

Portal

an insight into **WAMP**

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



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TOP 10 CHRISTMAS WISHLIST
LOADS OF NEW RELEASES



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Well, the years drawing to a close and we all begin to wonder where the last 12 months went as time seems to move faster each year. Its also when we look back and evaluate the year gone by and I have been doing so with Wamp.

Its been a heck of a year really, the New Year arrived with us in the midst of the Little Angels contest which saw us raise over £2,200 for Tommy's baby charity and folks really made me proud of Wamp and what it could achieve. We've also had a whole host of sponsored contests from the likes of Avatars of War, Pulp City and Warlord and the support for these has been great and the quality of entries truly superb. One of the nicest things though is the emergence of so many Wamper's starting their own companies up and making them successful. Kingdom Death, Joek miniatures, Morland Studios, and BNS miniatures are just some of the new endeavors' our members have started and all produce top quality products. That's not forgetting other Wamper's that already have their own companies that have grown during the last year, companies like Redbox Games and Eolith, its nice to see these people frequenting the site and I wish them all the best with these projects in the coming year. This year saw us attend our first show in an official capacity which was well received. The site had a major overhaul as long planned features were added and its finally getting towards its finished state!!

Two of the biggest additions though are ones that will hopefully with time come to eclipse many of the other achievements. One is Minipaintingwiki.com launched only last month but already starting to fill up with helpful information. As more people come on board and help create content it will become even better. Its a community project that anyone is free to add to and create something really useful so if you haven't had a go why not try - its pretty easy (and rather fun when you get going!!) The other bi project we had is the one your reading right now, Portal Magazine. It's really taken us by surprise at how well its been received. When you have world class painters and sculptors and writers telling you its top class and fantastic it makes it worth while, though; I happily acknowledge that the idea for Portal wasn't my own it was Shane's. He came up with the concept and it's he that does most of the legwork to bring you this publication each month, so a big thank you from me to you Shane for that!

So what about next year then? Well, 2010 was about putting a lot of features in place whereas 2011 is more about consolidating those features and making things even better. The Wamp Specials will return with returning sponsors such as Redbox, Kingdom Death and Avatars of War as well as welcoming new sponsors such as Morland Studios and Joek Miniatures. There is of course Wamped! going on right now and that will build towards the deadline in February. Wamp will also be building its show presence as we look to attend more events and spread the love! 2011 will see the first Wamp mini released as well as an exclusive tie in with Kingdom Death to produce a special mini just for Wamp members but usable in the Kingdom Death game!!

2011 will also see Wamp host its own event (including a painting contest) which is pretty exciting and details on that will follow shortly.

And of course with a little luck Portal and Wamp as a whole will continue to grow and become home for even more of you!!

So that's the year that was and I want to take this opportunity to thank all of you that are reading this for taking the time to look at Portal and for visiting Wamp and making it such a great community. Its all down to the people that use it that have made it earn its great reputation.

So thank you folks and I wish you all the best for Christmas and the New Year. Hope Santa brings you lots of miniature goodies and here's to another great year to come!

Cheers

Brett

Follow us on



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News

Welcome to issue five of **WAMP**'s own magazine - Portal ☺ I don't know if it's me or not but I feel the whole hobby has that "last week at school before the Christmas holidays" feeling, you know the days where you could pay 50p to wear your own clothes and take in games and stuff. To this end we have concentrated this issue of Portal to filling those Christmas stockings with lots of nice shiny miniatures awaiting a slap

Morland Studios

I'm pleased to announce that Morland Studios have joined Tradepost and you can now buy their products directly from them through Wamp.

Morland Studios is a new venture by Maya Morland better known on Wamp as Valloa.

Their first releases are already out and both have been reviewed by Wamp. Aria and the seals review has already featured in Portal Issue 4 and scored an impressive 8.5/10 and the swan maiden review will be released shortly. The sculpts are well done and the casting is top quality, well worth grabbing one or two!

The Morland Studios Tradepost store can be found here: [Morland Studios](#)



New faction for the game !

The month of December, our skirmish game EDEN will get a brand new faction !

The Convoy is a group of post-apoc survivors escorting huge water tanks in the wasteland. Their tribe grown in the former German territory and split up into 8 smaller columns, each one led by some "Conveyors." Many convoy members have a speciality, among them you will find "trackers" and "guardians"

This army gameplay will change depending on the proportion of specialities you have in your war band....granting such or such advantages to the player.

The miniatures design inspired by the standards of the post-apocalyptic movies, comics and books... a great way to discover our universe and gaming system.

Note that the first 250 starter boxes are packed as a limited edition with an additional Xmas character inside.... Pre-orders open.

of paint. We have gone review crazy and dug deep to find everyone something they'd like on Christmas day. Also OGL has returned from wherever he resides and brought us a list of the top 10 things that every painter should have on their list this year. Also, we all know her as lizcam and she's been here since it all began, *maybe even longer??* But this months focus of Meet The Wamper is Liz Campbell.

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 ☺

RUINATION IS UPON YOU!

Ruination the fantasy game is finally here! Follow the link to the Terragnosis website to download the rules. Whilst you're there, check out our small (but growing) range of fantasy figures, ideal for creating your first Ruination force. Also on the website are details of the first two factions. These powerful groups, often foes, sometimes allies, bring very powerful but very different weaponry to the battlefield. You can download these first two faction supplements from the Terragnosis website - absolutely free!



If you like a bleak and brooding setting for your fantasy games, with punishing and brutal game-play, Ruination could be the game for you. And remember - keep checking the Terragnosis website for new scenarios, new factions, new creatures and new characters.

www.terragnosis.co.uk



We're sorry to hear that Elite Miniatures is closing for business on 31st December 2010.

The message has been left on their website,

IMPORTANT NOTICE: We inform all our friends and clients that Elite Miniatures should close in an official way next 12/31/2010. Thanks to all for your support during all these years. An embrace for all and Merry Christmas.



sheffield irregulars

Sheffield Irregulars are running a painting challenge through December with the theme: Wounded.

The deadline is Sunday 9th January which means there's plenty of time to fit your entry in over the festive period.

You can enter any figure, vehicle, diorama or unit as long as you paint it during December/Jan, if you built it in advance, that's ok. Any scale, and any manufacturer are allowed.

Close to the deadline a post will appear on the Sheffield Irregulars website, which will ask you to post a link to a photo of your entry in the post comments.

More of a personal challenge than a painting competition, this is a chance to try something new, or push yourself a little more than usual. Each entry will be scored out of 10 for theme, and out of another 10 for style by group members, and if you enter we ask that you do score all the entries. SI runs a 'no meanness' policy, so the scores and comments should be friendly and helpful. The entry with the highest score will receive a Merit Award trophy for you to display with pride.

Visit the Sheffield Irregulars website for more information:

<http://sheffieldirregulars.co.uk>

WELCOME OUR NEWEST WAMP DISCIPLE!



Having been very helpful and providing posts of insight and news, we welcome our newest Disciple of WAMP:

VERN!

Congratulations on achieving a pinnacle of reputation!

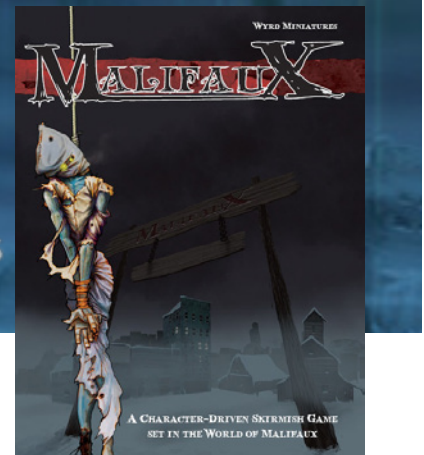


My 54mm Dracula has been off sale for a while as many have noticed. The reason for this was my not being entirely happy with the sculpt. Well, I have been hard at work making changes to the sculpt (smaller head, hand, feet, new details, new base etc...) and he's now up on pre-order and expected in stock soon. I give you 54mm Dracula Redux. I'm sure you'll agree a big improvement.

Also, Lady Grigoryan and Rose have been out of stock for a little while now and will be back in stock alongside Dracula Redux. I've put them back on the cart as pre order items so you can order alongside Drac should you wish.

Oh, and fair warning, the upcoming VAT increase (along with every other thing going up) means there will be a slight price hike in January. I'd love to call this a price adjustment but I'm pretty sure nothing will actually go down so I'd feel guilty for doing so...

www.eolithminiatures.com



Wyrd Miniatures LLC, is proud to announce the upcoming release of the Malifaux Rules Manual. This comprehensive play aid will include all the rules, updated with current errata, diagrams and detailed examples of frequently asked questions, as well as all of the encounters for the popular Malifaux skirmish game in an easily referenced compact form (5.5"x 8.5").

