

Portal

an insight into **WAMP**



**END OF YEAR
EXCLUSIVE**

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



**2 GREAT
TUTORIALS
INDEPTH INTERVIEW
SNEAK PEAK AT KD
NEW RELEASES!**



OFFICIAL



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Births, Deaths and Marriages

It's been a month of change for me both personally and site wise. Death was covered by my Auntie passing away and marriages is covered by an old friend finally going to tie the knot but it is the first part of the title that saw the most activity: Births.

Easily the best announcement on this front is the fact myself and Toni (Mrs Darklord) are expecting our 3rd child in May. Many of you know we have had plenty of hardships with pregnancies in the past so to get to the 3 month stage safely and be able to finally tell the world is a great feeling. Strangely my brother and his wife are also expecting a baby, even stranger it too is due in May and even stranger still its due on the same day!! Can't have been much on TV that night!!

One thing the upcoming birth has done is spurred me on to get some of the long term plans for Wamp up and running quicker while I still have the time and energy! I'm the one who looks after the kids while the wife goes out to work so time is always limited - another one to look after is only going to make that worse!!

So I performed a few births of my own though without the swollen ankles, weak bladder and excruciating labour pains (though my belly is developing nicely!!) The first of these births was the launch of a brand new contest called Wamped! A contest where you can basically enter anything from any manufacturer, full details are available in this issue of Portal before anywhere else!

The second 'birth' though is in my eyes a much bigger baby! It's something I have been thinking about for about a year or so now and I was always surprised there wasn't one already and that was a mini painting wiki. There's tons of great tutorials and articles across the web but they can be dis-organised and often assume you have a lot of knowledge. A wiki gives somewhere to collect all this information together in an organised way.

So I created Minipaintingwiki.com and it was launched around a week ago. I really hope it takes off, while it is linked to Wamp it really is a community project that anyone can add to and help build a fantastic source of information from helping beginners find out what drybrushing is to links to some of the best painters in the world right through to tutorials. The wiki was launched completely empty so it really needs you to come along and help fill it up. You don't have to be a super painter to contribute, you can write a few lines about Golden Demon or what a needle file is or just describe a mini painting magazine - it can be as little or as much as you like and it gives a basis for others to come along and expand on your work and help create something special! I really believe it can be, but it needs you guys to believe in it too!!

Hope you enjoy this issue of Portal

Thanks

Brett

Follow us on



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Contents

News	4
Review	8
Random Geek Speak	9
Competition	10
Wiki Launch	11
Threadomancy	12
Meet the WAMPER	13
Tutorial	14
WAMP Army Challenge	16
Review	18
Competition	19
Interview	20
Show Report	22
New Releases	24
Tutorials	30
Review	32
Gallery	33

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News

Welcome to issue four of WAMP's own magazine - *Portal* ☺ For me this month has seemed a little like the quiet before the storm of the festive season but one thing is for sure, the mini manufacturers have been pulling out all the stops to prize money out of our sweaty little mitts and into their coffers. We have some really nice miniatures in the new release section and again some brilliant paint jobs from

WAMP gracing our gallery pages. We also have a couple of new features in this issue and the centre of our attention moves to waghorn41 in "Meet The WAMPER"

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 ☺

Morland Studios



Morland Studios is a new miniature company, producing original miniatures. It is proud to announce their first release of fantasy miniatures. We are also offering free shipping on all orders.

EL GRECO MINIATURES



Hi all,

Take advantage of our special prices in our newly-launched "Figure of the Week"

Each week we will select a figure/bust to be sold at a discounted price (up to 20% off).

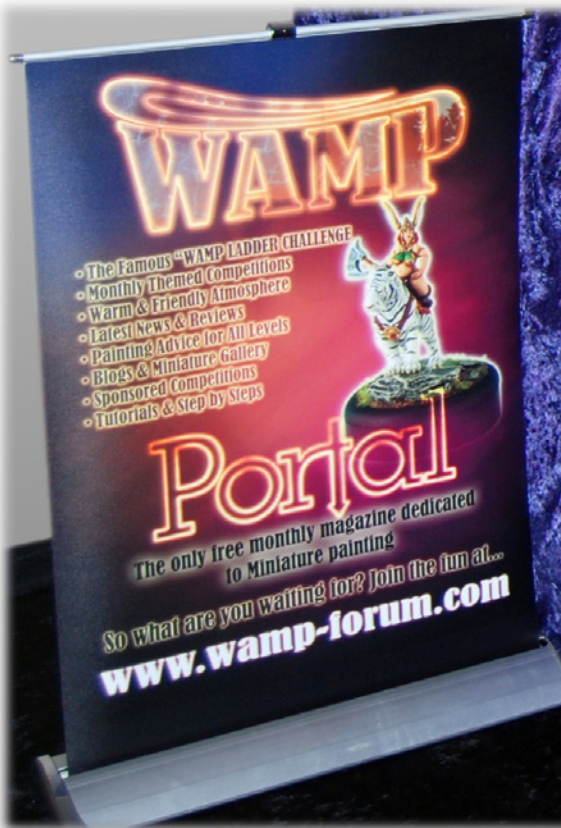
This week, we are featuring "Knight Models kit - Wolverine vs Sabretooth 70mm white metal, limited edition. Discount of 16%, includes free postage (for UK customers) and reduced postage for overseas customers. Available until stocks last.

We have also received a note from Stormtroopers that due to some casting problems, their new releases announced in September will now be available in early December. Apologies for any inconvenience caused.



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](#).

PULP CITY GUIDE AVAILABLE TO ORDER

Announced for order today (3rd Nov) via the Pulp City Forum. Some pre-orders were taken at Gencon I understand, but for the rest of us the time is here. There should be tons of material to supplement the game rules sections.

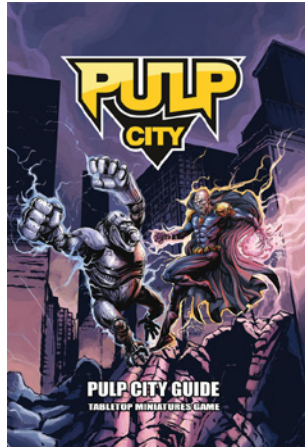
WHATS ON OFFER

144 heavy stock gloss paper perfect bound hard cover beauty of the book.

The book retails for €24.99 and \$34.99

You can purchase the book directly from Pulp Monsters for €24.99

HOW TO ORDER: Send an email to maciej@pulpmonsters.com with your address and PayPal address, and I will send you an invoice this week



KINGS OF WAR

“Last month was Mantic’s biggest yet, nearly 100,000 zombies sprues were shipped out and, whilst we battle with our warehouse goblins to make sure we can keep everything in stock (which at the moment is more difficult than you could ever imagine.), Mantic also celebrated the launch of our brand new fantasy battle game; Kings of War.

The feedback and it’s popularity have been overwhelming, so much so that we want everyone to try it. So, for the entirety of November, the Mantic Kings of War ruleset, written by no-other than Mr Alessio Cavatore, will be bundled into every web order, absolutely free of charge. What’s that you say? You get a free game with every box of miniatures or hobby item you pick up from the Mantic Webstore?”

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 cmon 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**



CRYSTAL BRUSH 2011 AWARDS

..Record \$10,000 prize for best painted miniature at Crystal Brush 2011



CoolMiniOrNot Inc announced today the Crystal Brush Awards, which will be a painting competition held at AdeptiCon 2011 in Chicago from April 1st to 3rd 2011.

The Crystal Brush awards are a showcase for the best in miniature painting, primarily focused on fictional settings. As a competition meant to celebrate the hobby, figures from any manufacturer are welcome.

Huge cash prize

Chief highlight was the news that the top scoring

miniature would receive \$10,000, an unheard of sum for miniatures. 2nd and 3rd prizes were also guaranteed at \$2,000 and \$1,000 respectively.

“This is quite a large sum of money,” said Chern Ann Ng, Director at CoolMiniOrNot. “Running CoolMiniOrNot.com since 2001 has shown us that there is a huge pool of talent out there, but global competition tends to be focused around just manufacturer sponsored and controlled events.”

“We thought it was high time that someone stepped forward and organized a competition that would really let creative juices flow, regardless of manufacturer ties. Hopefully, the miniature painting community will see we are dead serious and we expect a good turnout and fantastic miniatures.”



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](#).

Nameless v. Darkmessiah

Theme: " Smog painting comp "
End Date: Dec 26th

Talespinner v. MaGie

Theme: "She's Got Style"
End Date: Voting!

Noddwyr v. Havoc7926

Theme: "Rock On"
End Date: Dec 27th

Simon.W v. mercius

Theme: "Me and my best friend"
End Date: Nov 17th

knott47 v. Darklord

Theme: "Samuri"
End Date: Nov 26th

Vern v. ScottRadom

Theme: "American Flag"
End Date: Dec 10th

WAMP

The last 30 days

NEWEST MEMBERS

AaronsMiniatureMen	abelp01
ACD	Addison
akard	Alemanys
AmericanPirate	arjay
Arxus	Baron M
Beowulfthehunter	bigmaddrongo
Boonie	Canuma
caric	castleb
cheelfy	Chern Ann
Crusoe the Painter	cyung
d1nky	Dark Art
Darkoath	David
Dr.Mercury	Dragthar
drone9	eddougshaw
Falinmor	Fish
Flashmanfe	fogsoldiers
Gianvittorio Fedele	gioazz
Gomez Addams	gperez1234
GregX999	Grimmo
harrytheheid	Hashshashin
Hodge	isaac_jaramillo
Jester 666	jman11
JRN	Khainite
knitemare	Leperous
lexi	Lindsay
Loanna	Lomar4976
Lord Bud-Weiser	m0delista
Matt Springer	mike
moavoamoatu	MonkeyShaman
moonsaber	Muwhe
mxconnell	Njall
Ogrescave	PERUN
Petebic	Phoenix Lazarus
pierrebi	pigiron
Porthos	PTSD
quidamcorvus	Randall Flagg
Rare Ralph	Relic
Roberto Chaudon	Rob_bresnen
Rolling J.	Rychwa
satsok	shadomobile
shuddemell	smangnall
terragnosis	thetang22
thewizard99	tomogui
Tony	Valander
White tiger	Wigdog

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 based community with members based all over the world, many of whom are regular contributors to other hobby based forums. This means that advertising with WAMP will be one of the most positive things you can do to make your business grow.

