class. It is a much fairer system of judging and means that you can have more than one gold medal winner in each category or if the models entered into that category don’t come up to the required standard that the judges mark to then there may be no gold medals in that category.

The painting completion at Euro Militaire is run over the two days of the show, those wishing to enter pay £2 per entry and all entries have to be submitted by 3pm on the Saturday by a panel of 50 judges, that’s right I did say 50 it’s not a typo, which includes a head judge, these judges are then split down across the different categories and each category has criteria to be met that the judges will look for working as a team. As well as the models entered into the competition

there are also display cabinets around the room where the judges can display their work for people to see. All figures entered into the competition must remain on display until 4pm on the Sunday.

Judging is very strict and the competition is very fierce so everything needs to be painted right down to the smallest button or buckle and each category has its own set of criteria that the judges are looking for, presentation plays a major part regardless of what category a model is entered, even a single figure can tell a story and the a painter needs to think long and hard in the preparation for this, by reading the specific rules for each category you can get a good idea for what the judges are going to be looking for. Medals are award for commended and highly commended as well as gold, silver and bronze, it is rumored that only 35 points separate gold from a commended. All entries in the junior category are awarded something as it is believed that the juniors are the future of the hobby and are therefore to be encouraged. Judging commenced at 3pm and took 5 hours for all entries to be judged, including the judges choice for best of show.

This year’s show was no exception to previous shows in that the standard was extremely high although it was interesting to hear the head judges opening speech at the start of the gold medal and best of show ceremony whereby he stated that this year the standard had been even higher than in previous years and compared it by saying that “If you had won a gold medal two years ago that figure entered this year would probably only have got a commended.” (It sort of



makes me feel a little better for not placing with my two entries...). The medals awarded this year were far in excess of previous years, I can't remember the exact quantities when split down but I think it is fair to say that in total there was around 500 to 600 medals awarded across the board and might have been a few more than that.

One of the categories to receive the highest number of entries this year was the fantasy category which includes sci-fi as well as related vignettes and dioramas etc by about 10:30 on the Saturday morning models entered into these categories were being moved around to make room for more entries! During judging entries from these categories were moved into other categories by the judges, most of these seemed to fit the civilian category rules and included some of the Nocturna models.

So who won what you are all asking, well to be honest I can't remember everybody's names and some I can't even pronounce let alone spell but Chris Clayton (Giganticdark) took a gold for a scratch built Dragon Slayer and he also took best of show. Ben Kommets took a silver for a non commercial sculpt of Alice in wonderland and he also took something for his fantastic GW Stegadon, Adrian Bay (Vincenti) took a silver for his Space Wolf riding a Wolf which he had managed to finish in time but will not be



attending GD this year, Rob Herring (Orb), Tooshy, Avicena, Ritual and PrawnPower along with many other people also won something, a full list of all winners will appear in the Military Modelling Magazine in due course and they will also do a special no doubt which will be out around November time with full coverage of the event and all the winners.

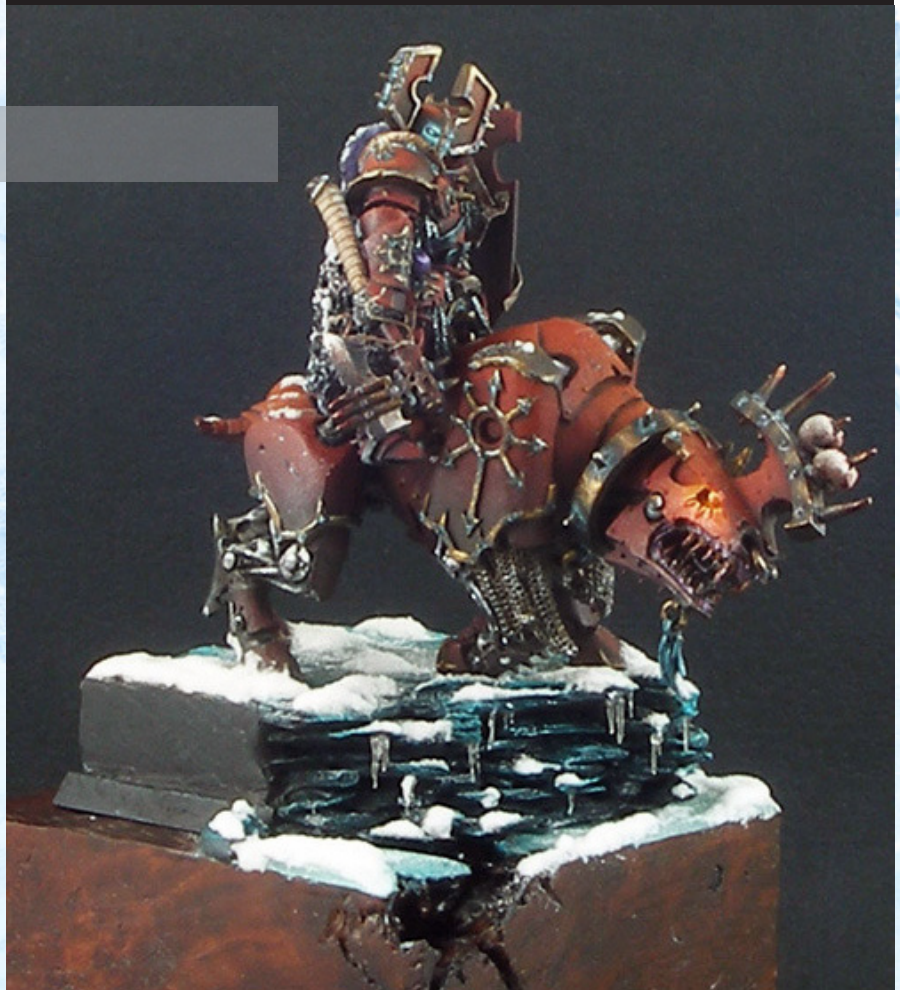
Euro Militaire continues to be a great show... a great weekend and if you haven't been before then you are missing out on a fantastic social side of the hobby as well. Start saving now for next year, even if you only go for the one day it is well worth the visit just to see the standard of modelling and painting that you may one day aspire to and for motivational value it is truly jaw dropping, distance is not an excuse as people are travelling from Italy, Greece and Spain to attend this show.