This addition to our product line is great for players to keep alongside their rulebooks. The existing rulebooks are still essential to Malifaux as they contain the miniature statistics and story arcs, but the portable size of the new Rules Manual makes it easy for everyone to

have the key points in one compact manual for quick reference.

This guide will be available in early 2011 as both a full color printed book which will retail for \$15USD, as well as a free PDF, which will have much less content, but will make the core rules accessible to anyone that would like to try out the rules before diving into the rich background of Malifaux.

Wyrd Miniatures

www.wyrd-games.net



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](#).

Noddwyr v. Havoc7926

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

knott47 v. Darklord

Theme: "Samurai"
End Date: Nov 26th

Vern v. ScottRadom

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

Nameless v. Darkmessiah

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

Lost Boy v. NeatPete

Theme: "'Plug In Baby'
End Date: Jan 3rd

Simon.W v. mercius

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

MaGie v. War Griffon

Theme: "'Through the Looking Glass"
End Date: Jan 3rd

WAMP

The last 30 days

NEWEST MEMBERS

888michael	Kaine
alexrzem	Lich_Lord_Necro_Tron
aliengod3	Mantra
astolfus	Matabele
avanish	mcsneed17
Bad Fairy	megazord_man
Beelzebrush	Michael C. Baker
Belgian	Monad
bigchief	MunkeyKungFu
Bigdaddy	mxrcr23r
bowyia	No Such Agency
Build	Oddity
celticgriffon	Pete Hill
Chapel	phenixflight
ChemicalFencer	Primalace
chepe740	quix42
chrysander307	rupshall
dshavers	Serenity
Dumbledore	stoessi
FerShi	surfer623
flospet	SurfPenguin
Gannon	Tigerstyle
Glovanator	tirare1982
Gorim	tiska
GroundedControl	ToMaZ
happychriggy	UMM
Holyboy	wallybubs
Jerome1983	

STAFF CHANGE

Unfortunately Hinton has had to step down as Moderator which means a replacement was required. I had several applications and it was a tough choice but in the end I decided to offer the Moderator role to two people which helps cover the growth the site is experiencing. So congratulations to shanerozell and Captain Sprout on becoming the latest support staff at Wamp. A big thank you to everyone that applied and offered their services, but most of all a big thank you to Hinton for his dedicated service to Wamp.

Brett.

NEW PAINT MASTERS ANNOUNCED!



I have pleasure in announcing details of our latest Paint Master event.

Paint Masters is designed to get people painting alongside a top painter. They will provide a full step by step process of painting a selected miniature. Simply get yourself a copy of the same miniature and follow along. Post your work as you progress to gain valuable feedback from the tutor and others that are participating. Its the closet way to paint with a high class painter without been sat with them!

The whole process will be done in stages and recorded so you can join in at a later date and follow the progress

The painter for the latest event will be Golden Demon winner Scott Hockley. Scott will be painting [Alys and Cat](#) by Hasslefree Miniatures.

He will describe the process in stages including photographs and will be on hand to give direct feedback to you on your own version.

Hasslefree Miniatures will even be provided a FREE copy of Alice to any Wamp member placing any order over £20!!!

For full details see the thread [here](#).

WAMP EVALUATION

OK folks, over the holidays I'm hoping to do a thorough evaluation of the site and make any necessary changes, sort glitches etc.

There are no major changes planned just small ones such as removing a few unnecessary links from the quick link menus, that sort of thing.

What I would appreciate is if you can let me know about anything you want adjusting on the site or fixing. I can't promise I can do everything but I'll try and make as many of you happy as I can

So here's a few things I need to know about:

- » Glitches - any problem with any aspect of the site - try to be as specific as possible.
- » Layout - if there's something about the layout you think should be changed, removed, or added.
- » Features - whether its removing redundant ones or adding new ones.
- » Article categories - are they OK? Need more, less?
- » Communication - things like the twitter feed, facebook group, admin email that sort of thing.
- » Experience, ranks, awards, achievements and usergroups.
- » Anything else - whatever you think of let me know.

So basically any aspect of the site you wish to comment on I would love to hear it. As I said I'm not looking to make major alteration (though I am of course always willing to consider them if necessary but we have been on the current site for around a year now and it's taken that time to add in all the desired features so it's due an evaluation to make sure they are working and the site on a whole is working

This is after all your site, without you guys it nothing so it's important you actually like what I do here!

More of this thread can be found [:HERE:](#)

WAMP 2011

It's finally here! Wamp's very own event will be taking place next year at



in Mansfield, UK on

**Saturday 4th June
2011**

The event will be focused around our first 'real life' painting contest with some great prizes and trophies up for grabs!

Judging will be performed by several high class UK based painters and renowned judges.

More details will be announced in the New Year.

I really hope you can support the event and help make it a success!

Thanks, Brett.

RANDOM GEEK SPEAK!
by Hinton



For those that may not have noticed, Random Geek Moments has started doing news reports about new and upcoming releases with Miniature and Gaming News. It's fun – to me anyway – to present information from around the hobby like that. It's not that I'm trying to fill a gap or anything; plenty of others do similar reports. I just wanted to present the news with a bit more...humorous...flair.

Doing this of course meant that ARG needed a more permanent set-up. Before, ARG just sat in a chair and it took about fifteen minutes just to get things arranged for filming. By moving him to the table, it's much easier to get things set up as I don't need to move lights and re-arrange furniture anymore. Plus, now there's space for other things, such as the laptop and, of course, Smackie the Gorilla.

I know the background is a bit plain at the moment, but it'll get filled with things as time goes on to give it more character and color.

It was also nice to have James (exilesjib) contribute some video for a couple of episodes. He provided information from the point of view of a wargamer and, since he's been involved with the hobby a lot longer than I have, he has a much richer knowledge of the history of miniature gaming.

He's also mentioned doing reports from conventions and shows, so that's something to look forward to, whether those reports are part of the news or James posts them on his own.

On a related note: I want to express my appreciation to the folks at WaMP that post news items. Thank you to those wonderful folks for helping out!

On the review front, some may be wondering (but were afraid to ask) why there haven't been any recently. To be honest, it's because I simply haven't had anything to review. Not that there haven't been plenty of new releases – the news shows that there has been; it's that I haven't been able to pick up anything.

Since companies aren't throwing themselves at me to review their products (hey, a person can dream) then I have to get those things on my own. And right now, that's a bit difficult. Not that I'm complaining or anything; just offering an explanation.

Hopefully after the first of the year things will be better and I'll be back to doing reviews in addition to the news.

Thank you for reading and watching!

See you next time!



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
- Morland Studios
- Large Scale/Historical
- Everything Else



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**

Minipainting Wiki is a community project set up to create a place of information on all aspects of miniature painting and its related aspects. The content is entirely driven by you the users. Each month in Portal we will highlights a some of the information people are adding to the wiki.

The more information we can gather the better, anything from details on painting contests, tools, painting and sculpting techniques, clubs, games and even famous painters, sculptors and miniature companies. You can add as little or as much as you like from a single sentence to entire pages of useful content, its all welcomed from everyone.

Here's just a few of the things added this month:



GREEN STUFF

Green stuff is made by mixing the blue and yellow parts. Generally speaking, a 50/50 mix is best, but variations of mixture can achieve different textures. More yellow makes the mixture more adhesive but takes longer to harden and tends not to hold detail as well. More blue will harden quickly and hold detail but is less sticky.

Working it with a [sculpting tool](#) alone can be difficult, as the putty will tend to stick to the tool. Water or saliva can be used to prevent sticking, but a chemical lubricant is generally necessary to achieve a smooth finish on sculpted surfaces. KY Jelly is a water-based lubricant perfect for this use, if the sculptor can get around the inherent embarrassment of buying it.

Keeping green stuff refrigerated will extend its workable life.

NMM

NMM stand for Non Metallic Metal. A term used to indicate the effect of a metallic surface without the use of [metallic paint](#). NMM has been used extensively in art especially painting but is a relatively new phenomena in [miniature painting](#). It tends to split opinion amongst painters, some like the style while others don't.

NMM is created in much the same way as any other [miniature painting](#). A [basecoat](#) is applied then [highlights](#) and [shading](#) are added. With NMM the [shading](#) is generally a basecoat with black added to the [mix](#) and [highlights](#) with white added. The basecoat used will usually be determined by the desired metal effect. Gold will usually require a brown basecoat and subsequent additions of yellows. Silver and steel would focus on greys. Once the initial colouring has been applied the use of [glazes](#) can [tint](#) the metal and create other effects such as rust and [weathering](#).