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

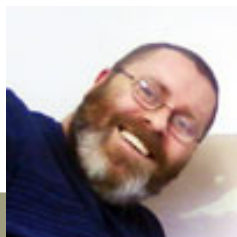


Apart from classified ads, which are black and white only, all adverts are full colour. If need be we can even design it for you free of charge. It will include your company logo and any images or text you require plus direct weblinks to your company's website.

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

Portal
 an insight into **WAMP**

Kabuki Models, The Fool



REVIEWED BY SHANEROZZELL

Manufacturer

Kabuki Models

Price

€12.00

Material

White Metal

Contact

www.kabukimodels.com

Quality 8

Assembly 8

Value 6

Overall Score

8.0



Just a few decades before the Sixth Millennium, in the year 4953AD, the people of Earth had extended their dominance over the whole Solar System, across all of the planets and as far as the remote satellite moons of Uranus.

However history had not succeeded in uniting the human race under a single banner, and while old Earth lives and prospers in apparent peace, winds of war blow in the skies of the new colonies.

When I was asked to review this I was really pleased because I think the quality of the Kabuki range is very high but some of their subject matter is not my taste. In fact out of all of them this is my favourite miniature and I think their first male character that is not a non-space marine.

7th figure for the Dark Messiah range and first model from the US Order faction. Buck Khaine is the commander of the 5th Airborne and he represents the "Arcanum 0" or better...the Fool! One of the reasons I like this mini is because of its dynamic pose, leaping into action; something that seems very popular with Kabuki at the moment.

The miniature arrived in the standard fare blister pack with a slab of foam and a card. The mini comes in 5 pieces with



a plastic slotta base and a white metal insert of some rubble and a nice big plug for where its right foot should be planted.

I must say from the onset; the cast quality is very good. There are a few mould lines and a bit of flash but nothing to cause any pain. The metal is smooth and there is no pitting what so ever. The detailing on the mini is very good and I think the only poor area might be the warrior's eyes which seem rough. This is a shame as I think the eyes should be the most important thing to get right as they are the most important points on a miniatures face and the focal point for a paint scheme.

Each piece fits together well and the only bit that can't be pinned is the gun which is attached to a chain and hung from the miniatures right shoulder pad but the fitting is again very good so shouldn't throw up any problems.

In conclusion a very good miniature with a dynamic pose that should appeal to a lot of painters that don't usually look at the Kabuki range to enhance their collection.

Quality: 8/10

Very well cast with strong details bit a few deep mould lines.

Assembly: 8/10

Very easy to assemble so should appeal to beginners to the hobby.

Value for Money: 6/10

At around 12 Euro s (£10) the Fool is quite expensive for the size of miniature.

Overall: 8/10

The fool is a good miniature with lots of detail and is a good quality cast.

RANDOM GEEK SPEAK!

by Hinton



For Random Geek Moments, it's been an interesting month.

For starters, there's the review of Miniature Painting Secrets with Natalya. Wow, was there some response to that! Not that it was negative; even those that disagreed with my review did so in a very respectful manner. It's just the replies and the views that it garnered in such short amount of time that really wowed me. I think a lot of it has to do with people being interested in how it measured up, especially since it was a video tutorial; and one from Natalya (AlexiZ) no less.



By the way, anyone heard what she thinks of the review? Just curious.

The review of JoeK's Cirae mini was interesting as well. The fact that Joe himself chimed in on the review – which was, let's be honest, not overly favorable due to an inadvertent bad cast – and said that even he thought it was fair and honest really meant a lot to me.



Another cool thing was a miniature company contacted me asking if I would be interested and willing to do a review (or possibly more than one review) of their minis. I won't mention which company right now, but it's the fact that in the message they sent they stated that they wanted someone to review their minis in an honest and fair way and were asking me to do it.

Of course I said I was interested and I look forward to reviewing whatever they send my way.

And if there are any other miniature companies or manufacturers out there that are interested in having their stuff reviewed, drop me a line and let me know. Just bear in mind that my reviews will always be honest and fair.



In a slightly-related note, it's been mentioned about the possibility of doing preview videos; sort of an upcoming or new releases preview in the vein of what Colonel Marbles used to do. While I may not do a top ten list of the new stuff – nor am I ruling it out – it would be another way to pass along information regarding the hobby.

That's not to say that it would replace the hard work that others do in letting all of us know about the stuff on the horizon; just another venue.

Finally, but certainly not least, I want to say thank you to everyone that takes the time to watch the videos and comment on them. It really means a lot to me that people tune in to hear me talk about – or rant about – minis and other hobby-related topics.

See you next time!

View Hinton's Blog here
RANDOM GEEK MOMENTS

**2 WEEKS
REMAINING**



KINGDOM DEATH
ADVENTURES INTO THE ABYSS

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

**You have until 6pm 27th November
2010 GMT to get your entries in.
(supporters you get until 30th November)**

Prizes

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!!



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



It is with great pleasure I can finally reveal that I have created a new project that I hope can benefit the Miniature painting community as a whole.

So I decided to launch Minipaintingwiki.com a fully fledged wiki designed to create a singular and definitive portal for all mini painting information from techniques to mini companies, even contests, painters and the history of our hobby.

There is so much great information across the web but it's often fragmented and hard to find. I hope that minipainting wiki can become a useful tool for all painters.

Minipaintingwiki.com is part of the Wamp community but is designed for everyone to access and contribute to.

Minipaintingwiki.com shares log in with Wamp so if you're already registered with Wamp then just log in as normal and you're free to edit.

If anyone would like to become a moderator/admin for the wiki then feel free to contact me.

The wiki is pretty empty right now so I encourage you all to get writing! It's a community project and won't succeed without your help and help spread the word let's create something for the whole hobby.

www.minipaintingwiki.com

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.

Threadomancy

HAVING TROUBLE USING WATERED DOWN PAINTS

Nadz1lla:

Does anyone have any good tips for preventing a watered down / thinned acrylic paint from leaving a dense pool on the model where you lift the brush off? I am trying to get into the habit of being a lot more patient and layering my colours etc, but recently I was following a NMM tutorial I found and it used feathering to blend two shades of dark brown,.

frogimus:

Not sure if this is the proper way, but I wick away some of the moisture on the brush with the edge of a paper towel before brushing - then if it pools, I dry the brush and wick it off the mini or use a separate brush to do so.

kdlynch:

yep, wick it away... basically, you want your brush damp, not wet, or you get the pools/tided lines. ^^ This is also why they say "push your paint", as the pigments tend to collect where your brush stroke ends.

shanerozzell:

You'll find that if you dab the brush so it's quite dry you won't get the tide marks.

There is another technique that you have accidentally tripped up on and is all about brush control. I find this best works with colours darker than the base (i.e. shading). Load the brush, give it a couple of dabs on a

paper towel then drag the paint into an area where you want the darker colour while slowly lifting the brush off. If done correctly it should leave a nice smooth gradient of paint.

Jabberwokky:

Fantastic advice as usual from the good folks at WaMP. I'd refer you to a couple of tutorials. Olliekickflip has nabbed a few Demons here in the states and this article was very much an "ah-ha!" moment for me:

<http://www.reapermini.com/forum/index.php?entry470777>

The other tutorial I would refer you to is by EricJ, one of the staff painters at Wyrd. He uses a two brush technique--perhaps a bit more cumbersome, but it is hard to argue with his results:

<http://wyrd-games.net/forum/showthread.php?t=92>

HELP!

Dragthar:

Ok I want to post my models for you guys/gals to help me get better but I don't know the first thing about getting a good shot. I tried just taking a few pictures with my camera and got, well, crap. So anything you can help me with can really help.

Thank you

frogimus:

There are some pretty elaborate setups out there but it boils down to some simple things:

- Backdrop - should be white, gray, or some other neutral colour that doesn't blend or clash your mini
- Lights - at least 2 and should be "daylight" rated bulbs if possible. Normal household lighting has a yellowish tint that isn't good with photos
- Tripod - keeps your camera steady. Set a timer or use a remote shutter control to keep from jostling the camera
- A digital camera with macro capabilities (macro being short range photography)

Beyond that, there are some more detailed discussions in the Photography forum of this site

kdlynch:

Personally, I don't use the macro feature on my digital cam, even though it has one... I find it's field of depth way to narrow. Backdrop & lights are quite important though... Dragthar, you've seen the lights I use at the store... Got those cheaply from the walmart, and a pack of daylight bulbs as well. Work great. If'n you bring your cam down next Saturday, CG (the owner) and/or I can help you with the setup. ^^

shanerozzell:

One big tip from me; don't have your camera too close to the mini, unless you have a really good macro no closer than 1 metre, this gives the lens room to focus.

HELP WITH PAINTING DARK FACES

docbungle:

I am about to pick up my new dark eldar models, anyway I have already decided on a off white colour for the armour!

So instead of the usual elven pasty skin colour I am wanting something much darker, almost verging on black!

My problem is I have never painted black without the aid of grey highlights and I am stuck! Can anyone suggest a recipe or point me in the right direction

lacton:

Have a bit of a test on something else 1st, but I've used scorched brown with a bit of khaki and a hint of flesh as the basis for dark skin. If you want it to be "cold" you can use blueish colours to add for highlights and shades - maybe SW grey or astronomican grey to highlight and midnight blue to shade.