**MORE PHOTOS CAN BE FOUND IN
THE WAMP FORUMS [HERE](#).**

Making Icicles

by
Darkmessiah

Hi everyone! Well I was making icicles for my GD entry and there's a few minutes of down time between each stage which is plenty of time to take some pictures! So here is a quick tutorial on how I make icicles.



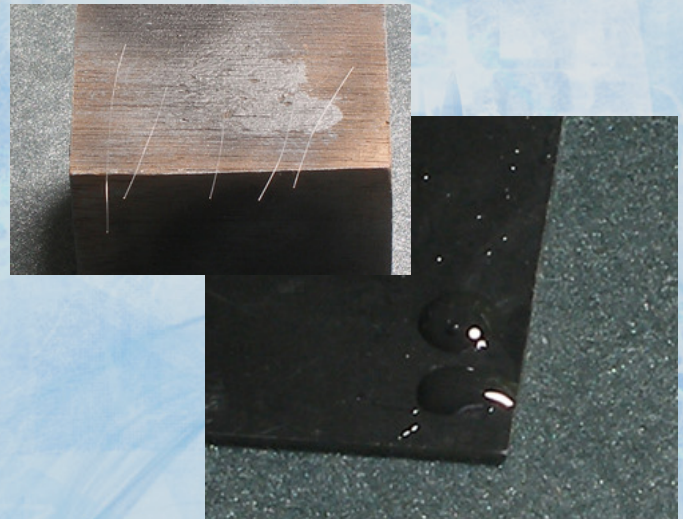
PREPARATION



Tools you'll need are

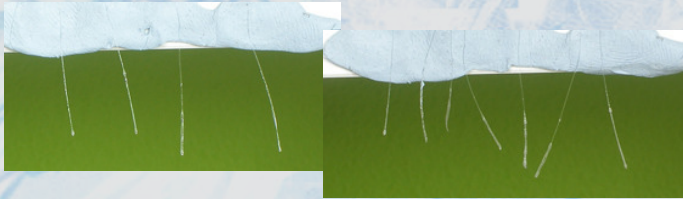
1. Fast setting (5 mins) clear epoxy glue
2. Toothpicks (or an old bit of something for mixing with)
3. Clear fishing line (2-4lbs)
4. Blu-tac
5. Some plastic to mix epoxy on (old blister packs will do)
6. Stabby thing

STEP 1



Think about how many icicles you want then double that number, this effect often has random results, so the more you do the more choice you'll have and the better the end result will be. Cut your fishing line up into 4cm strips (you need them long so their easier to handle), also pour out 2 small, equal blobs of your epoxy glue (you wont be needing much), mix them together for a minute or two, you can tell once its mixed as it will go cloudy

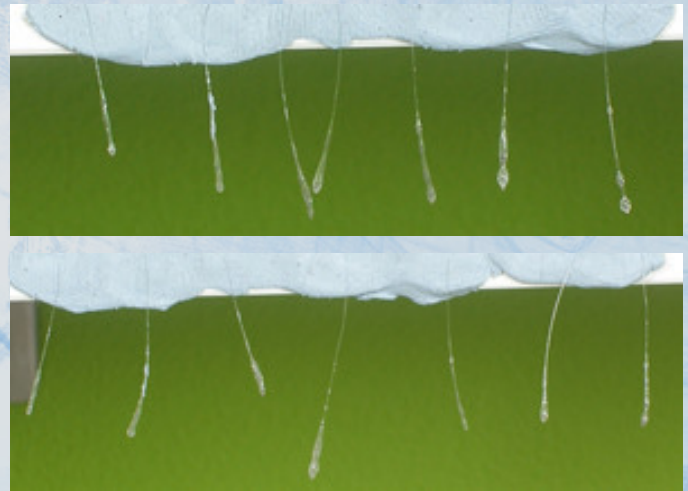
STEP 2



Smear a strip of blu-tac across a surface you can hang your icicles from (I've used my shelf, you could use the table edge or a plinth, anything that you can suspend your icicles from without them touching anything. Now drag and twist your strips of fishing line through your epoxy, make sure you pick up plenty of glue (you can always remove some later on), then hang your icicles up. Try to make them long so you can cut a few up to make short icicles.

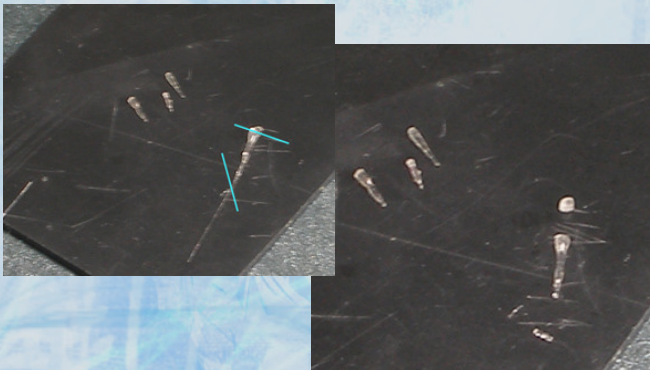
Now after a few minutes you will see the glue come together in small blobs, this is a good thing, it will give us a random, natural feel, but it will be a little too pronounced. So after the glue has stopped being very tacky, but before its set (usually around 3 mins) roll the epoxy end in between your fingers to smooth it out a little. The epoxy will lose some of its clarity and turn grey, that is fine, icicles tend to be a little opaque and once the next few layers go on it will give us that effect. Let the glue set a full 5 minutes afterwards.