One of the keys to successful NMM is creating a high [contrast](#) across the surfaces as well as the addition of [light spots](#), to help create a reflective looking surface. NMM requires real attention be given to how light falls upon surfaces and as such is a much less forgiving technique than standard metallic's.

Hint: Many painters will keep a spoon handy while painting NMM as a handy reference tool to check how light falls on certain surfaces.

WASH

A painting technique where either very [dilute](#) paint or a [specially-formulated wash paint](#) is applied to an area of a miniature or over a whole miniature. The aim of a wash is to slightly change the tint of an area and allow excess paint to pool into recesses. This is often done to help create darker shading, to tone down a bright color or to brighten a dull one.

Washes are sold as [pre-mixed commercial paints](#), but for the money conscious (or in order to obtain a shade not commercially available), one can simply dilute an appropriate paint. However, due to the vagaries of liquid surface tension, such home-mixed washes have a tendency to dry with visible tidelines and to fail to flow smoothly into the recesses for which they are intended. The addition of a very small quantity of liquid soap or washing-up liquid serves to break this surface tension and improve the flow-quality of home-mixed washes. Adding acrylic floor wax (e.g. Future) achieves the same effect, but a heavy concentration of it causes a glossy finish.

A FEW PAGES THAT NEED MORE CONTENT INCLUDE:

- Milliput
- Weathering
- Slayer Sword
- Sculpting Tool
- Warhammer Fantasy Battle

Miniature Painting Secrets With Natalya



REVIEWED BY CREGAN TUR

Manufacturer

coolminiornot

Price

\$49.99

Material

DVD or HD Download

Contact

www.coolminiornot.com



Natalya Melnik, more commonly known as AlexiZ over at Cool Mini Or Not, is a world class painter who has won a number of awards including the coveted Slayer Sword. With such an impressive resume it's no wonder that Cool Mini Or Not's first video tutorial, starring Natalya, got a lot of interest when it was released.

It advertises over 13 hours of footage that cover a number of different techniques and shows how she paints an entire miniature from start to finish. The series comes in both English and Russian vocal tracks with Maria Volochina voicing the English translation. With so much to offer it's terrible that this video tutorial series fails to live up to its potential.

I received the physical copy to review and it's a beauty. The box artwork is very high quality, as are the disk graphics. All 4 DVDs fit in a normal size case and I was very happy that they all lock in place securely. I did have a problem with Disk 2 where it would not play past a certain

point on my computer. I tested it on 2 other computers as well with the same results, but it did play perfectly fine on my home DVD player. I contacted the CoolMiniOrNot store and very quickly received a replacement disk that works perfectly.

The biggest problem with this series is the overall lack of instruction. Too often Natalya tells us what she's doing, but not why, and we were rarely given the instructions with much detail. Even worse were the times when no instructions were given at all. For example, during the preparation tutorial I watched her gap-fill the mini with green stuff but she never said a word about what she was

doing, how to do it, or why it was being done. There also needed to be a lot more repetition of instruction. It is very valuable to watch a master at work, and you can pick up a lot just from watching her paint, but it's not enough to just show without teaching and explaining.

Because there's so little instruction most of the audio is filled with music. Now, there's nothing wrong with a tutorial having a soundtrack as long as the songs aren't distracting, in fact it can be a wonderful way to fill the silence, but you shouldn't be hearing more music than instruction. Where repetition was lacking in instruction the soundtrack had it in spades- you will be listening to the same 3 songs for all 13+ hours. I did run into a glitch with the soundtrack on Disk 4 where the songs had strange skips added to them. This glitch lasts the duration of the disk and I encountered it on 2 different PCs, so it wasn't a problem with my hardware. It's almost like a poor attempt to make each song longer.

The cinematography is good, but not as solid as what Miniature Mentor produces. The tutorials are shot almost like you're looking over Natalya's shoulder. This is really nice because you get to see all of her palette work which is a wonderful and invaluable thing because it lets you see exactly how she handles paint consistency, mixing, and colour choice. The camera has a little trouble tracking the figures if Natalya happens to move them, but it's not too bad. Poor focus is a little more of a problem that shows up most noticeably during Disk 4, especially during the basing tutorials, but the biggest problem is white-balance. I'm pretty sure the white-balance was set to auto because you can see it change whenever Natalya's hand moves in front of the camera and it seems to get progressively worse because the video has a much redder cast to it by the end. This means we're not seeing the colours accurately which could cause a problem if you try to reproduce what you see on the screen.

I do want to make it clear that I think that you can get something out of watching this. It is, by no means, a complete waste of time. The Gold NMM tutorial is the best of them all and has

helped me become more confident with the technique. Another great lesson is on how she creates texture on fabric with a pointillism-like technique. The instructions aren't as good as they could be, but they're good enough to pass along the information. As I mentioned before you get to see all of the palette work, but I do have to say that it irks me that there are a number of occasions where we're not told what paints she's using!

One of the most important things that Natalya teaches is that experimentation is okay. When she explains her painting style in the first few tutorials she explains that trial and error is okay and even encourages you to try things just to see how they turn out because you could surprise yourself. This is an important message in a hobby where a lot of painters can become obsessed with following recipes.

One last benefit I can mention is that this gives you a very real view of the patience and time that is required to produce truly excellent work.

The length of this series is a very mixed bag. In some ways it's very nice because you get to see every brush stroke which allows you to see exactly how she paints each miniature. On the down side, you get to see every brush stroke which results in very, very long tutorials. If there was more instruction, then this would be fantastic, but as it stands it's just far too long. They attempted to cut down the time by speeding up many of the painting sections, but honestly there's a lot of footage that could just be cut.

To get the most out of these tutorials you're going to have to do a lot of work. This means paying very careful attention to Natalya's brush work to see how she does something because, chances are, the instructions won't tell you. I've learned a lot about creating smooth blending and NMM by watching how she works, but I know I would learn so much more if she was more verbose.

Product

- » Physical copy comes in a very good case with great cover and disk art
- » Glitch made Disk 2 unplayable on my computers but it worked on a home DVD player
- » CMON quickly provided replacement Disk that works perfectly

Content

- » You can see all of Natalya's palette work
- » Vague or incomplete instructions leave you wanting more
- » Cinematography has some white balance, focus, and following issues

Value

- » Digital and physical copies are the same price
- » The quality of instruction just does not warrant a \$50+ price tag

Overall

This is a flawed product that falls short of its goal. Parts of it are worth watching, but I'd suggest picking up a used copy. If you're just looking for a video tutorial DVD then there are better and shorter tutorials available for less money.

At the end of the series Natalya says she may consider doing other videos in the future. In truth I hope that she does because she is a very talented painter with a lot to offer, she just needs to learn to explain everything she does in great detail. We want to know, not just exactly how to do something, but why it is being done. I'd also highly suggest that she hire a more experienced cameraman and maybe even a director who could help her see where techniques can be expounded upon.

Oh, and please add more songs to the next soundtrack

Product	8.5
Content	5
Value	4

Overall Score

5.8

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

DOES ANYONE USE HELPING HANDS?

Nadz11la: If so, which are the best? I've been looking on Amazon and each product has mixed reviews. I just want something that will grip the bar of metal under the mini's feet and allow me to have both hands free. The magnifier should be half-decent too, if possible. I saw one with snake-style arms and a decent magnifier but it was 20-odd quid. Seeing as how all the more basic ones barely reach a tenner, I didn't go for it, and instead want to find a decent version of the cheaper style.

frogimus:
I had one. They are very limited in usefulness IMHO. And the single lens really plays havoc with your depth perception. Hemostats work really good for gripping the slotta bar and you can hang them up to store the figure between sessions

GreyHorde:
I have used Helping Hands, but not for painting. Occasionally for holding parts for assembly, waiting for glue to dry, that sort of thing, but pretty much never for painting. Two pieces of wood rubber-banded tightly or bolted together works just fine to hold tabbed minis for painting.

Stationary magnifiers messed with my vision and hurt my neck & back, turning me into a human zoom lens. Now I use an OptiVisor, or as an alternative, non-prescription reading glasses.