Have fun and try it out... :)

Edlin Tux & Ulfgrimr:

Try this article over on CMoN

<http://www.coolminiornot.com/article/aid/310>

Nadz1lla:

Ooo, so proper Dark Elves a la Drow? Good choice! I would possibly go the purple and blue highlight route if you want

their skin to be a proper ebony look.

Vern:

These two are pretty good too

Link 1

Link 2

Darklord:

I would echo the blueish route - space wolves grey is a great choice for you highlight colour

Profile: waghorn41



Name: Ian Pursey

Alias: waghorn41

Website: rofl, me have one of those? I wish!

Wamp member since: ebay days when the Dark Lord invited me over from Wyrd, little did he realise what was in store

Bio: Well I'm ancient, married with 5 kids and 1 grandchild. I was born in London but now live in Northampton. I Spent 6 years in the RAF, two of them in Hong Kong. My sense of humour is dark, twisted and often ridiculous but has earned me the accolade of 'legend' by my eldest daughter's boyfriend.

Paint/Sculpt/Game: I paint (well I try to) mainly but do try to get a game in when I can as we have a local group which meets every week. Wish I could sculpt as there are some minis I'd love to have.

Favourite company: At the moment I have to say Darksword, fantastic minis and great service.

Favourite sculpt: Ooh that's a tricky question! So let's go with what I've actually painted which means the Darksword Limited Edition Sorceress. I bought one for the contest on CMON and liked it so much I bought 2 more. However the recent Amy Pond mini by Heresy is primed on my bench and waiting and this could well be top of the list soon.

How long in hobby: Been into miniatures since, well before '63 when what you young 'uns call modern we called sci-fi. So about 50 years. Started with the inevitable Airfix (ACW actually) and gradually expanded into Napoleonic's, WW2 etc etc. Made hundreds of kits and painted hundreds of figures, all gone now. Smallest scale, 1/600, Airfix ships. Biggest scale,? 1:1 Messerschmitt 109 – one hell of a kit when there's no comprehensive instruction sheet. Current love is painting female miniatures which started with the GW Sisters of Battle.

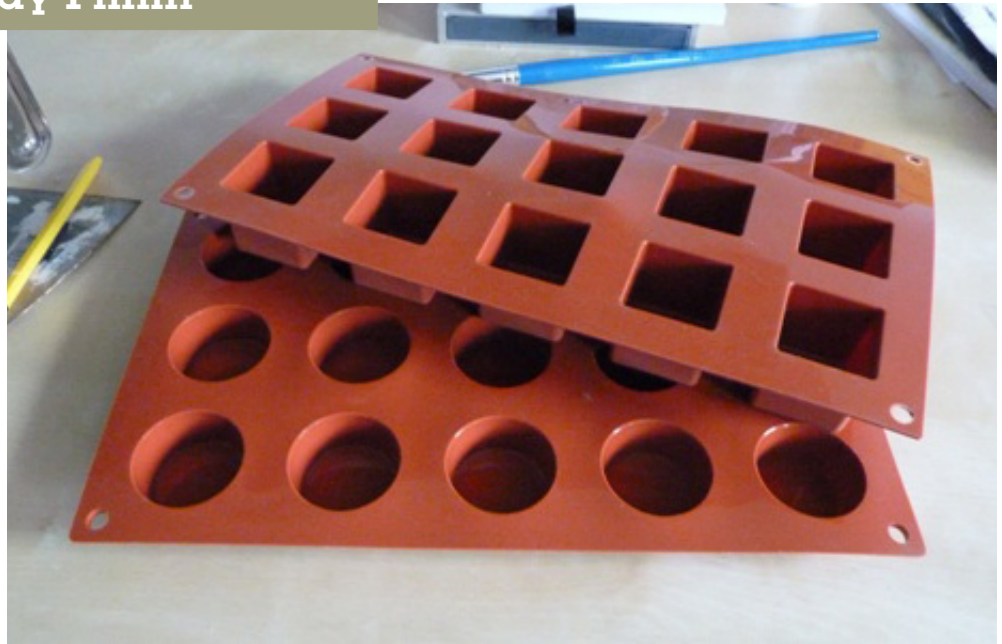
How often do I visit Wamp: If I'm with a computer - every day. Sad isn't it, but does explain my 3500+ posts.

Best thing about Wamp: The people. But seriously I love it all; the competitions, tips, general discussions. I mean, what's NOT to like?

Something interesting about myself: Don't know if this counts as I regard myself as an uninteresting person but I've been on TV in UK and Hong Kong, been on local radio (a few times), made a training film for the RAF (well 'starred' and had to be sort of technical advisor), been on the big screen (in the background – but I was there!) and had my house used as a film set when I also helped with supplying/sourcing props etc so we got a very nice mention in the credits.



Cheap & Easy Display Plinth



BY MAGIE

Hi everyone, I'd like to share with you an experiment I tried recently with, in my opinion, great results. This will be my first tutorial so if you have any questions or uncertainties please let me know.

I really like the look of display bases, both in wood or painted black. Unfortunately most of these bases are quite expensive. This is a solution for creating cheap display bases that need to be painted.

For this method you will need:

- » mould for creating bon-bons (or mini muffins). You can use these many times.
- » modelling plaster
- » spatula

STEP 1:

Create yourself a good working area. Try to use a table that is horizontally level. Place your mold(s) on some waste paper/plastic, because it gets a little messy.

Because I need only few bases I cut the mold in smaller parts. It also increases workability.



STEP 2:

Deposit the modelling plaster in the water as indicated on the package. For me I add 2 parts plaster to 1 part water.

Leave this unmixed for about two minutes, then mix it to a creamy mass.

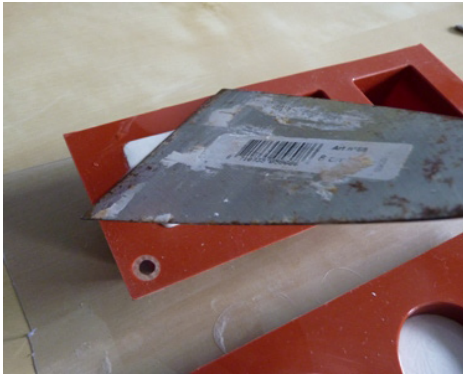
STEP 3:

After mixing, pour the plaster into the mould. You can do this in two ways (see pic):

- » Pour over the brim of the mould (on the left in the picture)
- » Pour to any desired height in the mould

STEP 4:

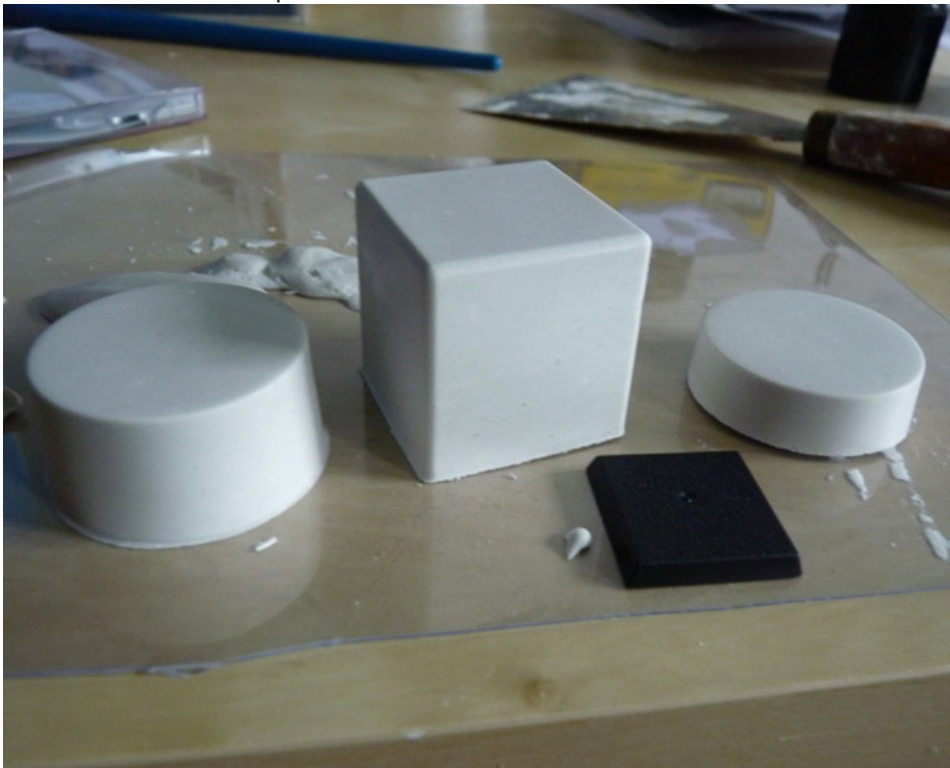
Wait for about 10-15 minutes. After that use a spatula to remove the excess plaster from the mould. When you do this, you will get an even bottom to the base. The plaster should still be liquid at this stage. If not (probably because you live in a warmer country than me), do this step earlier after pouring.

**Step 5:**

Wait until the plaster has hardened. It doesn't really matter how long you wait for this step, better to wait longer than shorter.

Remove the cast bases from the mould.

In the picture you see the bases I casted, they have not been sanded. They are 4 cm bases. I also put a GW base of 25 mm for comparison.

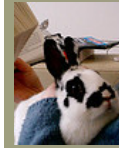
**STEP 6:**

Finish the bases by sanding them (if you use a clean mould this is not necessary), then paint it in any colour you like.