STEP 3



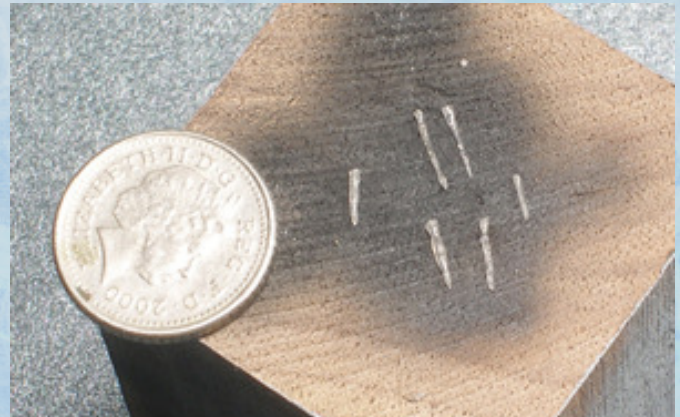
Pour yourself out some more glue and repeat step two, but when the glue starts to go into little blobs on the icicles, instead of using your fingers to straighten the edges drag and twist the icicles across the plastic, this way you won't loose the transparency of the glue. You may also want to do this stage a little quicker than the previous stage because it will be easier to soften the edge with slightly softer glue.

STEP 4



Now, if you're making icicles for a 28-32mm mini, unless one of your icicles went wrong you shouldn't need another layer of epoxy, if you're looking at 52mm or more, you may need a few more layers, otherwise, leave your icicles to set for around 10 minutes, they won't have fully set yet, they will still be flexible, that's ok, it will make it easier for us to position them later. Remove your icicles from the blu-tac and make two cuts, one cut a straight line across the blob at the bottom of the fishing line, this will become the top of your icicle. Then make a diagonal cut across the thinnest point of your epoxy, or where the epoxy ends, this will become the bottom of your icicle. You will end up with a nice flat surface to glue your icicles and a nice sharp point that will make your icicles realistic.

STEP 5



Time to glue your icicles on! Have a look at some reference pictures, look at where water may run off on your base, see how they bunch together naturally, I find bunches of two or three look good, with a random one here and there with a mix of sizes. I use normal super glue and a pair of tweezers to place them on the base, once they're all on mix up some more epoxy and place a little around the tops to bond them to the base better and to help them blend in to give a more natural feel. And that's it! It usually takes around 20 minutes from beginning to end, everything will cost you around £6-7 but it will last you for years!

Enjoy, John.

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.



Dwergs Collectors Series 1



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Scarab leader - NH023

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German Uber



Fighter

JoeK Minis



Cirae



Trollkin Sluggers



Ironback Spitter



Calaban the Grave Walker

Painting Rubble Bases - Pt.2

by
Cregan Tur

Welcome to part two of this Step By Step series. Last time we painted our base to look like broken and crumbling asphalt. This time we're going to finish the base by using static grass to add some details. You're going to need the following materials:

- » Static Grass (Dark Green or Medium Green)
- » PVA Glue
- » Scorpion Green
- » Skull White



Using a brush you have set aside for this kind of work, or a toothpick, place a few drops of PVA glue in strategic places on the base. In my conceptual design for painting this base I imagined that the asphalt has been broken for some time, so grass would be growing up between the cracks and along the edges. When working with static grass I've found it's best to work on a piece of paper that you're folded in half and then opened back up. Sprinkle the static grass over the whole base. To make it stick well you're going to use your fingers to grab a big pinch of the stuff and then rub it in a circular motion with some light pressure over the areas where the glue is. This works more of the grass material into the glue and gives it a more natural look. Now, quickly turn the base over and tap the excess static grass onto the paper you're working on. Turn the base right side up again and blow against the

grass from a downward angle to help it stand up. You can also use a brush to gently fluff the grass. Once you've finished with your application of static grass you can use the paper we were working on to dump the excess back into your container. This stuff's a little expensive, so you might as well save as much as you can! You may want to do this step at night or before you have to go somewhere because we need to let the grass completely cure before we can move onto the next part.



It looks okay with the grass as is, but okay's not good enough for us, is it? To really make the grass pop we're going to paint it. For the first step, we're going to use straight Scorpion Green. Don't thin this paint very much at all - we don't want it to flow, we just want it to stick where we put it. With only a small amount on the tip of our brush we're going to gently highlight the grass. This will take a few passes, so be patient. Your coverage doesn't have to be perfect... in fact its best if it's not. Painting on this colour allows us to layer in some more colours that increase the contrast of the grass. You may find that you need to come at the grass from a couple different angles to get it - that's fine, just be careful not to get any on the base itself.



To give the grass a final highlight we're going to make a pretty big colour jump. Mix together 4:1 Skull White to Scorpion Green. This is a big colour difference, but don't worry about it. We're working with a very tiny area, each individual blade of static grass, so that tiny size will trick our eyes into making the grass look well blended. Again, we're going to use a very small amount of paint to highlight just the tops of each blade of grass. Don't thin down this paint mix either - if this colour runs it could ruin the effect we're working on.

Congratulations! Once your final grass highlight has dried you now have a beautiful base that will make your army the envy of everyone at your gaming table. I hope you've learned something from this series of Step By Step articles and I hope you'll check back in for part 3 in the series where we will paint a different BNS Miniatures Urban Rubble base to look like broken concrete over gravel and part 4 where we'll add some industrial debris for our details!

The bases featured are available from www.bnsminiature.co.uk



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GAMESDAY & GOLDEN DEMON 2010

SHOW REPORT
BY WAR GRIFFON

Sunday 26th September saw the crowds gathering at the NEC Birmingham from all over the UK and a few regulars from Europe ready to gain entry into what is billed as the ultimate in the Games Workshop event calendar "Games Day UK" (GDUK) with the Golden Demon painting contest said to be the best in the world of all the GW contests and if you haven't won a Demon at GDUK then you haven't really won a Demon...