As for the swivel vices, I have only a cheap-o, suction-

based item from Harbor Freight. On my mica worktable, it grips fine for about 10 minutes, so the c-clamp version would be preferable. However, it's not wobbly until overloaded. With a little bracing & control, I used it for some sculpting, gap filling and painting a 4+ pound dragon bolted to wood blocks. All that being said, and without knowing about the Stanley or Draper items, I'd say that Sealey looks pretty good.

seasonman:
I had a Draper model but sent it back as it would not stick to any surface. I know use a piece of large dowel and blue tack as this allows complete control and no back ache as mentioned earlier. The sealey one seems about the best bet thou if you really need one. All the best.

DREMEL ETC...

Nadz11la: I know a lot of you lovely people use Dremels for taking out large areas of metal from models and for other odd modelling jobs. I just found this on the B&Q site: [Dremel Set](#)

That flexible extension looks really good for what we do, as it's kind of pen-sized. Should I go for it? If not, can anyone recommend a good alternative? I really like the idea of a stylus-sized implement to use for model work.

frogimus:
the flexi-shaft does makes it easier to control.

TBH, I don't risk doing much with a Dremel in figures. Bit of a chicken. I mainly grind away excess metal such as slotta tabs and the bottoms of feet. Some pin with one, but I usually pin around a <1mm size so I'd be leery of the bit grabbing and breaking

Noddwry:
That is pretty cool add on. Havent seen it before but it looks like it could be very convenient.

War Griffon:
[This](#) is what I have and it is half the price at £30.55

Orki:
I've got a cheapy one (from Woolies iirc) that has an extension wand too, and it's brilliant. Make sure you look for a multi/adjustable speed one that will go as slow as you can find, it makes a huge difference to whether you end up burning certain materials, or just plowing straight through them!

Monad:
I use a Dremel Stylus. It's a nice handheld size and battery powered so no cords to worry about. I like it, many more useful than for just minis.

Darklord:
thats not a dremel - Set phasers to stun!!

DAYDREAMING ABOUT PAINTING

Keeper: I just caught myself here at work having spent the last 15 minutes daydreaming about what I might paint next and how I might paint it. I guess this probably happens to be at least once a day, although usually (fortunately) when I'm on a break.

Anyone else find themselves doing this?

Oh, I was thinking of painting some near-future miniatures for CombatZone games, if anyone was wondering.

David:
I'm working my notice. I'm going from a desk job I really don't enjoy where, courtesy of the draconian procedures I'm required to work to and the lack of trust placed in even the most capable of employees by the management, my productivity even at the best of times is risible to be a house husband living in a farmhouse in Provence. Consequently, day-dreaming about minis and digging out tutorials to post on WAMP (not forgetting the delights of the Anything Goes forum) has turned into a full time job.

Havoc7926:
Happens all the time with me. Planning about how to best use any available time that night painting. Usually ends in no painting at all as I get distracted when I get home.

Hinton:
I'll think about things I'm working on as far as painting or scenery while I'm work (even doodling ideas), but when I get home other things need to be done so I don't usually get to them.

Darklord:
I'm constantly thinking about Wamp and what to do next with it

shanerozzell:
When I designing portal I daydream about minis and when I'm painting I dream about.... you guessed it. Holly Willoughby

seasonman:
I just daydream of getting as good or as near as possible to all the eye candy i see on this forum ... but dream on ...

WAMP AWARDS 2010

I have great pleasure in announcing our first annual awards dedicated to excellence in miniature painting. This is your chance to nominate and vote for the miniatures, companies and artists that have demonstrated quality and commitment to the hobby.

The first stage will be nominations which are open to all. SO if theres something or someone you think deserving then put them forward. Once nominations are in then a shortlist of 10 for each category will be announced.

Voting on the short lists will then open and the top three from each category will be chosen.

THE CATEGORIES ARE AS FOLLOWS:

- » Best Sculpt
- » Best Painted Miniature
- » Best Company
- » Best New Company
- » Best New Range
- » Best Base
- » Best Product
- » Best Event

All categories are open to any genre or product type as long as its related to miniature painting.

RULES

- Nominations will remain open until 5th January 2011
- You must be registered on Wamp to nominate
- You may nominate up to 3 nominee's per category
- You must send your nominations to [Nominations](#)
- The short lists will be announced on 10th January 2011
- Anonymous voting by poll will then commence until 13th February 2011
- You must be registered on Wamp to vote
- You may not nominate yourself or your own product,company or miniature.
- In the event of a tie Judges will decide a final winner for said category

IF YOU HAVE ANY QUESTIONS THEN FEEL FREE TO CONTACT **DARKLORD**

WINNERS WILL BE ANNOUNCED 14TH FEBRUARY 2011



Top 10 Christmas Wish List

So Christmas is rapidly descending upon us and thinking what to buy for our loved ones can be tricky, especially for miniature painters. There's so much choice these days of miniatures, games and accessories that it can be confusing so to help you out heres my top 10 Mini related stocking fillers:

by
Darklord

Vallejo Air Metallic

£1.79

Struggle with rough looking metals? Vallejo air are fine pigmented metals designed for airbrushing but many painters use them with a brush, The metallics really stand out. One of the easiest ways to improve.



Dremel Stylus

£59.00

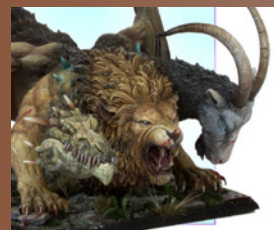
A great tool with loads of handy attachments and it even looks pretty cool too. Makes easy work or filing, sanding and the like, a handy addition to any hobbyists tool-kit.



Miniature mentor Subscription

\$70

A great set of video tutorials of high quality and performed by some of the great miniature painters. Everyone can learn something from these.



Maelstrom Chimera

£99.99

Available for pre-order, its not cheap at £99.99 but its a beautiful piece and a lot of mini - set to be a firm favourite and on plenty of wish lists.

Descent - Journey In The Dark

\$89.95

A great game of adventure - who doesn't love that?!



Airbrush Pro AS186KIT4

£204.00

There's a growing surge in the use of Airbrushing in miniature painting and using one can create great results on larger miniatures as well as been a handy time saver for things like base-coating, priming and such things.



Grace is Gone

€11

Sculpted by Poupee Canope it screams originality and is superbly sculpted and cast. Limited edition so hard to find but worth it if you can get your hands on one



Heresy Dragon

£200

Probably one of the most anticipated minis for a long time. At £200 its certainly not cheap but you get a lot of mini for your money - this thing is massive and is probably the ultimate Dragon available right now.

Warhammer Island of Blood

£60.00

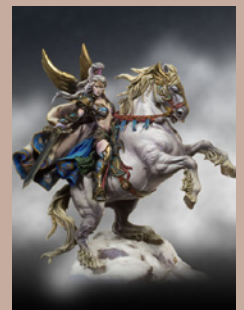
Yes its Games Workshop and another of their seemingly endless editions of their games but its actually pretty good value just for the minis. it features some great pieces that are nicely sculpted and cast. There's even a game thrown in!!



Zorabeth, Morning Mist

€72.63

While the Heresy Dragon could quite easily be number one I chose Zorabeth ahead of it just on a matter of personal taste. I just find this piece stunning, the musculature of the horse, the sense of movement and the sheer atmosphere it creates. My favourite sculpt of 2010



Profile: Lizcam



Real Name: Liz Campbell

Alias: Lizcam (I'm not too imaginative sometimes)

Website: I'm supposed to have a website? Never got around to it. Lord, if I had one I'd never get around to anything else!

Wamp member since: When it was on Ebay back in 2007

Bio:

Paint, sculpt or game? I started off with gaming but hated looking at all those little naked metal men the boys were using so I started painting them. That was back in....erm....1978 I think. Soon went to just painting.

Favourite mini company? I always hate this question. There are too many good ones out there that I don't mention. But I guess if you look at my buying habits it would have to be Hasslefree. I love how easy they are to paint. Not fussy but they have a lot of character

Favourite sculpt? Another unfair question because I'm like a magpie. I see one shiny thing and then look at another page and I'm completely distracted by something else. So far my favourites are the Heresy dragon (gotta get one of those!), the Ultraforge Treewoman and Arlith Silent Shadow by Andrea miniatures. But I love dwarves. Really love dwarves. Just had to put that out there.