TIPS:

- 1) If you use mould that are glossy the cast will be cleaner
 - 2) For mixing the plaster use cold water that has been previously cooked (to diminish bubbles)
 - 3) If the base proofs to be sucking (?) too much water while painting/spraying, cover the base in diluted PVA glue before painted. Make sure that the glue is completely dry before painting/spraying.
 - 4) If you don't like using plaster you can also use these moulds for pouring resin bases.
 - 5) If you want to use the moulds for cooking also, clean them before using ;)
- That's it. Please let me know if you have any questions regarding this tutorial. I think the bon-bon moulds prove themselves very useful. They are available in many sizes and shapes. Now you can even make heart-shaped bases :)

COMMENTS



Boris - 04-08-2010

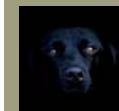
Nice tutorial, what a great idea! Do you use silicon moulds?



TaleSpinner - 04-08-2010

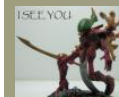
Cool idea. One tip, use UltraCal instead of plaster; it will be stronger. That is what we now use for making footprint casts.

TS



dargrin - 05-08-2010

Very nice. Where does one get these trays?



silvergoose0 - 05-08-2010

Brilliant idea, never knew that sort of thing existed, where do you get them from? Looked on ebay just now, but could only find cup cake ones!



MaGie - 05-08-2010

You're welcome.

@Boris: Yes, they are flexible silicon molds. Don't use hard ones, you won't get your cast out.

@TaleSpinner: Thanks, I'll have a look at UltraCal. Good tip!

@dargrin & silvergoose0: You can get these molds in cookshops, but for less expensive ones check out pound/dollar/euro shops, and like Boris mentions ebay is a great resource.



seasonman - 29-08-2010

tap the moulds straight after pouring it helps dispel any locked in air bubbles. with a sharp tap on the desk or knock the side of the mould.

Great article thanks

WAMP Army Challenge

With the recent launch of the WAMP Army Painting Challenge, exilesjib has managed to send Portal a report from the frontline. During the contest we'll check in on the progress of the campaign, post pictures of works in progress and see how everything's advancing.



Havoc's Ogre Progress



archers by warhammergrimace



undave's Eeeeek! WarWar! (Skaven)

++ Incoming message++

++Call sign Exile, message reads++

Just taking 5 min so send out this months dispatch while I wait for the undercoat to dry on my latest commission. Wanted to talk about our wonderful hobby Wargames, I do not know about you guys but when I say I wargame as a hobby I get a few odd looks and then the questions start.

"Do you dress up and attack each other"

"Is it an online thing?"

"Do you line them up and throw dice at them"

So where do you start? Do you laugh and say I play with toy soldiers, or maybe give a monolog on the latest rules set. Do you let Wikipedia do the work for you; a wargame is a game that deals with military operations of various types, real or fictional. Wargaming is the hobby dedicated to the play of such games, which can also be called conflict simulations, or consims for short.

En.wikipedia.org/wiki/wargame

Well maybe I can help you out by telling you the story about how my Dad and I got started. My Dad was a teacher at RAF Akrotiri and he loved to do after school clubs two of which were Model club and Chess club. At the end of of one chess club meet one of the parents approached my Dad and asked him if he had ever thought of combining the two hobbies. Within a few weeks my Dad was hooked on Wargames. This is now how I describe Wargames to people as a very pictorial game of chess.

But if we want to know what Wargames is maybe we need to know how it started. For that we have the Germans to thank, games based on strategy and manoeuvre, like chess have a longer history but during the Napoleonic Wars the Prussians used Wargames as a training tool for officers. They moved wooden blocks (which represented units and regiments) around model terrain or a map. Rules for the combat were devised and it was not long before dice were used to add the element of chance (which is a big part of Warfare).

It is said that HG Wells was one of the first people to take up Wargames for entertainment rather than training. His simple rules, outlined in the book Little Wars used matchstick-firing toy cannon to knock over lead soldiers. It was not until the fifties and sixties when people such as Brigadier Peter Young's, Charles Grant and Donald Featherstone started to form clubs.

Today Wargames clubs can be found all over the world and National and international competitions proliferate. It is a rare weekend that does not have a Wargames show on somewhere. I hope in the coming months to send more dispatches when I can give you my view of Wargames and the people who play it.

The Undercoat has dried so I had best get back to work.

Peace Exile

++message ends++

++ Incoming message++

++Call sign Exile, message reads++

I have been asked to create an intelligence report on some of the main players in the Wargames supply network. My first target is one we have had dealings with before Warlord Games; the masterminds behind this company are a pair of interesting suspects.

John Stallard is best known as author of the Warhammer Historical, and his sidekick **Paul Sawyer** was editor of Games Workshop's White Dwarf magazine for many years. Between them these two have a vast experience of the Wargames world. The head quarters can be found in Nottingham and the website is www.warlordgames.co.uk you can also contact them by phone on 0115 978 4202.

Warlord's range of figures is vast and as many of them are plastic multipose figures you can quickly build yourself a huge army without robbing any banks. The range covers

Ancients: Celts/Romans

Pike&Shotte: All forces involved

WW2: All forces with vehicles also

Napoleonic: Prussian

Crimean War: Newly added

If their own figures are not enough for you they also supply the Perry Miniatures ACW and Napoleonic, Victrix Napoleonic and Immortal Miniatures ancient Greeks. Beyond the figures they also have a huge supply of other items for the hobby including Army Painter products and Architects of War terrain.

While Warlord Games will ship worldwide they can be bought through Architects of War in the USA at www.architectsofwar.com.

All in all Warlord offers a great deal to the wargamer and should be on every gamers Favorites' tab.

Next month I will be looking at another supplier of Wargames goodies

Peace James

++ Message ends++

WARLORD GAMES

Prussians At Ligny Special Offer

At the Battle of Ligny (16th June 1815) II Battalion, 1st Westphalian Landwehr withstood 3 charges by French Cuirassiers and Heavy Cavalry of the Old Guard, driving the French back each time with volley fire.

- » 5 Prussian Landwehr boxes
- » Free box of Landwehr (saving you £17!)



Xyston Miniatures 15mm Ancients



REVIEWED BY SHANEROZZELL

Manufacturer

Xyston Miniatures

Price

ANC20221 - £4.00
ANC20222 - £3.25
ANC20223 - £3.25
ANC20224 - £3.25

Material

White Metal

Contact

www.scotiagrendel.com/Xyston

Quality 9
Assembly 8
Value 7

Overall Score

8.0



Firstly I would like to clarify I am not heavily into war games but I have played a few in the past and I am currently looking to get back into war gaming so I was intrigued when this little chaps landed on the doormat. Each set came in a zip lock bag that was clearly labelled which, if you buy a lot of these, is a good thing as I could see things getting pretty confusing. Also, not seen in the images, each set of footmen came with shields.

ANC20221 Carthaginian Elephant with Mahout

Out of the four sets that arrived this model is only one that needs any kind of proper assembly. The elephant comes in three pieces, a head and two body halves. The body goes together really well but a small amount of filler putty will be needed to make a perfect fit. The head will need pinning because war game miniatures do get a lot of handling. The cast quality is very good with only one or two minor mould lines to remove.

ANC20222 Carthaginian Musicians & Standards

These miniatures come with shields and

standards but the modeller would have to make the standard pole themselves, easily done with a small amount of wire. Each miniature is well defined and considering the size, the sculpting is very clear. There is a small amount of flash and each mini has a mould line but again, nothing drastic.

ANC 20223 Carthaginian Officers

Out of all the miniatures these are my favourites. They all come armed with short swords and arms ready to accept shields. The sculpting on these is very good and I really like the detail especially on the more elaborate helmets. Again the casting is very nice and hardly any preparation will be need on these at all.

ANC20224 Numidian Skirmishers

Out of all that arrived this disappointed me the most. Don't get me wrong, the sculpting, casting and finishing of the miniatures is very good but it's the lack of weapons that disappointed me. I suppose I could just use a length of wire for the spears but since Xyston do produce spears I would have liked to see some included.

Quality

Very nice sculpt and casting. Very few mould lines.

Assembly

Very easy to assemble so should appeal to war gamers that have a lot to make up.

Value for Money

The price of each set is quite reasonable but it's the extra purchase of the spears that disappointing.

Overall

These are nice little miniatures and easy to make up and paint. I don't think it would take a seasoned war game painter long to field quite a large force of these little guys.



WAMPED! is our brand new painting contest to finish the year off in style. It features several categories and covers ALL manufacturers and genres as well as terrain and armies and each will have prizes up for grabs as well as prizes for basing, conversions and of course Best In Show.

Deadline:

The closing date for entries is:

6pm Monday 21st February 2011

Supporter deadline will be 7 days later at

6pm Monday 28th February 2011

Times quoted are GMT

What Can I Enter?

Anything! It can be any scale, genre, manufacturer. It can be terrain, duel, diorama, a full blown army even. BUT! Take note it must be new work. That means it must not have been shown completed anywhere. If you have shown a WIP elsewhere that's fine but not completed photos!

Prizes

A full list of each category, its prizes, sponsors and what entries are eligible can be found [here](#). These include Best in Show, Best Base and Best Conversion prizes can be won in addition to category prizes.