Although GW use their GD events across the world to announce the launch of new products the UK GD is their premier launch pad and all sorts of rumours abound prior to the doors opening from ForgeWorld and what they have planned and what they are working on in the way of immediate/imminent release to what GW themselves have in the pipeline and this year was no different with the announcement that the rumoured Warhammer Forge was going to be making an appearance but more about this later.

My morning started off at around 6:45am as I was on the road heading east and then north out of Wales on what was a rather chilly morning with the temperature outside the car reading 6 degrees C only for this to plummet to Zero 30 miles



THE FULL ARTICLE CAN BE FOUND [HERE](#)

MORE PHOTOGRAPHS CAN BE FOUND [HERE](#)

up the road and to see fields covered white in frost, Whatever happened to the summer?

Arriving at the NEC and joining the queue for the Golden Demon entries (thankfully this time I remembered my ticket and had packed it the night before along with my contribution to the painting contest). I met up with many members of Wamp, Platoon Britannica and The Basement and met even more during the day once inside. One of the best things about these shows to me is the meeting up with friends I only get to see at shows and the new people I meet there having only spoken to them online in the various forums all with a common interest, a thirst for the hobby and painting along with the wiliness to share this knowledge.

A word of warning at this point I think, GDUK has a lot going on in a small space of time and also over the years a large social gathering that escapes the madness and go over to the hotel where they can sit and discuss the hobby in general, in a quiet and comfortable setting. To this end this is likely to be a long report and photo heavy (I took over 162 photos) as I try to cover all the new stuff and the different aspects of the day.

I will not post all the photos here though and will link you to a separate file of the photos at the end of the report. Hmm, having said that where do I start?



GW DESIGN & STUDIO

This was rather busy to say the least and they were swamped right from the start, being split up and scattered all over the Pavilion Hall didn't really help matters very much either and it was difficult trying to get in to view anything let alone speak to anybody on the teams and this situation only got worse as the day progressed consequently I have very little in the way of snippets of news from this area although I did manage to get some photos of the new Dark Eldar and their plastic sprues and have to say they do look better than the old ones, the bikes are very nice indeed.



Nothing was heard on the release of Grey Knights though and apart from the Dark Eldar nothing new was seen in the cabinets even the Fantasy side of the Design Studio only had the Island of Blood figures and the High Elves that are about to be released in the cabinets. The Three ups looked nice and I do so wish that GW and ForgeWorld for that matter would start releasing in the larger scale figures again even if it is in limited runs for the collectors amongst us.

FORGEWORLD DESIGN STUDIO

This year the ForgeWorld Design Studio was separate from the main LG Arena Hall and was located behind the seating area in a nice bright area. Besides the usual rumours and pre-release figures that had been seen on the net and

pushed out in their regular newsletters there was a couple of surprises waiting in the cabinets for those brave enough to push through and get a look.



The Eldar Phantom Titan was on display, based around the original Epic/Space Marine version but is still work in progress and several months away before completion.

Imperial Armour books 9 and 10 are to cover the Badab War and between these two books it is said that they will cover the background for over a dozen (that's 12 for our American friends) Marine Chapters along

with rules for each. There will be a second edition release of Imperial Armour Vol1 which will include updated rules in line with Codex Imperial Guard etc and also Vol2 of the Model Masterclass is on the cards for release.

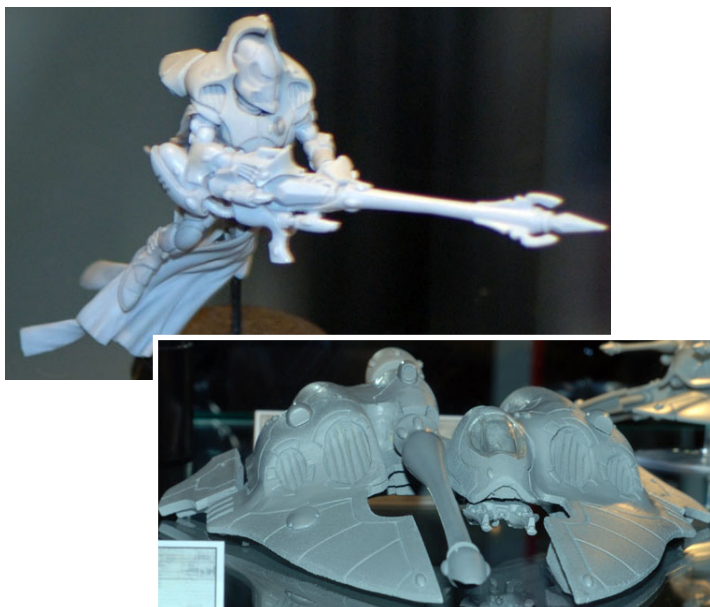
Imperial Armour 11 is definitely going to be about Eldar and is said to also include Cadian's and Elysian's along with a Space Marine Chapter but which one is not said, rumour has it Space Wolves but I doubt this as it is already covered heavily by GW and I therefore suspect it may follow along the lines of IA's 5, 6, 9 and 10 with chapters not previously covered in depth by GW.

In the cabinets were various bits including the new pre-release stuff, Ork Weapon Sets, a new Land Raider Achilles which has a thunder fire cannon, twin multi-melta sponson mounts and extra armour. What surprised a lot of people though, was the two new one manned Eldar attack vehicles the "Hornet" and the "Lynx" both of these looked very



nice. Also later in the day I spotted a single Eldar Warrior in the cabinet having seen only art work for this it was the rumoured Aspect Warrior, yes that's right ForgeWorld are going to be doing Eldar characters/figures.

It is also said that Aeronautica is not going to be developed any further than it presently is but the range of figures/models currently in production and the rules will remain available but it was not stated how long they would remain available for.



WARHAMMER FORGE

Following the newsletter from Forgeworld (FW) on the 24th September that the rumoured Warhammer Forge would be unveiled at this year's GDUK I was quite eager to see what they had lined up and I must say I was not disappointed in the least as on the way to their stand next to the FW Design Team I passed by the hugely crowded and chaotic FW trade stand and saw a poster for their first two figures being sold at the FW trade stand as pre-release a Plague Toad with Rider and a Chaos Ogre.