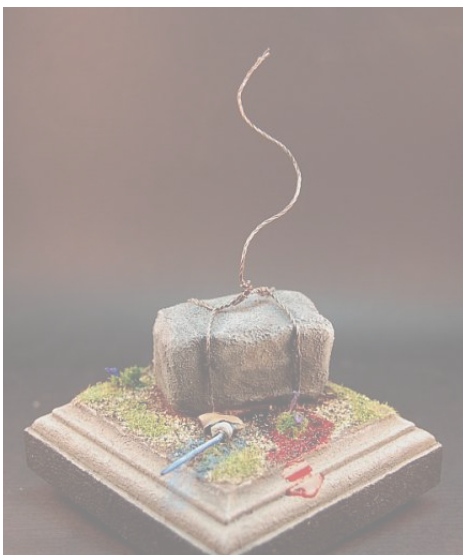
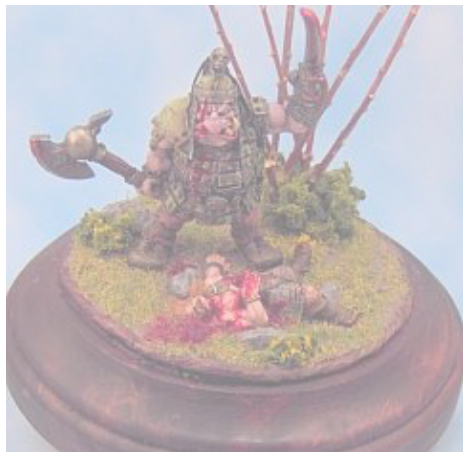
How long have you been in the hobby? Since about 1978. But I took a huge break between about 1992 and 2007 to raise my son. I figured it was a good idea to stop when he bumped me when I was using some acetone to strip a mini, spilling it and melting my glasses that I had set on the table. Small kids and caustic chemicals are not a good mix.

How often do you visit Wamp? Several times a day when I'm not working. If I'm really honest I'd have to say I practically live here when I can. I even check it on breaks now that I'm working from home. I SHOULD be painting but I can't seem to help myself.

Best thing about Wamp? The people. These are my friends. I've known many of them for years. I live with Wiccanpony and I'm marrying Roger Bunting. That never would have happened if it wasn't for Wamp and other painting sites. I truly care about these people. I love that they share their lives with me and that I can share mine with them. In this world where so many people are so busy they can't keep up with people they grew up with the internet is becoming the social hub of society. Wamp's ahead of the curve on that one.

Tell us something interesting about you? Erm.....This is one of those trick questions, isn't it? How am I supposed to know what about me would interest someone? But in fairness to the interview let's see what I can do..... Hmmm.....I was born on Christmas day.....I love my son's friends almost as much as I love him.....animals rock.....and I learned young not to get so drunk you don't remember what you're doing. You MIGHT just end up waking up in a house in Topenga Canyon with the drummer from Journey (back when they were still a big deal). How's that?

I do want to say thanks for this. I NEVER in the world would have thought anyone would be interested in listening to me babble on about myself. :)



WAMP's Christmas Advent Competition 2010

BY VERN

5

6

2

I'm going to post a picture each day of a mini (any size) & on the 24th, the one who get the most right will win a prize (probably some old tat I want rid off). They'll also be a second & a couple of random prizes too.

17

4

The Catch - it will be a close up of a part of the mini, not the whole thing!

8

20

I intend to use the web-store's own images (metal or studio paintjobs) so it shouldn't be too obscure. I will also try to keep away from old or OOP stuff (eg Citadel C series, Rackham confrontation etc)

11

15

9

Rules - simple - by the 27th PM all your answers!

1

16

As there is a lot of lead addicts on here, I want the name of the mini & the company who sells it now (one point for each)

22

13

24

12

3

eg Day 0 - Khaos Dwarf - Mantic Games

19

25

10

7

18

23

21

14

Photography the Basics



by
War Griffon

Time and time again I have seen a well painted miniature ruined by the person not knowing how to take a good photograph or couldn't be bothered to go through the routine to give the miniature the credit it is due.

At the same time a poorly painted miniature can be enhanced by the mood of the setting, using packages like GIMP or Photoshop to erase or add to the setting of the figure and to change the background altogether.

On numerous occasions I have seen people go completely blank at the mention of technical terms so at the end of this article I will list and try to explain some of the technical terms.

Owning a camera is just the start of the game, to get some good shots of the mini that you have just spent hours painting, you will need to go that little bit further. Nobody likes looking at fuzzy pictures after all.

AVOID CAMERA SHAKE.

Tripod. Primary amongst preventing camera shake, the type of tripod you will need will depend on the type of camera you have and what you intend

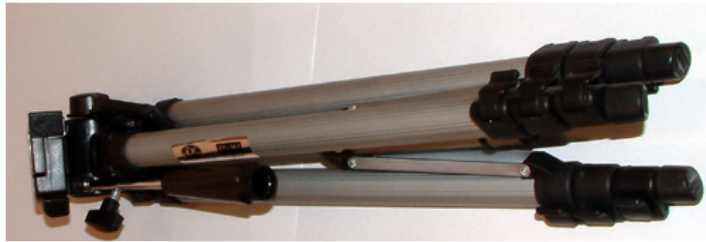
to use it for as well as shooting photos of miniatures, they can range from small pocket size table top tripods (gorilla pods) to huge beasts used by professionals and you can even buy bean bags to place your camera on or borrow the children's.

A few things to think about when using a tripod:

- » Don't over extend the centre column, one third of its total length is as far as you should go. Any higher than this and you're likely to get shake.
- » Keep the centre column right down unless absolutely necessary and always tighten both leg and head locks to ensure maximum stability.
- » Don't extend the bottom section of the legs if the middle sections are unused. Most tripod legs are in three sections, but most people extend the bottom section first

to gain height. These are the thinnest and therefore, flimsiest sections and should be extended last. Always use the top and middle sections of the tripod first.

- » Don't set the tripod unevenly and then make all corrections with the head. Even the cheap tripods these days have built in spirit bubbles to aid you in set up. Vary the length of the legs and make minor adjustments with the head, do try to get the tripod as level as possible.



SHUTTER RELEASES

Several different methods of shutter release exist to allow the budding photographer to fight the battle of camera shake.

Cable Release: This is a length of spring loaded cable that will screw into the shutter release button on your camera. They can be bought in various lengths but for taking pictures of our beloved miniatures a short one is all that is required. These are less frequently seen these days though in the digital age as they were mainly for the box camera/35mm film SLR's but some early DSLR's used them.



Remote Control: This is a small battery powered button that can be used in conjunction with the cameras settings and is more commonly seen with digital SLR's.

Camera Timer: Most digital cameras these days come with a timer option in the settings usually you will get options of a short time release or a slightly longer timed, release although using this method you will have to wait for it to operate as it can be termed as out of your control when compared to the other two methods but it is better than nothing at all.

LIGHTING

The flash on your camera is not going to help you when taking photos of miniatures as it can be quite harsh and cast unwanted shadows, it is OK for taking photos at shows though and some people will go to the extreme of buying a ring flash specifically for this purpose but these can be expensive. The best light you can get is natural daylight however not all of us are that lucky especially those of us here in the UK where most of the time the weather is dull and depending on where you live you can hear them arguing over whether it is the sun or the moon that is in the sky...

When I first started I used to use 2 halogen desk lamps and a painting lamp I had at the time which had a daylight simulation bulb positioned around a piece of paper/card. The trick with this method is arranging the lamps each time I wanted to photograph a miniature to eliminate the shadows.



This is OK if you don't have a dedicated area in which to make something more permanent.

As a more advanced set up a light cube and three lamps with daylight simulation bulbs. (Yes I know bulbs glow and lamps glow but I am a mechanic by trade not an electrician) can be used.

These light cubes can be bought on EBay quite cheap and come in various sizes and these days you can also pick them up with photo lamps as well, they can also be folded up when not required to save space to help keep them clean and come with several different coloured background clothes.



The one in the photo is approx 12 inches square and ideal for single figures or small figures and I own another of approx 20 inches square for photographing larger subjects. Alternatively you can make your own and there are tutorials on the various internet forums that will explain how you can do this. The purpose of the light cube is to defuse the light evenly across your mini rather than have direct harsh lighting.

For those with a bigger budget then a small set of purpose designed photo lamps can be bought for use with a light cube, the best of these will have the spiral photo bulbs in them which are colour balanced and do not get as warm as the blue daylight simulation bulbs.

I also put a small box inside the light cube to raise the subject up off the floor of the cube so that the miniature will be level with the camera lens, you can either use the backdrops that come with the light cube or use sheets of coloured paper/card.

CAMERA SETTINGS

White Balance: Setting the cameras white balance can make a big difference to the end result of the photograph, if you get it wrong then it can create unsightly blue, orange or even green colour casts. As I use daylight balanced photo lamps these days I tend to keep my white balance set for daylight. I will however cover colour temperature and white balance a little later.