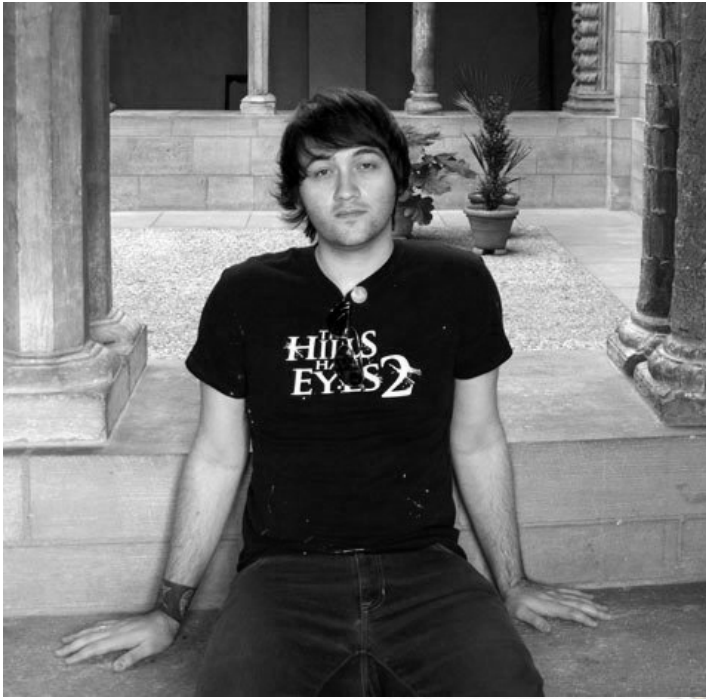
CATEGORIES

- Best in Show
- Best Base
- Best Conversion
- Terrain
- Army Challenge
- Most Entries

The following Categories are sponsored by the manufacturer unless otherwise stated

- Hasslefree Miniatures 'Good v Evil
- Guild of Harmony
- Gaspez Arts
- Urban Mammoth
- Westwind Productions
- Four A Miniatures
- Offensive Miniatures
- Large Scale/Historical
- Everything Else





With the Kingdom Death painting competition reaching fever pitch we thought we would ratchet up the anticipation a step more by interviewing KD's main man, Poots

Tell us a little about yourself?

My name is Adam Poots. During business hours I am a "senior concept designer" which is just a really fancy way of saying that I make stuff online that my bosses tell me to. I graphic design, front end code and know just enough flash, adobe after effects and javascript to be dangerous. My most interesting job was working for Atari, and I like loads of sugar and milk in my tea. (My dad's from Northern Ireland and I was actually born over there). I drink one energy drink a day and I sleep with a plush raccoon.

What is Kingdom Death?

Kingdom Death is my current passion and Investment. It will be (at the end of the road) a really amazing board game that has the rules, art, miniatures, mechanics and overall user experience polished to a level that is far beyond the normal in the "hobby game" sphere.

How did it come about?

Was trying to save up money for a house... New York City is just too expensive; I'd rather have fun with my money instead!

What the premise of the Game?

We have been calling Kingdom Death, horror fantasy but I realize now it's more Nightmare Fantasy. Horror is usually associated with vampires, wolves and zombies and although I really do love all of these, I wanted to push my creativity and imagination with Kingdom Death and try to make new and more unfamiliar feeling creatures. The premise is Adventure and Survival in a world that constantly explores the delicate relationship between humans and creatures they can't hope to understand. Fantasy settings are generally rich with history and heroes, glorious monsters and huge battles. Kingdom Death is different in its very conception

because I wanted to explore a world so hostile that Humans simply don't last long enough to form Empires. There is in fact, little to no recorded History and there is even a strange group of entities locals call "scratch-outs" or "book eaters". That withers human history to dust and flicker away like a candle being blown out.

The game will be a cooperative experience against the game system. The gameplay session will be determined by what we are currently calling the Storybook with each story having a few blank spots players fill in with personal "torment" cards. Our hope is that the same play-through of the same chapter will differ slightly each time.

You started out by releasing miniatures rather than the game itself - what's the reasoning behind that?

Promotion – marketing, and to be totally honest, to make some money back on the initial investment. Another big reason is really to learn. A year and a half ago I went from being just a miniature fan to trying to break into the market and try to produce things. It was a lot of emails and a lot of phone calls.

Are you finding the project fun or stressful?

Both!

There are always positives and negatives with any projects, which for you stand out?

Spending time with childhood hero Mike McVey was pretty outstanding. It was one of life's very pleasant surprises for me. Also getting emailed directly from John Blanche and complimented was another huge and unexpected boon. When you put yourself out there and people, no matter how few, appreciate your hard work and effort, it really feels good. Most negative was the weekend I got involved with Frothers. I was NOT prepared for that.

It must be a steep learning curve, how much has the community helped in that process?

At first – none at all, breaking into the industry and finding sculptors was a titanic effort for me. One that had me so frustrated it lead me into exploring other means of producing miniatures. In the end it was a good thing, because now I know a great deal about the 3D sculpting and rapid prototyping process. Secrets I am even not quite comfortable to share yet.

You describe KD as 'boutique', is this a conscious effort to be different?

Yes. My interest range doesn't lie solely in the miniature world, I also hope to attract people that enjoy art and high end boutique toys to expand the miniature lovers' user base by just a tiny bit!

There seems to be a massive increase in the number of miniature ranges appearing, do you see this as a good thing or is there a danger the market may become over saturated?

I personally think it's just fantastic. It makes me wish that I had time to explore, paint and play it all!

KD has a strong artistic presence; do you plan on releasing an art book?

I didn't from the beginning. I think once I get thru the actual board game I'd want to look back and perhaps produce an art book. For me, I still feel like I am still just cracking the surface on where I want to take everything.

You recently produced some 54mm stuff for Salute; is this a one off or do you plan to release more larger scale miniatures?

The 3D miniatures provide me with an interesting opportunity, which is to print them at larger sizes! It does get costly as you scale up though and a good deal of work needs to go into the master to prepare it for moulding. Right now I see it more as experimental. Satisfying both my personal curiosity and a few requests from fans.

What's the idea behind the pin up range?

I wanted to create female alternatives for each major character class for people to pick up and use. Now they are like little Kingdom Death cheerleaders. It... makes me a little upset in a way. What was meant as a fun diversion brings pretty much all the business and traffic in!

Some of your work such as "The Gorm" or the "Wet Nurse" are quite surreal, where do you get your inspiration from?

My brain – Apparently I am a lot more f****d up than I thought. I thought everyone thought of this stuff, just very few had any interest in making it.

Do you worry how pieces like these will be received?

Yes and No. Kingdom Death is not a design by committee project and although I don't want to, if I upset a few people that just how its gotta be. I need to follow my little dreams after all. Even if they are more like... following nightmares.

You've stated before that KD is a personal project rather than a commercial one but how much does the commercial side influence your decisions?

So far I am happy to say... not at all. The pinups were pre-planned and everything seems to be moving smoothly piece by piece. Once the game is hitting play testing, then it's time for me to sit back and listen. I know it will be hard, but I really want the game play experience to be a fantastic one. Sometimes this means sucking in your gut and changing or abandoning ideas you thought were great. I wanted the rules to reflect the game world and not just be a math equation.

What's your favourite KD mini to date?

Omg – The Wet-Nurse. You really need to see it to believe it. Too bad I can't share it just yet! Out of the released miniatures the Preacher is actually my favourite. Raul Garcia is just a genius when it comes to cloth work; he just looks so pimp and classic!

Any minis that other people have created that you wish you had?

Pfft, tons! Does "all of them" count as an answer?

You try and push the boundaries of casting capabilities – is this to fulfil your vision of your work or is it more to see what's possible?

This was never intended and just a direct result of directing a 3D sculpture and having no idea what the boundaries were or are.

Do you see KD as a fulltime project in the future?

Oh, how I wish! I would love to throw myself full time into the project. Financially that is currently not an option. Kingdom Death is supported primarily by myself and freelance/full time work and by its fans that enjoy collecting and painting our miniatures.

There has been criticisms regarding your choice of scale and limited runs - how do you counter these?

Does everything always have to be the same? I can understand how the scale might upset people, but the limited runs? The amount of time that goes into everything is simply surreal. I would love to make everything available all the time, but Kingdom Death is small and the fan base is also small. I'd rather focus on moving forward and getting the project done, then trying to facilitate an open ended stock of everything.

What's in the future for KD?

oof! Now that's a hard one. The answer is quite a lot. As of answering this question the full range of kingdom death miniatures has already swelled to over 30 and I am hopelessly and helplessly addicted to the creation process. It has hands down been one of the most rewarding ventures I've ever embarked on and I simply will not stop until the "vision" is reached. I'd much rather show than tell... but since I don't really have the spare time right now to prep everything... I suppose a bit of information leaking is ok! Please be warned though that, as it's a single-man project, things are always subject to change:

- » 9 Character Classes, each with around 3 "archetypes" (For example a White Speaker Boss, or a Twilight Knight Deserter... etc)
- » 3 Locations, each with their own host of monsters, backgrounds, quests, items etc..
- » Pinup Incarnation of each character *and maybe some extra just for fun.
- » Currently working on our first 9"-12" figure, different market but I thought I'd share.
- » Two Huge Monsters are on their way - think forge world sized
- » White Speaker Encore - Been slowly building up stock for it!
- » Joint Miniature in planning stages with WAMP!

THE GAME POOTS, GIVE US THE GAME!

... I apologize, the project is much, much larger than I had initially thought. I had to take many steps backwards in order to insure that the quality and vision for the project was retained. Good things can take time and I really believe that when it's done, Kingdom Death will be in a class all of its own.

The very last thing I'd like to address as a future prospect is that I have been looking into options for a one day (maybe) mass-market release. There are many hurdles and obstacles, but it's certainly exciting to think about!

Who would win in a fight: Gandalf or Yoda?

Who would win in a fight – Gandalf. Yoda is a goblin everyone knows it.



IPMS Scale Model World Show 2010

SHOW REPORT BY WAR GRIFFON



This weekend (13th & 14th November) was the premier show for the International Plastic Modellers Society (IPMS) although this show is open to the general public only members of the IPMS may enter the competition. The show takes place at the International Centre in Telford UK and is spread over the Saturday and Sunday as a two day event and is billed as the UK's largest annual model show and competition. Despite its title and the fact that there would be a lot of plastic kits at this show in the forms of vehicles and aircraft modern day casting methods means that plastic and resin figures from all sides of the hobby could be seen at this particular show.