Rick Priestly has done the bulk of the story line and is the drive behind this along with Mark Bedford and an enthusiastic design team. On display was folders of the book that will eventually accompany the figures and lots of work in progress, concept sketches and completed art work. The main poster is titled Tamurkhan "The Throne of Chaos" and is actually a large oil painting where as a lot of the other work is digital art but very nice none the less.

Talking to Rick everything is based around a Chaos Incursion into the Empire, the main character for chaos being Tamurkhan who Rick says is a sort of maggotty thing in his own body but has the ability to take the form of anything he defeats, the last defeated enemy was an Ogre therefore Tamurkhan is currently in the form of a giant Ogre and is riding into the Empire on a Toad Dragon.

The whole team was very enthusiastic about the project and the future plans for it and have especially loved working on the Chaos Dwarfs just as much as people seemed to be demanding more of these. Rick also hinted that the whole plot is separate to that of Warhammer Fantasy and will have a completely different outcome to the normal Warhammer

scenarios of this type. Also in the cabinets were the FW Chaos War Mammoth, Giant, Fire Dragon, Ogre Rhino Riders, and a few other chaos pieces that would fit the Forge storey line all of these along with Rick's statement that despite initially being sold through the FW website it is hoped they will eventually have their own site with the usual GW/FW link together which leads me to think they are going to pick up the current FW fantasy figures leaving FW to concentrate on the 40K universe.

What was in the cabinets...well a lot of nice models to say the least, most of these were still very much works in progress and it is hoped to start rolling out the first of the figures before Christmas these probably being the two that were available pre-release on the day. Cabinet contents included a 3 piece Chaos Dwarf Steam Engine with 2 connonades which were a Siege Bombard and a Demolition Rocket, Chaos Dwarf Engineer and engine crews, A beautiful Marienburg Landship which will eventually have a crew and other figures for it, an Empire character by the name of Theodor Bruckner mounted on a Demigriffon (no wings) and also a figure of him on foot, Chaos Dwarf Steam Engine Skullcracker, and Magma Cannon, Nurgle Trolls, Chaos Nurgle Ogres, Nurgle Rot Beast, Toad Dragon Plague Toads, Chaos Warriors and the Carmine Dragon, upgrade sets for Empire Spearman/Halberdiers and Hand Gunners/Crossbowmen.



BLACK LIBRARY

As usual all the books were available and a lot of the authors were there for book signings although when I walked past in the afternoon some of these poor chaps looked a bit lonely. Black Library were also selling the Chap Book that they released for the event but at £5 for what was a very thin short story I don't think they sold very many.

Also just off from the main Arena was "Black Library Digital"

who are looking at a October 2010 launch with all the titles available for download as eBooks, during the day they were giving away promotional CD's which contained the entire novels of "Hammer and Bolter" (the entire first issue), "Sword of Justice," "First and Only" and "Nightbringer" as well as chapter 1 of "Prospero Burns" and chapters 1 & 2 of God King. Also on the disc were the audio book sample of "Horus Rising" and the audio drama sample of "Garro: Oath of Moment" and extras in the way of exclusive wallpapers.

THE ART COMPETITION, STATIC DISPLAYS, ULTRAMARINES MOVIE & COMPUTER GAMES

As usual GW ran its GD Art competition whereby entries had to be submitted on paper no bigger than A4 size, disappointingly there were a few nice entries submitted on A3 size paper which I would imagine will have not been judged. Over all the quality of the entries for this was very good and of a very high standard ranging from what seemed like computer generated art to sketches.

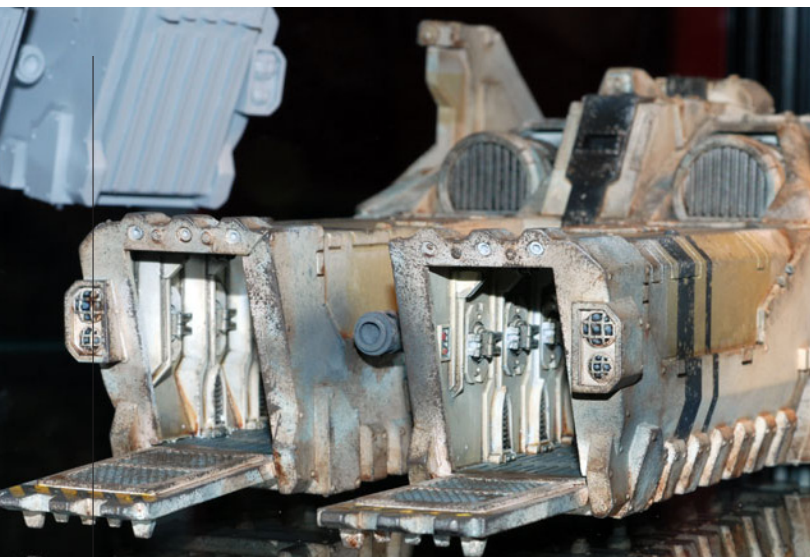
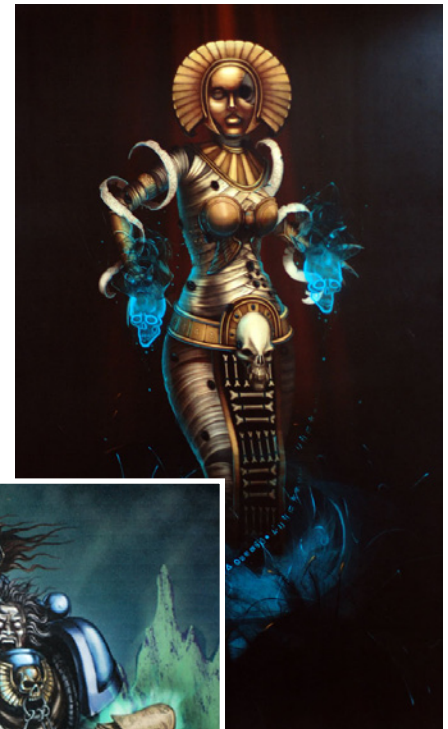
This year's static displays included "The Siege of Volganoff" and "The Island of Blood" tables and the "Art of Games Workshop" which featured the Warhammer Art Exhibition and also gave people a chance to talk to the artists responsible for the art in the latest Warhammer rulebook.