Film Speed: Although mostly associated with the days of film camera more than digital this still plays a

part with digital photography today as it is used to fool the camera and can affect the shutter speed. The settings for these can be accessed via the cameras menu and can be adjusted for different outcomes. Film speed is rated as an ISO setting; therefore a slow speed would be ISO 100 whereas a high speed would be ISO 800 or higher.

A slow speed setting will give you crisp clean detail and allow the photograph to be enlarged to its maximum but at the cost of a slower shutter speed so would be not be of much use in low light fast moving subjects. A high speed film on the other hand would allow the photographer to take photos with a high shutter speed in low light situations but at the cost of quality of the final shot as it would often be very grainy when enlarged.

Therefore for miniature photography we want quality crisp images and as we are using lamps etc we want this to be set at around ISO 100 or 200.

Aperture Priority Mode: This is the A setting on the dial of the camera and by using the camera in this setting we can control the depth of field of the subject (the amount of background/foreground that will be in focus when the photograph is taken). This is usually depicted as the camera or lens f stop, usually an f stop of around f11 or higher will suffice when taking photographs of most miniatures, I will cover this deeper a bit later.

Macro Mode/Macro lens: Macro mode is a setting most cameras have and allows you to get up close and personal with the subject, this setting is usually found on the same dial as Aperture setting which means you can't use both together unless your camera has a separate button for macro mode or you are using a dedicated macro lens.

If with your camera the macro mode is on the same dial as the Aperture setting then when the camera is in macro mode you will be unable to control the f stop and therefore your depth of field as the camera will do this for you automatically.



THE FINAL PHOTOGRAPH

Once you are set up and ready to go you can then take your photograph, making any adjustments you need as you go. The photo below is the Reaper Guardian Angel which is part of a little diorama that I started for ME3 (yep that long ago) I wanted to see how the Angel is looking with the progress made on the flesh and the bottom robes so once it was loaded into Photoshop I used the quick method to adjust levels of shift+control+L (auto levels) here is the result shot on a white background.

A DEEPER EXPLANATION OF THE JARGON

And finally, here is the promised Jargon buster .

SHUTTER SPEED

This is one half of the exposure equation, the other being the Aperture. Shutter speeds are measured in fractions of, or whole seconds. A typical auto focus has shutter speeds running from 30 seconds to 1/2000 sec, a manual focus will typically run from 1 second to 1/1000 sec.

What does this mean?

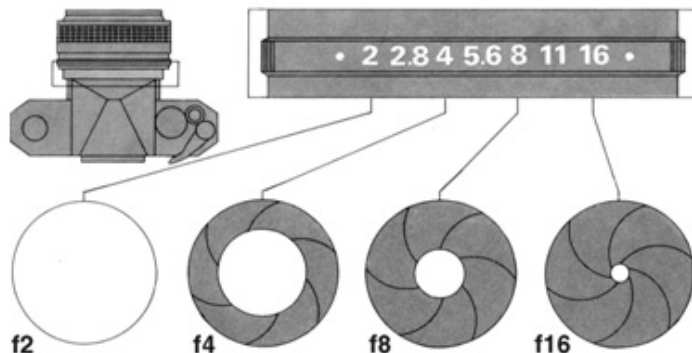
Well if you wanted to take pictures of a helicopter but you wanted to see the rotor blades stopped then the higher the shutter speed the better, or for instance taking pictures of joggers or racing cars, ever wondered why they looked blurred when you took the picture?

Well that's because your shutter speed was too slow.

Shutter Priority. This is a semi-automatic mode where the user sets the shutter speed and the camera sets the corresponding aperture for the correct exposure. This is handy for those times when you need to take control over subject movement. On most camera dials this is the setting marked S.

APERTURE

This is the size of the hole in the lens which light passes through to create a picture. Apertures on most non digital camera's the apertures are found on a ring called the aperture ring.



These numbers are called f numbers as each number has a value double that of its previous number. F numbers go from f/1.4; f/1.8; f/2.8; f/5.6; f/8; f/11; f/16; f/22; f/45; f/64. The smaller the number the more open the lens iris is and therefore allowing more light into the camera but at the sacrifice of the depth of field.

This is often the one most confusing aspect of photography for some people to grasp mainly because the larger f stop number is described as a small Aperture setting.

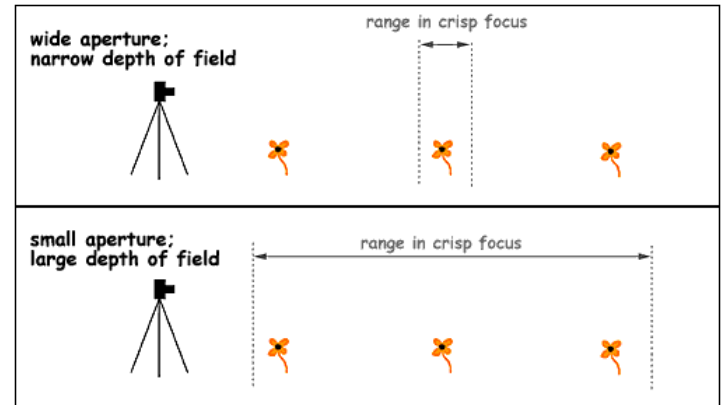
APERTURE PRIORITY

This is the other half of the exposure equation. Aperture priority allows the aperture to be kept the same while the

camera's computer calculates the optimum shutter speed needed for a correct exposure. On most camera's this is the A setting on the dial.

DEPTH OF FIELD

This is the amount of sharpness there is within a photograph and is controlled by the size of the aperture in the lens and is also affected by the lens's focal length. Wide angle lens's offer more depth of field than a telephoto lens, for instance.



What do I mean?

Well the best way to explain this is if you took several pencils or other objects and lined them up one behind the other and you then focused your camera on the centre object, with a low aperture setting of say f/2.8 the objects in front and behind the centre object will be out of focus in the final picture.

If the f/ number was changed to a higher number for instance say f/11 or greater then all objects would be in focus. (Depending on how far you placed each object from the centre one)

BRACKETING

This is the process of taking a series of different exposures of the same scene, most commonly done in threes. One exposure under-exposed, one correctly exposed and one over-exposed. Some digital cameras will have this facility built in.

Bracketing can be done in either shutter or aperture priority mode. For instance in aperture priority if I have an f/ number set at f/5.6 I would take one picture at this then one with the f/ number set at f/2.8 and a third set at f/8. ISO/Film Speed. This is not really applicable to digital cameras as they do not have film loaded however the camera still needs to fool the system so most digital cameras will have a facility whereby you can set the ISO/film speed to fool it.

WHITE BALANCE AND COLOUR TEMPERATURE











White balance is the process of removing unrealistic colour casts, so that objects which appear white in person are rendered white in your photo. Proper camera white balance has to take into account the "colour temperature" of a light source, this refers to the relative warmth or coolness of white light. Our eyes are very good at judging what is white under

different light sources, but digital cameras often have difficulty with auto white balance and can create unsightly blue, orange, or even green colour casts. Understanding digital white balance can help you avoid these colour casts, thereby improving your photos under a wider range of lighting conditions.

Certain subjects create problems for a digital cameras auto white balance even under normal daylight conditions. One example is if the image already has an overabundance of warmth or coolness due to unique subject matter i.e. where the subject is predominantly red, and so the camera mistakes this for a colour cast induced by a warm light source. The camera then tries to compensate for this so that the average colour of the image is closer to neutral, but in doing so it unknowingly creates a bluish colour cast. Some digital cameras are more susceptible to this than others.

Colour Temperature	Light Source
1000-2000 K	Candlelight
2500-3500 K	Tungsten Bulb (Household Variety)
3000-4000 K	Sunrise/Sunset (Clear Sky)
4000-5000 K	Fluorescent Lamps
5000-5500 K	Electronic Flash
5000-6500 K	Daylight with Clear Sky (sun overhead)
6500-8000 K	Moderately Overcast sky
9000-10000 K	Shade or Heavy Overcast Sky

Most digital cameras contain a variety of preset white balances, so you do not have to deal with colour temperature and green-magenta shift during the critical shot. Commonly used symbols for each of these are listed to the left.

	Auto White Balance	
	Custom	
	Kelvin	
		Tungsten
		Fluorescent
		Daylight
		Flash
		Cloudy
		Shade

The first three white balances allow for a range of colour temperatures. Auto white balance is available in all digital cameras and uses a best guess algorithm within a limited range usually between 3000/4000 K and 7000 K. Custom white balance allows you to take a picture of a known gray reference under the same lighting, and then set that as the white balance for future photos. With "Kelvin" you can set the colour temperature over a broad range.