Having not been to this particular show before one of the reasons for going was to see if it would be worth joining IPMS and entering the competition at a future date. I set off from Wales at around 8am on Saturday morning intending to arrive for around 10:15am as it was only about a two hour drive and the show opened to the public at 10am. The drive up was uneventful until after I got off the M54 and headed into Telford itself, the last three quarters of a mile of the journey took over an hour. I thought at first that maybe there had been an accident but it turned out to be a parking problem at the venue itself.

This was to be one of several issues with this show, Parking at the venue was unable to cope and filled up even before the show opened which meant parking attendants pointing people towards the local long and short stay car parks which were also unable to cope. This problem also prevented Traders that had arrived that morning being able to get access to the traders parking area to set up so had obviously been going on long before I joined the tail back of traffic.

After parking the car and walking fifteen minutes back to the venue it was close to 11:30am and it was only to join another queue as they only had one person on the desk for people to buy tickets to enter the show, entry to the show was £9 per adult for either day or £14 for both days. Once inside the venue the show is laid out in three halls.

Once past the ticket table there was a large amount of wasted space that could have been utilised a lot better which led to Hall 3 this is the first hall area and besides the two catering areas the first thing you see is the Spitfire from the RAF Museum and for the cost of £5 you could have the chance to sit in the cockpit and have your photograph taken, there was also a spitfire simulator and the main completion tables, a large area was set aside for a Kit swap area but this seemed to remain empty for the whole time that I was there.

As mentioned earlier the competition is the International Competition for the IPMS and is therefore only open to IPMS members, membership costs £20 per year. The competition area itself is not as big as the area set aside for Euro-Militaire

and was laid out like a maze, People were having to queue to enter their models to the competition and I think part of this was due to the parking issues, nobody was allowed into the maze of the competition area except those members of the organisation receiving and placing entries. As soon as the entry deadline was reached the area was closed for judging!

This struck me as being really strange for a two day show as any member of the public or IPMS member only able to get there for the Saturday did not get a chance to look at what was

entered or for those that were entering something to have a look at the models prior to judging, judging was still taking place at around 3pm when I left and a lot of people had come to the show got what they wanted and then left again possibly because of the parking issues but also because there was not a lot there to keep people interested for more than a few hours.

Halls 1 and 2 were full of trade and club stands and by full I mean full there seemed to be little in the way of organisation for these i.e. a trade hall and a clubs hall which meant that everything not in Hall 3 were in these two halls with a lot of traders saying that space on/behind their table/stand was very tight. Traders were however kept very busy on the whole and besides the expected hordes of plastic tanks and aeroplanes there were also some historic and Sci-fi/Fantasy traders present who were doing equally well with a total of around 227 tables split between exhibiting clubs and traders. Traders included known companies such as LSA Models, Cammet, MDC, Grey Matter Figures, Victory Miniatures, Bonapartes, Forgeworld, Just Bases and many others.

Some things to note that may interest some people is that



Grey Matter Figures had on their stand the large scale Goblin Ninja and Pumpkin Head sculpted by Sean Green but these do not appear on their website yet so I am unable to clarify if Grey Matter has become a distributor for these.

Forgeworld's Stand was very quiet for the most part, so much so that Mark Bedford was busy painting when I got there...I managed to pick up an Eldar Hornet model no problem and photos of the kit will be posted in a relevant thread at a later date. The fact that they were not that busy also gave me the opportunity to ask about the releases for Warhammer Forge, when I asked this question I was immediately pointed in the

direction of Mark Bedford with the words "You need to speak to Mark as he is running that now!"

So having a brief chat with Mark revealed that January 2011 should see the first of the releases from Warhammer Forge rolling out, models that have gone to the casters as being complete so far include the chaos toads, chaos ogres, chaos trolls, Theodor Bruckner mounted on a Demigriffon and the engine part of the chaos dwarf steam train with its crew.

Mark has nearly finished the model of Tamurkhan on the toad dragon so that will go off to casting soon probably just before Xmas and it



is also hoped that the book with all the background etc. will go to the printers/layout early 2011 with a copy available for the public to look at come the time of the Forgeworld Open Day 2011.

Overall this show had a lot of potential but turned out to have some (to me anyway) serious location and organisation issues that need to be seriously looked at.

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.



Celtic Chieftain III Century B.C



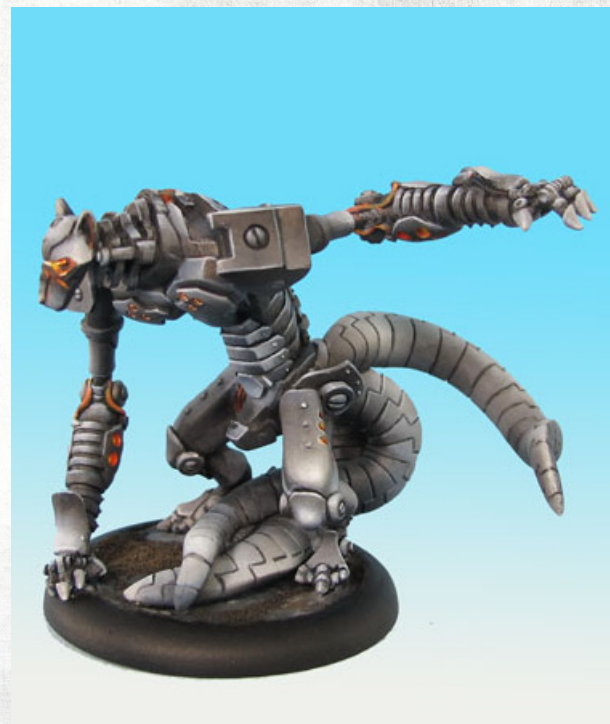
Royal Marines - Private 1805



French Musketeer 1618-1625



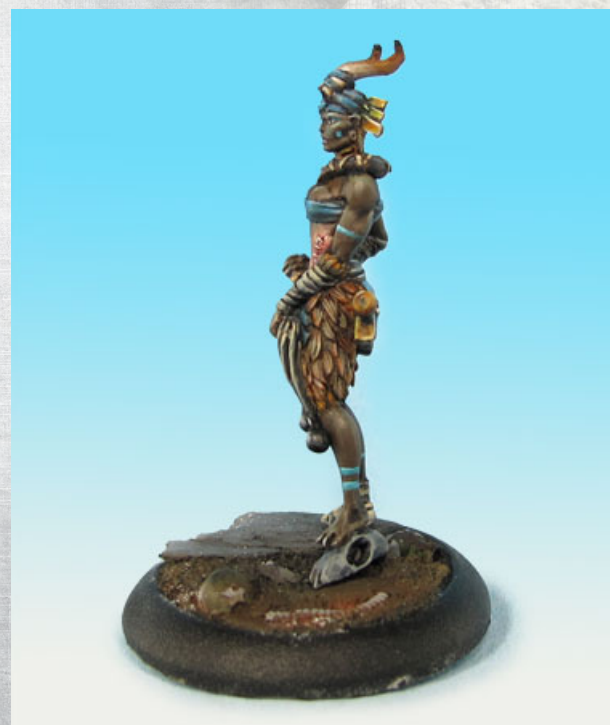
Sister Maelys



Grey Kitsune, 50mm scale



Stipan



Folayan



Pegaso Models

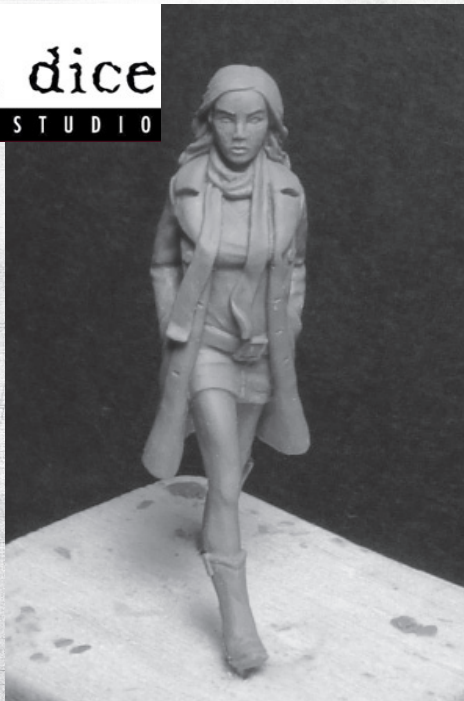


Roman Gladiator "Mirmillone"

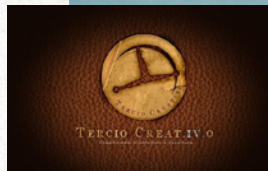


Crusader

crooked dice
GAME DESIGN STUDIO



Casual May Killan



The Sheriff

STUDIO
move



Water faerie Al-Vianna



Akosha Nama

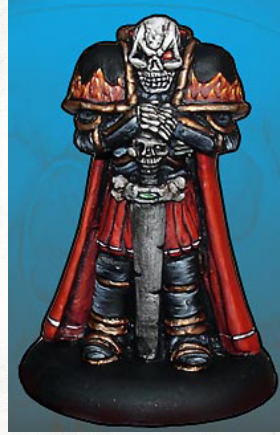


ZORABETH, MORNING MIST



DARK-ART-STUDIOS

Fantasy | Horror | Sci-fi - Making imagination reality creations the key



Cranium Warrior



Undead Monster



Gothic Scenery, Dark Tower



TWO RIDE TOGETHER

Worland Studios



Odila, Swan Maiden



The Wet Nurse



Colosso

Tale of War
miniatures

Painting Rubble Bases - Pt.3

by
Cregan Tur

For part 3 of this Step By Step project we're going to paint a new base to look like concrete slabs lying over crushed gravel. My colour choices and concept were influenced by looking at the world around me as I go about my day; for instance most of the concrete I encounter is an off white with yellow or brown shadows and gravel has the most visual impact when it's a smattering of rocks over dirt. We're going to use these ideas to paint this base which we will finish in the 4th and last instalment.