Fantasy Flight Games were in attendance although never really seemed to be that busy but did have a steady flow of interest, whereas the "Space Marine" game for the Playstation and Xbox received queues, the people behind the Ultramarines movie gave a seminar and had large queues for people to go into a cinema to view snippets of the movie.

Several other lectures were given by GW during the day which were booked in advance but word from those that attended these was not good and that they were boring!

GAMING TABLES & TRADE STANDS

Gaming tables were definitely decreased this year, in previous years there has been upwards of 60 gaming tables but this year I saw only 31 and these were of a disappointing standard. They were also very bunched together with very little room around them to see anything let alone participate in any of the games taking place.



The two main trade stands were that of Games Workshop and Forgeworld, both were extremely busy throughout the day but the usual chaos abounded around the Forgeworld trade stand with people waiting over an hour and a half to get served, this didn't really abate during the day either and was just as bad in the afternoon although I did manage to get served within 5 minutes by spotting a gap and speaking up when they asked who needed serving, despite it being 2:30pm when I was at the stand I managed to get most things I wanted with only one thing having to be ordered for free postage from them I even managed to get the two Warhammer Forge pieces and the new Grot Mega Tank which really surprised me.

One of the things that annoyed me though was Forgeworld's inability to fulfil reservation orders yet they still had these things for sale on the trade stand!

Chaos ruled the day as always at the Forgeworld trade stand, this year they used the excuse of new tills at the last minute with nobody knowing how to use them but given a frontage of over 60 feet they only had 4 tills maximum anyway...the

Reservation collection point had one of these tills only despite the fact that I had been told earlier in the week when chasing up confirmation of my reservation that they had received over 600 reservations. You put your order forward or claimed you reservation order only to be then put in a queue and wait

for your name to be called out so you could go to a till and pay for it!

This is nothing new really and is the same year in year out with the Forgeworld stand but this year seemed to be the worst and can only leave a person to wonder who the hell is doing the organising for them and why are they still being employed let alone wonder what would happen if Health & safety paid them a visit one year.



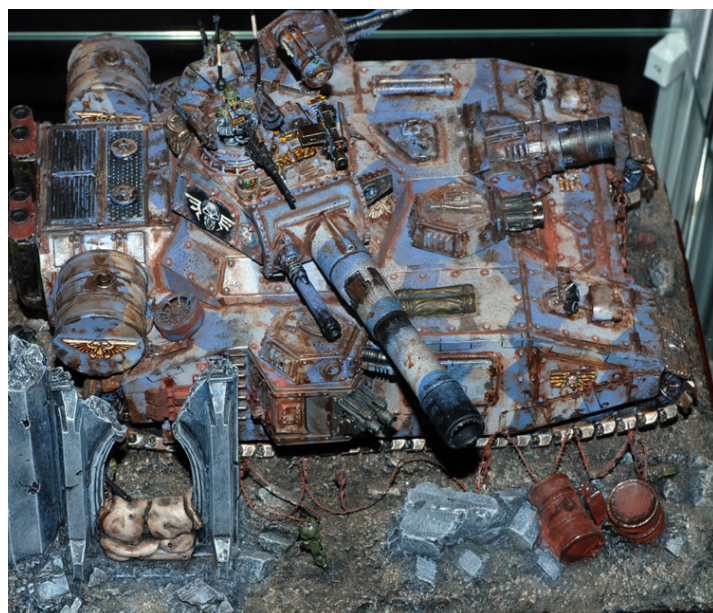
GOLDEN DEMON COMPETITION

To me GD has always been about the Golden Demon contest and the people it brings in many of whom I have got to know over the years. This year however seemed to be lacking in entries to most of the categories compared to previous years with many cabinets either empty or partially full, it was rumoured that this year would be the last year for large scale figures and that next year sees the end of the LOTR License for GW which will mean the last year for the LOTR Category as well.

Out of 3 cabinets for LOTR there was only 53 entrants and due to the restrictive range and rules that cover the entries into this class you tend to see the same figures time and again all be it different paint styles but after 6 or 7 years of a mounted Arwen or Gandalf there is only so much you can do. Other categories didn't fare much better with the single figure and regiment classes all having empty display cabinets.

The GW staff behind the barriers appeared to have had no brief on how to handle people's entries and I even complained to the girl that took my entry from me about the way she handled it, placing her fingers straight across the base with the potential to squash foliage and wire etc. Figures were being placed and removed from cabinets piece meal and handled by the actual figure itself with bare hands, really annoying as some people don't varnish their figures for competitions and handled this way without plastic or latex gloves causes all sorts of problems for the owner.

Judging was once again a bone of contention this year with erratic being one word to describe it, some pieces that should have made the cut were overlooked and others made it that clearly shouldn't have, entries were put in the wrong categories and then not moved to the correct category despite being blatantly obvious where they should have been, the 40K single class had at least 3 entries that should have been in a different category as they were either mounted figures or more than two figures on the base.



Year after year people have complained to GW about the judging system and even people who have acted as judges at other successful shows have offered advice to GW to change the judging system but they continue to operate a first past the post system instead of the “open” or “American” judging system saying that they are promoting the hobby, their approach to “Their” competition. However, I feel this does very little to promote the hobby for themselves as a company or for the youth of today who will be the painters of tomorrow.



It was also noticeable that the winners of the Duel and Large Scale Categories were up on the big screens before 10am in the morning! Trying to get anywhere near most of the cabinets after the first 30 minutes to have a look was near impossible as usual.