The remaining six white balances are listed in order of increasing colour temperature. However, many compact cameras do not include a shade white balance. Some cameras also include a "Fluorescent H" setting, which is designed to work in newer daylight-calibrated fluorescents.

COMMENTS



Boris - 13th Dec 2010

Nice one WG. :)



shanerozzell - 13th Dec 2010

Top Notch WG, really useful



Frogimus - 13th Dec 2010

Good job WG



Noddwry - 13th Dec 2010

Great tut. I think lights are the most important part. once you have that it gets much easier.



Captain Sprout - 13th Dec 2010

Excellent, nice article WG.



Ulfgrimr - 14th Dec 2010

Brilliant article WG, clear and very informative, many thanks.



RogerB - 14th Dec 2010

Excellent article, WG!



Shaps - 14th Dec 2010

Thanks WG i will investing in one of them ebay light boxes.

Black Scorpion Tombstone line



REVIEWED BY NETEPETE

Manufacturer

Black Scorpion Miniatures

Price

Various

Material

White Metal

Contact

www.blackscorpionminiatures.com



On the dusty plains of the Old Wild West, right and wrong was decided by who walked away from the gun fight alive. So I'll be shooting it out with some Black Scorpion miniatures from their "Tombstone" line

While shopping on their website, I noticed they have all sorts of cool stuff, Pirates, Aliens, Modern, but the reason I was shopping was for some gaming minis for a new game I've started playing:

Legends of the Old West. These minis are great. They are straight historically themed minis, no weird west, sci-fi twist to worry about. The Tombstone line is vast with lots of different minis to spread the lead around.

You have Indians (Apache) (£7 = \$11.20) I'd like to see some more 'native' types though. Correct clothing, bow and arrows, tomahawks etc..



Mexicans (£8 = \$12.80)



Outlaws (£8 = \$12.80)



Lawmen (Earps) (£7 = \$11.20)



...and gladly, they didn't leave out hot chicks with guns! (£7 = \$11.20)



Mounted (£4 = \$6.40)



The sculpts are fun, have a great character and uniqueness to them. The fact that they have so many minis, with different weapons combinations, you can really customize your posse and have the minis accurately represent what kinda guns your characters are packing.

They are cast in a nice heavy metal that will be nice to game with, guns are strong and haven't bent on me yet. They stand about 30mm tall and have pretty good scale consistency across the groups

Quality

Not your super nice show pieces, but awesome for gaming. The casts are pretty nice, a few gnarly mold lines here or there, but cleaned them up pretty easily as they were in easy spots. I'm impressed with such variation and unique action poses obtained in single cast minis.

Assembly

Great one piece sculpts, with the foot tab (not brocolli), so you can pin if you want.

Value

Great value to these minis! At less than \$3 bucks a pop on average, and mounted dudes less than \$7, you can pick up a posse or two and not break the bank you just robbed.

Overall

Lots of character in the sculpts, great selection of minis, different weapon arrangements across the line, super value, little prep time - All around great minis in my opinion.

Quality	8
Assmebly	9
Value	9

Overall Score

9



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.



Male Fallen Angel



Female Bard



Dual Wield Assassin



Dwarven Fighter



High Elf Warrior

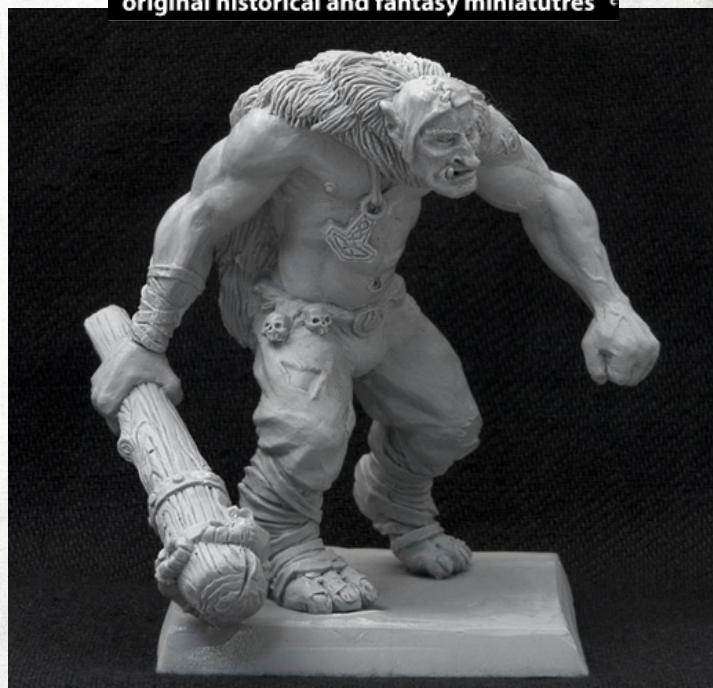
Frank-Miniatures



Landsknecht

BROTHER VINNI'S

original historical and fantasy miniatures



ANDREA Miniatures



HIT THE LEATHER



RIDING THE STORM, 1665



ALEXANDROS MODELS



Myrmillo (gladiator)



Porthos



Vekul - Ice Dread



Zuuxur - Kandoran Necromancer



Plakhra



SEDITION WARS



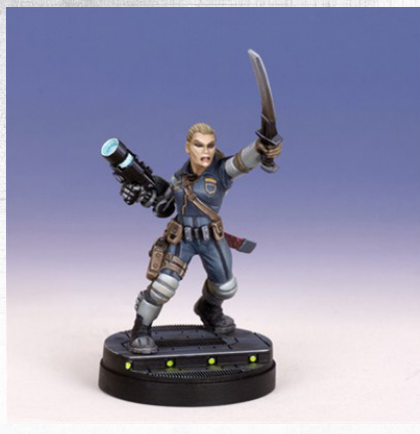
Akosha Nama



Trooper with Grenade Launcher



Trooper with laser carbine



Captain Kara Black



Barker Zosa



Corpsman Morgan Vade



Goblins

BANE BEASTS



Scar-scath, Fiend of Vermin



The Terror of Fortriu, Chimaera

ANDREW C. RAE
PRESENTS
Statuesque
MINIATURES



Havana Gray



Kitzie Rama



Mei-Lin Mayfair



Bella the Partisan

WAMP Army Challenge

++ Incoming message++

++Call sign Exile, message reads++

When you start out Wargaming there are a few questions you have to answer.

What period do I want to play?

What scale figures will I use?

Where am I going to play?

Where will I buy my figures?

Well all these questions may be a bit much for one dispatch but I will try to cover them in the next few messages. So what period do you go for, keep in mind that unless you plan to pay to have your figures painted you will have to spend a fair time painting figures for the period you choose so my first bit of advice is go for a period that you are interested in. These days you are very lucky that almost every conflict in history is covered somewhere. And if you do not want to go with history then you have a vast selection of non-history or alternative history.

There are far too many periods to list but here are my gaming eras.

Ancients, Colonial Wars (Zulu, Sudan, Afghanistan), Seven Years War, English Civil War, WW1, WW2, Fantasy and Victorian era.

As this shows once you start you may find it hard to stop at one period.

Once you have a period in mind next you need to work out a scale that you want to play, you can choose from 6mm, 10mm 15mm, 28mm, 40mm and 54mm. There are more scales but these are the main ones. Again the scale you use is some what down to personal preference but you will find some common sense rules. You do not want to play skirmish games with 6, 10 or 15mm it's a visual thing. Games of great battalions is very very expensive if you go with 54 or 40mm. 28mm is the most common scale used in Wargaming ATM closely followed by 15mm. If you are on a budget then you will be better looking at the smaller scales while the detail on these will be less you will get more bang for your buck. If you want to play a skirmish game with fantastic looking figures then look at the 28, 40mm ranges.

So you have settled on a period to play and narrowed down a scale to buy so what next, where are you going to get your gaming fix with your nice newly painted figure. Well for that you will have to wait till next month because time and commissions wait for no man

Peace Exile

++message ends++



28mm Victorian Gents from Design 28 Miniatures



Roman Army

++ Incoming message++

++Call sign Exile, message reads++

Ok the second target for my intelligence report is a small scale supplier Pendraken Miniatures. Pendraken Miniatures are specialists in 10mm Miniatures for the discerning Wargamer! Since 1992 they have been developing new ranges and creating a greater interest in 10mm Wargaming. They now have close to 200 ranges and over 2000 individual figures with new figures being released on a regular basis.

The web site is very easy to use and they have their own forum, where you can see many pictures of painted figure and even suggest new figures for the ranges. They already cover most of the main eras.

Ancients, Dark Ages, Medieval, Renaissance, 18th Century, Napoleonic, 19th Century, Colonial, World War I, Inter War, World War II, Post War, Fantasy, Sci-Fi.