Before we begin you're going to need the following materials or equivalents:

- | | | | |
|--------------------|-------------------|----------------|------------------|
| 1. Scorched Brown | 3. Kommando Khaki | 5. Badab Black | 7. Bleached Bone |
| 2. Graveyard Earth | 4. Fortress Grey | 6. Devlan Mud | 8. Skull White |

STEP 1



Start off by priming your base black. As I said in the first installment, it's fine to use any other color of primer if you really want to, but then you'd have to paint the black on by hand. I'd suggest saving yourself the trouble and priming black.

STEP 2



We're going to start off painting only the gravel sections of the base because they're the most recessed. If we started with the slabs we'd run a greater risk of getting the wrong color on what we've already painted. Cover all of the gravel in Scorched Brown.

STEP 3



Drybrushing in tight spaces can be tricky if you don't have the right kind of brush. I used an old #1 brush. Just be sure you get all of the excess off the bristles so you're truly drybrushing and not smearing the paint. Drybrush Graveyard Earth over the gravel - be sure you hit all of the raised areas.

STEP 4



Once that's dry, drybrush some Kommando Khaki on the areas that are raised the most. You're going to want to just barely drag the bristles over the base. This is acting as both a highlight and separating the gravel from the dirt. For this next step drybrush Fortress Grey over only the areas of gravel where you want to establish rocks. Once you've let your paint dry for a few minutes you can come back with a wash of Badab Black. Once that wash has dried completely follow up with a wash of Devlan Mud.

STEP 5



This might be a good time to take a break because you'll have to let the washes dry thoroughly before we can continue with the next step. Once you're sure the base is dry, come back with Fortress Grey and highlight the rocks you established earlier.

STEP 6



The gravel is done for now, so let's move on to the concrete. Start by painting the slabs with Graveyard Earth. It took 3 light coats for me to get nice, even coverage. Take your Bleached Bone and drybrush it over the slabs. Use it to pick out all of the raised areas and hard edges because concrete turns white where it fractures. You'll even need to do a little light drybrushing in the gouges and recessed areas to sell the effect.

STEP 7



For our final step, drybrush Skull White over the concrete using light pressure to only pick out the raised areas and as an extreme highlight on all of the hard edges. We'll finish this base in our next and last installment where we'll add some tones back into the concrete, add some details to finish the gravel, and use some wire to add extra detail.

Painting Rubble Bases - Pt.4

Base by
Cregan Tur



by **Cregan Tur** We've finally arrived at the last installment of this step-by-step series and we'll be putting the finishing touches on the concrete and gravel style base we painted last time. So, grab your base and the following list of materials and we'll get started.

You're going to need:

- | | | |
|----------------|-----------------------|---|
| 1. Ogryn Flesh | 6. Badab Black | 11. Codex Grey |
| 2. Skull White | 7. Dark Angel's Green | 12. Blood Red |
| 3. Shadow Grey | 8. Chaos Black | 13. Some wire- I'll be using the wiring from an old USB cable |
| 4. Terracotta | 9. Scab Red | |
| 5. Devlan Mud | 10. Goblin Green | |

STEP 1



When we ended last time the concrete was a little too bright, so give the slabs a wash with Ogryn Flesh. Make sure you don't overdo it- we just want to darken the recesses and tone down the white a very tiny bit.

That's everything for the concrete; now we'll turn our attention to the gravel. To add some more color and variety we're going to pick out individual bits with different colors. For this base it was easy to make out individual stones that I could paint. I used Skull White for quartz, Shadow Grey for something like crushed granite or another dark stone, and Terracotta for some more color variation. Once you're done picking out these details give the gravel section a wash with Devlan Mud and then Badab Black.

STEP 2



To add some special details I've decided to have wiring curl out from beneath the concrete. Almost everyone has some old piece of electronics they can strip some wiring from. In my stash I have some old speaker wire, phone wire, coaxial cable, and the plug from an old USB device. I'll be using the USB cable this time.

USB cables have 4 wires in them, but I had used 1 from this piece before, but 3 is exactly what I need.

I cut the wires 1/2" long. I want two of them to remain together, so I wrapped the end with a bit of masking tape and cut away the excess tape I didn't need.

STEP 3



I found a tiny hole to have one wire originate from. I placed the end with a bit of superglue, let it dry, bent the wire into a shape I liked, and glued the rest in place. I wanted the grouped set of wire to look different, so I wound it together and glued it between the large slabs. It's okay that the masking tape can be seen, as we're going to paint it to simulate a sheath over the wire. The wire has too much of a plastic sheen to leave it unpainted, so I based each one with a different color: Dark Angel's Green, Scab Red, and Chaos Black. I also painted the masking tape black.

STEP 4



The base looks pretty good now, but this last step will finish it off nicely. We're going to use the remaining colors from our materials list to glaze on some highlights.

Color Highlights

- » Blood Red -> Scab Red
- » Codex Grey -> Chaos Black
- » Goblin Green -> Dark Angels Green

STEP 5



I'm going to try my best to describe glazing for those who don't know what it is. You create a very dilute mix of paint. One way to tell if it has enough water mixed in is to dip a clean brush in your mix and then drag it across a paper towel. If it leaves a soft blush of color, then you've got a good mix. To glaze color on a model you load your brush with a bit of the mix and then wipe it on a paper towel to remove the moisture. When you brush on your glaze you should see a soft shine of color where your brush stroke is that should disappear quickly. If it leaves a lot of excess behind or is runny, then you've got too much on your brush. It's going to take multiple coats to build up your glaze color, but these results in smooth colour transitions. Once you're done, you'll have a great looking and very unique base.

Aria and Seals Display Set



GROUP REVIEW

Manufacturer

Morland Studios

Price

Set \$24.99
Mermaid + Seals \$19.98
Mermaid \$9.99
Seals \$9.99

Material

Base: Resin
Figures: White Metal

Contact

www.morlandstudios.com

Quality	8
Assembly	9
Value	8

Overall Score

8.5



Morland Studios is a brand new company, so new in fact at the time of writing they don't officially exist! So it was nice to be asked to review their first offerings and in a first for Wamp these will be examined by several reviewers at once.

Aria & Seals is a 3 piece set sculpted by Julie Guthrie. It comprises 2 metal pieces and a resin base upon which they sit. This set is a limited run of 100 pieces. The components can be purchased separately as well.

Darklord:

The first thing that strikes you is the rather different subject matter than we are used to seeing in this hobby. While Mermaids do crop up occasionally it isn't often and seals even less so. This doesn't make them any less appealing though. Aria herself is very well sculpted with nice proportions. Many (including me) frown upon the excessive and often unnecessary use of nudity in female miniatures it is well done in this case. The tail is delicate as are the scales and the pose natural. She sits atop a rock type base. The windswept hair creates a lovely sense of movement that sets her off nicely. The cast quality is excellent with mould lines barely visible and no assembly required at all.

The seals are equally well sculpted and while there is much less detail on them what is there is done very well. Again these also sit upon a rock to mirror Aria. The mould lines on the seals are slightly more pronounced but still less than your average mini and easy enough to remove.

To complete the display set a resin display base is included. it is a very simple piece being round and covered in rock to tie in with Aria and the seals' bases. There is a space left for each on the base so they simply sit upon the base. The seals sat perfectly, while Aria wasn't quite flush some simple filling would easily rectify this. The base itself is quite large at around 74mm in diameter. Personally I feel this is a little too big and it leaves a lot of expanse between the figures which due to the nature of the subject is hard to fill with anything other than rock, though creating some rock pools using water effects may negate this. The sculpt of the base itself is less textured than the rocks on the miniatures which may show some difference when painted. A little effort to texture the base more would solve this.

Overall the metal pieces are definitely the highlight and both are beautifully sculpted and cast. The resin base

is a nice option though isn't quite to the same standard as the figures. The set can be bought as a whole for \$24.99 (£15.86 approx) which is still decent value. If you're not after the base you can buy Aria and the seals together for \$19.88 (£12.61) which offers a very slight saving on buying them separately. This would most likely be the option I would go for.

Whichever option you choose you would be happy with. The subject is nice and a welcome change from the usual weapon wielding fare we get given and the quality and value are high. It's a great first offering from Morland studios and I for one am looking forward to seeing their future releases. Would I buy this? Yes, I would

Cregan Tur:

It's always exciting to see the offerings from a new studio because you never know what to expect. That's how I felt as I waited for my package from Morland Studios to arrive.

Aria has graceful arms, a pretty and well proportioned face, and delicately sculpted strands of hair. She's a nude figure, with both breasts bared and proudly thrust forward. I'm not a fan of nudity in miniatures, but my biggest problem with this part of her is that she's a bit lopsided.

The distinguishing characteristic of any mermaid is her fish tail. Aria's fan tail has beautifully sculpted rib lines, but the scales themselves don't work for me- they look too much like chain mail. The scales running along her ribs look much better because they're actually scale shaped, but that shape is replaced by round holes once you reach the hips and below.

Neatpete:

The cast is clean, trace mould lines that should be no problem to clean up. The face of the mini is very nice with eyes that you may actually be able to paint. The hair blows in the beach wind and has a good sense of movement and texture to it. There are small braids/hair jewels that enforce the mini's fantasy feel and will give the painter opportunities to break up painting areas and add some points of interest.

At 75mm I feel the base is rather large for the two figurines that are included. Normally you could fill this empty space with vegetation/debris/rubble/rocks etc. but in this beach rock setting I just don't see many base fillers practically working, other than in the small tide pools. For these 2 figures, I could see the same setting achieved on a 60 or even 50mm base. Alternatively, more seals and/or more mermaids could be added to fill the scene.