Some of the winners and finalists included Bertnernie, Chameleon, Steve B, Darklord, PrawnPower, Iacton and War Griffon. Other winners included gold to Chris Clayton and Matt Parkes, Matt also collected his 4th Slayer Sword for his entry into Diorama which he has been working on for several years. This year seemed chaotic in this area as well though, there was no clear indication of who had won what in most of the classes with some of the Demon winners not even being on the top shelf and by 3:25pm the cabinets were being emptied and people being told to leave the Pavilion Hall as they were closing!

One of the things I enjoy about



Golden Demon is the people it brings to the hobby of painting these figures, as I was putting away my entry and talking to friends at the prep table a lady and her son came over from the cabinets to put away their figures. Her son had entered in the Young Bloods Class and she had picked up a pin for her third ever painted mini which she had entered into WHFB Monster, she had got into the hobby after a bit of mother/son bonding and this was the third year she had entered Golden Demon, with a bit of sculpting experience she had made a base and modified a Skaven Rat Ogre.



The mosaics on the base and the freehand were very well executed and it was a pleasure to be able to photograph this entry out of the cabinet even if it was only by the camera flash for lighting. Known as “themum” over on Platoon Britannica it is hoped that she will grace us with her presence here on Wamp as her work was well worth seeing despite her family going without attention as she worked on this model.



CONCLUSION

All together it was a very disappointing show with a lot of inconsistencies across the board, it would seem this year GDUK was all about how much money GW could make in a day and if this is a trend I can very easily see things going backwards from here not forwards. As it was the area occupied this year was a lot smaller than previous years and the organisation was lacking and very evidently so, floor plans were not given out at entry and the plans on the website were last years!

With no show discounts and what has to be the most expensive one day show/competition on the UK gaming circuit at £30 entrance fee (with a figure thrown in) plus the £8 NEC charge to park the car it has left a lot of people feeling disappointed and either wondering whether to bother going next year or already decided not to go at all.



Gallery

How did the idea come about?

This has been a project as a break to another big project of mine. Simple joy. I saw the model by Tre and already had the scene in my mind, seeing him lurking in a medieval alley. I guess this came from the books I am reading at the moment, some historical medieval stories. I've tried to catch the really tight feeling such a small street has and gave away a lot of space by building up the base around the model. Dark, dirty at night – the model coming out of the shadow. It was really hard to achieve this look on such a small area. I already knew that the model might get lost in the dark alley I was building - so I've tried to position him at a place where you can see him. I have therefore cut the wall and only showed a detail place of the walls.

How much time did it take to realise your idea?

I have to say that I am a very slow painter. I thought a lot and I guess it took me equal time in painting and building due to only looking at it. The real time needed for building it up was about 20 hours. Painting also around 20 hours. It feels that it took much more time to only think about it.

What materials did you use to build up the scene?

I did build up the walls from plastic card and sculpted milliput, some wooden pieces, a necklace chain, some wire and wooden veneer for the roofing shingles – all build up on top of a wooden socket. You can read an article about the roofs and see some Work in Progress shots [here](#)

Did you encounter and problems building it?

I did forget about the roofs. First I wanted the model in the middle of the base. When I realised that the roofs made this thought all bad I had to place the model more to the front and had to work on the counter weight with some additional stuff like, for example the store shield.

What is your favourite spot on this scene, the one which you are really proud of?

I am really happy about the result overall. That I've managed to catch what I first thought of. Done through the base composition and the colours used.

Any bits your unhappy with?

Absolutely. I am not happy with the reds. I am normally someone who looks on really clean blendings and to catch the atmosphere I wished for I worked more chaotically and at some places dirty. So the red is not my favourite at all, but in the end I am happy.

Any tips for others wishing to create something similar?

Take your time to look at it from every side – again and again. Allow the concept to grow, if something does not fit like you want it too, feel free to change your concept in the way that you are happy again. Most important if you think you don't have such a strong imagination read at www.massivewoods.com

Shadowblade Reyviande - Muhani
1st Redbox Games Contest





Shadowblade Reyviande - Muhani
1st Redbox Games Contest
Elevated view



Weglaf of Arnholdt's Hill - Jar
2nd Redbox Games Contest



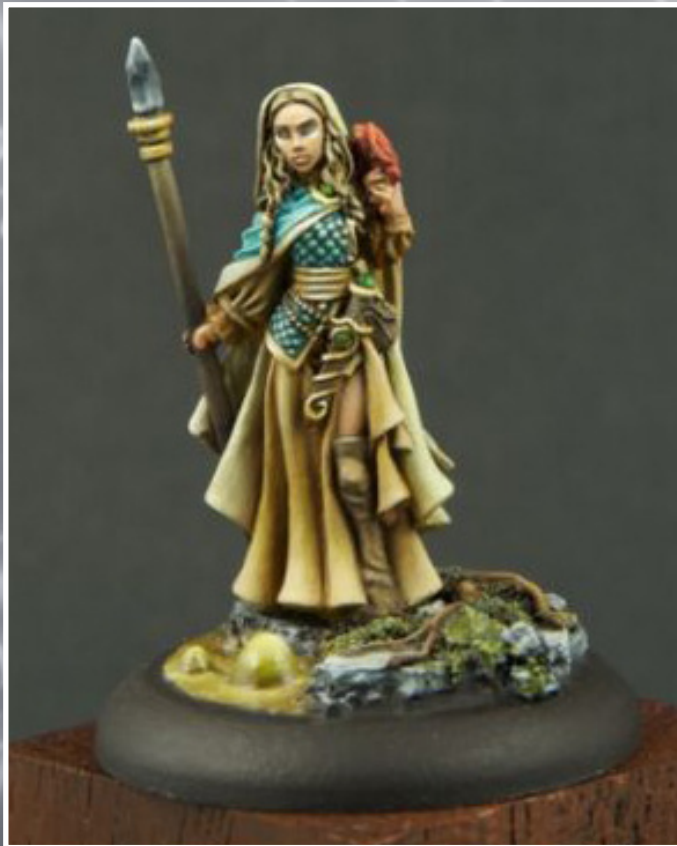
RedBoxGamesPan1 - DarkKnight
3rd Redbox Games Contest



Hostrom Hammersmite - Landreth



Myrianna of Aelfheim - NetePete



Myrianna of Aelfheim - pae



The Journey - Kdlynch



Clearing the Way - Iacton



Ave Dominus Nox - Iacton



Aspergillus - Nurgle Champion - Iacton

Empire Greatsword - SteveB



Rat Ogre - SteveB



Space Marine - Darklord



Bilbo Baggins - Darlord





Chaos Champion - Precinctomega



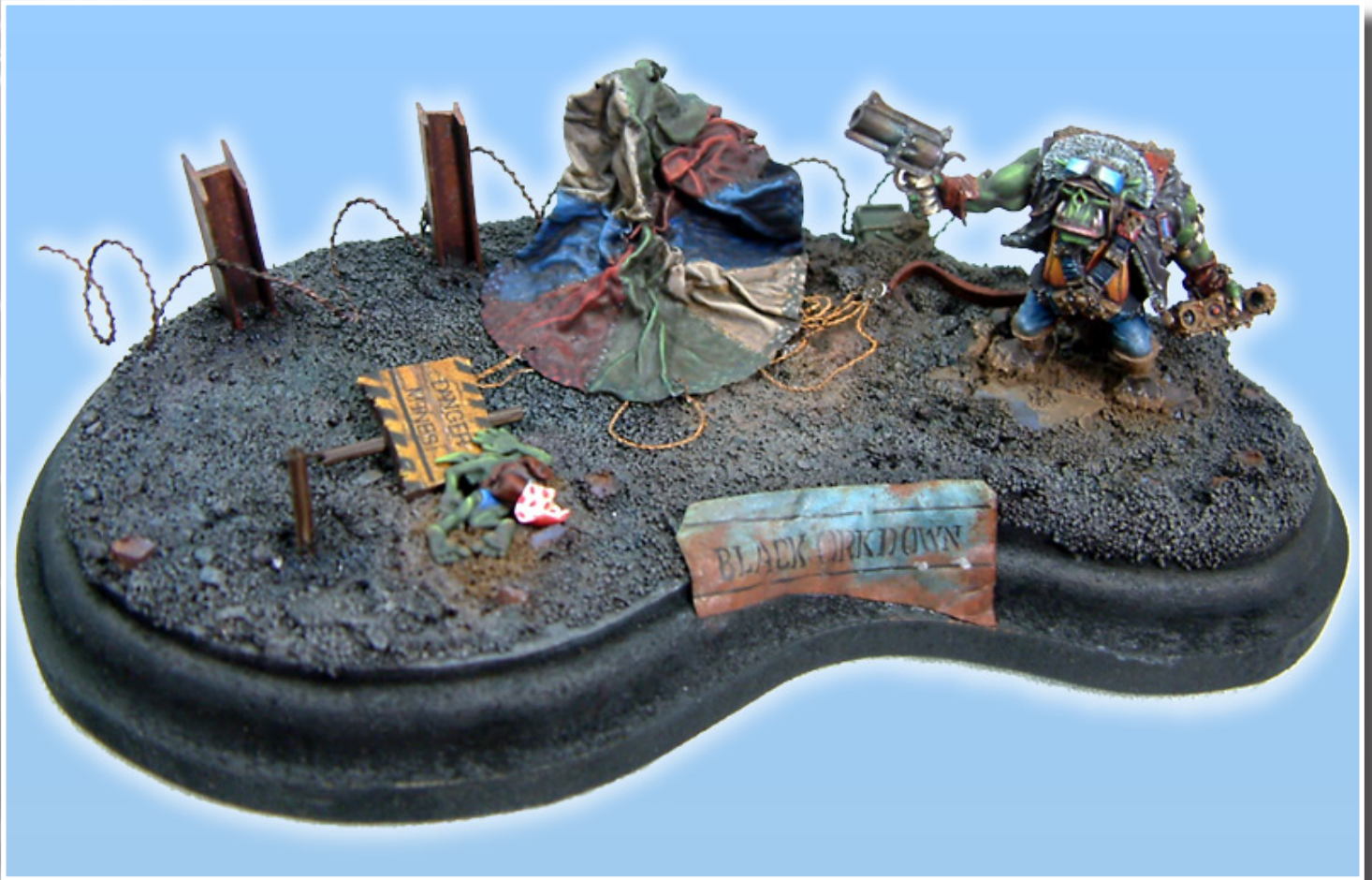
Death Korps Kommissar - RobinS

High Elf Lord of Chrace - breadhead



Vostroyan Commander - War Griffon





Black Ork Down - Boris



RBG Dagny, mistress of the dawn - waghorn41



Bruti's Last Stand - cookjimjr



Woldvagner the Wise - Coneman



Mama Rotbelly - The Sorcerer



dragon hunter - Nameless



Bloodmaw and Horsebane - Shades



The Rogue Ravenna - Spellscape



Handy Havrik MasterGuildsman - DaveyBoy



Hrothagar the Iron Hearted - dargrin



Yvander HalfBlood, MarchWarden Scout - MaGie



Whats in Issue 4?

With Halloween around the corner and the season to be jolly fast approaching, we can guarantee a ton of great miniatures begging you to buy them and apply liberal amounts of paint too. As always we'll have,

- new releases
- more top tips
- parts 3 & 4 of the great basing tutorials
- plus loads of great minis

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

Wamp has just launched its latest feature:

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Tradepost is a great way to buy and sell miniatures and related items. It has tons of features:

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Eolith has been set up to produce high quality resin figures for painters, collectors and gamers. It's also the new home for a few figures that I used to produce under the name Spyglass Miniatures. These were originally cast in metal but have now been lovingly remastered into resin.



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Email: shop@traditionoflondon.com

Web: www.traditionoflondon.com

5a Shepherd Street, London
W1J 7HW.
England