Conclusion:

3 reviews with some differing opinions but all agree on the quality of the sculpt and the casting is very good. The subject matter is interesting. Whether the base is up to par with the figures is debatable and many may choose to forgo the base. The nice thing is Morland are selling the pieces with or without the base. Without the base the score would have been even higher.

A great initial offering from Morland and sets a great standard for further releases to reach

Quality

Superb casting of another great Julie Guthrie sculpt

Assembly

Only assembly is attaching to the base - a small amount of filling may be required

Value

Good value, though some may not buy the base.

Overall

A great first offering. Well worth buying this interesting and well made set

Gallery

Why did you choose that specific model for the comp?

Well, this was an easy choice for me. I chose Chronin as it was the only Pulp City mini I had available, courtesy of one of the Wamp regulars KD Lynch. I wanted to do something interesting with the armour on her as I really liked the texture and styling. It very nearly became another experiment in pearlescent effects, or some bizzarely coloured NMM, but I ended up going for the funky neon look on a random whim (as per my usual). With the distant and long buried memories of funky neon socks (always in odd pairs of course) from my childhood returning, I grabbed the first colours that came to hand and got to it!

How long did she take to paint, and how long to construct the base and paint that?

Ok i'll admit it, I was a bit silly here. I was pretty busy in the run up to the comp, and only started work on her with a couple days to go until the deadline, so I had to rush a bit with this one! Painting Chronin took only a few hours to give her the initial once over, as it's a pretty straight forward scheme with the contours doing alot of the work. I usually try to challenge myself with each new piece that I do, either by diving into something that i've not yet tried, or further developing a technique from a previous mini, but with Chronin I was just happy to just be getting some paint on her before the deadline!

After painting her up, the basing came together pretty quickly too. I think it probably took the best part of a day to do on and off, though this was in bursts between other things I had on the go at the time. I already knew that I wanted to set her in an urban environment, and a few grand ideas came along (ie unreasonable in the remaining timeframe, or just downright absurd!) before I settled on the simple street scene. Apart from



Chronin by Orki, Winner, Pulp Contest



being really easy to do in the time I had left, the street suited her defensive stance I felt, looking like she had been backed into a corner or alleyway, and was about to counter. It allowed me to place her firmly in the Pulp City world with the addition of the fly-posted newspapers, and also gave me the opportunity to tie the colours on the mini in with her immediate surroundings better, with the use of the graffiti and the sewer ooze.

The ooze in the sewer pipe, how was that made?

The spooge coming out of the pipes was made with a mix of glow-in-the-dark paint and epoxy, with a generous helping of the paint on top just for good measure, and can also be seen through the sewer grate. Trying to get this to show properly played havoc with my already dubious photography though, and if the piece was only ever going to be seen online I would've painted over the spooge with normal acrylics to allow me to get some better pics, but it looks funky on the shelf so I kept it as is.

What techniques did you use while painting her and did you try any new ones?

I did learn alot doing this, not in terms of technical development though as it was just typically normal painting methods really, but in how to get things done in time for deadlines that weren't self-imposed.

In hindsight would you change bits on her?

Apart from some minor positional changes (and the lighting which destroyed what layers were there), there's nothing really that i'd change. I would liked to have allowed myself more time to finish this one, as it would benefit from extra layers and some serious neatening, but as usual with the hobby it was just so much fun to do that at the time I really wasn't concerned with the outcome at all. I enjoyed doing this piece very much, and winning the competition was certainly a nice bonus!



Red Riding Hoodoo by Daveyboy,
2nd runner up, Pulp Contest



CANadian by ScottRadom,
3rd runner up, Pulp Contest



Vigilantes by Dr. Willetts' Workshop,
4th runner up, Pulp Contest



Mysterious Man & Imp; Xenobi by LadyArgent,
5th runner up, Pulp Contest



Always Out Numbered, Never Out Gunned
by Knott47



Always Out Numbered, Never Out Gunned
by exilesjib



"CALLING OCCUPANTS OF INTERPLANETARY CRAFT"



Calling Occupants of Interplanetary Craft
by KDLYnch



Han Solo
by ScottRadom



The Colour Purple
by EldinTux



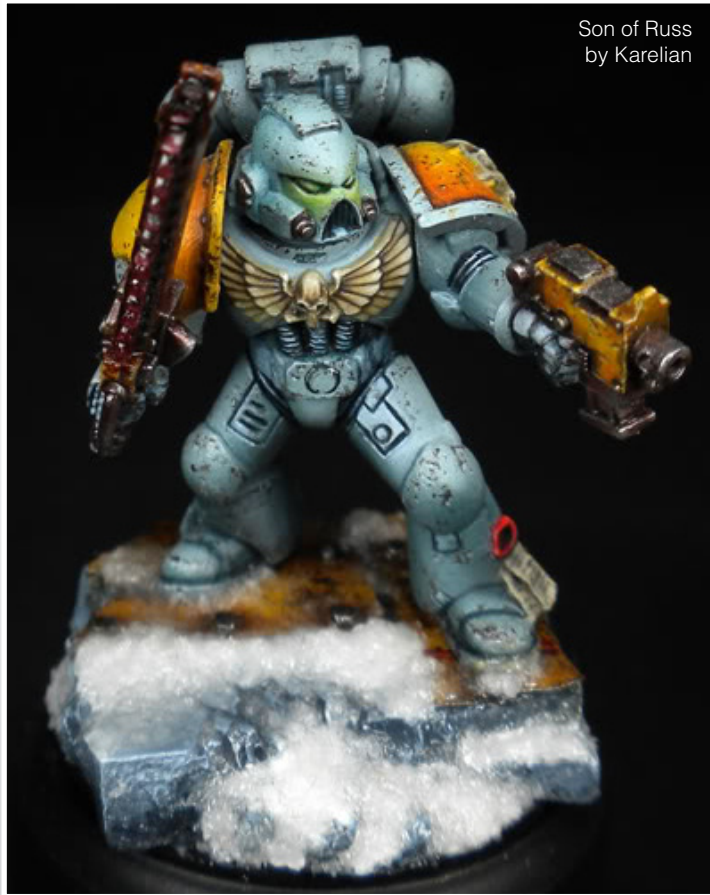
The Colour Purple
by obsidianpainting



KlockenBooty
by Brushmistress



KlockenBooty
by NetePete



Son of Russ
by Karelian



Friar Stone, Traveling Monk
by Midnight Lurker



"FEAR"
by amon chakai, SILVER italian GD 2010 open Cat.



Ogryn berserker
by amon chakai, finalist to the Italian GD in category Monster



Mincemeat Van Gork
by Orki



Elf Warrior
by tuxit



Plaguelord Morphus
by Nameless



Machine Wraith
By Lost Boy



GW Mercenary Oger
bt trevis_11



Maow Monster Bottle Dio
by Darkmessiah



Necromancer
by Dr. Willetts' Workshop



Sienna
by Mochriedh



Julius Caesar
by issac_jaramillo



Lorenzo Cortez
by PrawnPower, 2nd runner up Arcane Challenge III

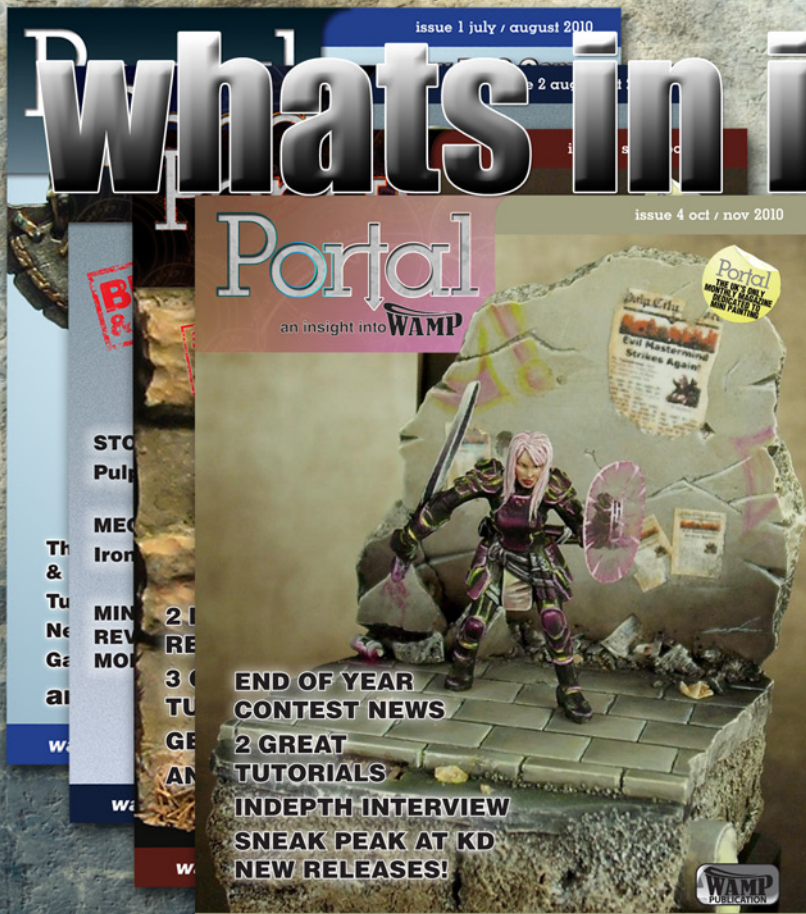


Freebooter Sarah
by countersunk81, 3rd runner up Arcane Challenge III



Orc Bust
by Roberto Chaudon

Whats in issue 5



Anticipation of what Santa will bring all us hungry painters will be growing to fever pitch so we'll bring you the best of this years must haves! We will also have a show report from Bugle Call 2010 and more reviews, news and interviews from around our hobby.

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



REASONS TO JOIN

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