While 10mm may not be a scale a lot of you have used it is a growing scale of use which gives you the chance to play with vast armies without having to out lay vast amounts of money. Or each period you can buy army packs which can cost as little as £20 and have 7 packs of figures each pack contains: 30 foot or 15 cavalry or 3 guns unless otherwise shown.

**Pendraken
Miniatures**

++message ends++

The Preacher by Kingdom Death



REVIEWED BY CREGAN TUR

Manufacturer

Kingdom Death

Price

\$25.00

Material

Resin

Contact

www.kingdomdeath.com



Kingdom Death has made a lot of waves in its short time as a company. Led by Adam Poot's artistic vision, this boutique company has become famous for many of its original sculpts, including the White Speaker and Twilight Knight



Pinup.

Today we're going to look at one of the newer figures in the line: the Preacher. The limited edition collectors version comes with a number of extras besides the figure including a small illustration of the Preacher, a numbered ribbon, a standard round slot base, and a small display base. Also included is a beautifully designed thank you card from the company, which I thought was a great little touch.

The figure itself is cast in resin and comes in three parts attached to some pretty thick sprue that looks like it was sculpted to resemble rough cut wood. It's a very clean piece with only the

barest of mold lines. I did have to do some putty work to fill in a few small air holes, the worst of which was on the bottom sleeve of the left arm. There were also some pockets where the sprue and part meet that I had to fill. These areas were easy to fix but they did add a little time to the assembly process. Attaching the arms was easy thanks to the tabs added to the sculpt.

Initially I was very concerned about the hammer's handle because it flexes very easily- I thought I was going to have to replace it. Thankfully it turned out to be stronger than it appeared as it survived the prepping process with no problems.



I did have to do some putty work to fill in a few small air holes, the worst of which was on the bottom sleeve of the left arm.

The Preacher isn't the most dynamic miniature, but all of its elements combine into a very solid piece. The face is sculpted with wonderful emotion that works very well with the fist in the air. There is a lot of open space on the robes that provide great opportunities for freehand, but there are also very well placed details like studs on the outer robe and the preacher's necklace. His bags, and what I'm assuming is a Bible, add a lot of extra interest

without cluttering the mini. I also love the realism of this figure- it's great to see a heroic character with a potbelly!



Quality

- » Excellent cast with very fine details and very few, if any, mold lines.
- » A little putty work may be required to fill in air holes.

Assembly

- » Arms slot very easily into place on the torso.

Value

- » At \$25 he's a bit on the pricey side

Overall

- » While he is expensive, the Preacher is a beautiful and iconic miniature that is easy to assemble but may require some putty work. If he catches your interest then I highly suggest you pick one up.

Quality	8.5
Assmely	9.5
Value	7.5

Overall Score

8.5



BUGLE CALL 2010 & THE FIRST WAMP ROAD TRIP

by
War Griffon



Sunday 21st November was the Bristol Area Branch of the British Model Soldier Society (BMSS) Show, more commonly known as Bugle Call held in the historic city of Bath.

The venue is the Cricket Pavilion which is just outside of the city centre area. This show was also the first venue for members of WAMP to display their work at the show as a club, having been asked by members of the Bristol BMSS and The Basement SW Chapter if WAMP would like to attend.

Bugle Call is one of many local area shows that has been going for some time on the UK show circuit although like many are only in recent years getting the publicity of the internet to attract clubs and traders from further afield. This year the show was attended by around 44 clubs from around the south west of the UK ranging from Plymouth right up to Birmingham and across to Letchworth and parts of Hampshire and also a Napoleonic re-enactment group, there was also

around 21 traders present including El Greco, MDC, Bonapartes, Just Bases and the first ever show appearance of BNS Miniatures with a table full of resin bases and plinths.

Traders seemed to do well especially Shieldline Studio who were about 6 feet away from the Wamp display and were discovered to be selling some old Pegaso and Andrea 54mm scale knights for between £5 and £10 each which made several people very happy on the day when word spread. Also at the show was Western Miniatures, not a well known name to a lot of people as he manufactures and sells flat figures or given their German name "Zinnfiguren" who happened to have a lovely range of Alice in Wonderland/Return to Wonderland flat figures amongst others such as mythology and historic flats.



image courtesy of PrawnPower

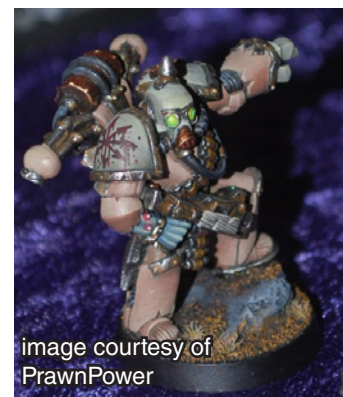


image courtesy of PrawnPower

The WAMP Display table was set up and manned by War Griffon, Freackinacage and Captain Sprout with figures also on display by Countersunk81 including his Demon winning pieces, the display had a steady stream of visitors during the day asking questions about WAMP and the figures on display, other WAMP members attended but were also manning other displays included the Jolly Bodgers (Toosh and Avecenna), BNSminiatures and The Basement (Prawnpower, Robin S, Elanlane and Matabele).



The show also had a painting competition with the following classes:

1. Single Figure which was split into two sections one for Masters (anybody who had placed first/gold at a show and Standard for those not brave enough to take on the masters).
2. Open Division for scratchbuilt and converted figures.
3. Vignettes/Dioramas
4. Vehicles
5. Juniors

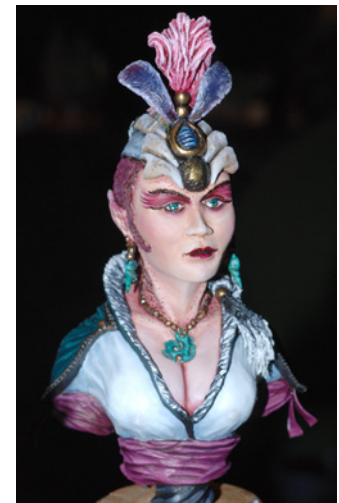
All entries were judged under the Open System by a team of about 12 judges many of whom had judged at other shows including Euro Militaire. The junior section was sponsored by MDC and the Best of Show was sponsored by El Greco. WAMP Members in attendance did well in the competition Freakinacage picked up 2 commended, BNSminiatures collected a commended and a bronze, I collected a bronze, Robin S collected silver, Elanlane collected a gold and Matabele collected a gold and Best of Show, his son collected the Junior Award.





followed in the New Year by a Hobgoblin which will be taller than the Orc and Human fighter released so far.

Overall I find these local shows have an unhurried friendly atmosphere and Bugle Call didn't let me down, everybody I spoke with be it trader or club member on a display made people welcome and members of the Bristol Area BMSS and the SW Chapter of The Basement involved in the organisation (including their wives) went out of their way to make the show a success, my hat is off to you Ladies and Gentlemen for a very enjoyable event and I will be back next year.



All photos from the day can be seen [here](#) (there is a lot of them).

Chris Clayton (Gigantic Miniatures) made an appearance having been deserted by his wife who decided the trip to Bath was the opportunity to go shopping in the city and not walk around a model show!! Whereas at the other extreme watching Captain Sprout shop at the show was like watching a 5 year old girl let loose in a shop full of Barbie dolls and I think she out shopped even me at the end of the day and left with several bags of models and a smile on her face.

Whilst talking to Chris (read as badgering him for more info on releases) he revealed that after the Orc the next figure out would be an axe wielding Dwarf which he is hoping to have on release just before Christmas and this will be



image courtesy of Matabele

Gallery

Well, what can I say? It still hasn't sunk in yet! The Kingdom Death painting competition saw some absolutely stunning entries and I'm truly shocked and humbled by the results. It certainly was nail-biting stuff waiting for the results to come in, and with just a few votes separating 1st and 2nd place I feel very lucky to have scraped through!

I had always intended to put a bit more work into this competition, though once I saw the standard of the other entries I soon realised that this wouldn't be enough, and started to develop the initial idea for the scene further with the use of perspective and lighting to enhance it. I like mini's with a good story, and I tried to inject a little magic into this one in an attempt to capture the mood and feel that Kingdom Death evokes to me.



The lighting was a more subdued affair than some of my other experiments with OSL, with the soft eerie green glow emanating from the Stone of Ages interweaving with the ambience of the moonlight and glow from the Abyss. It made for a fun new mini-challenge for me, having to balance out the three sources against each other, and I've definitely learnt a few things from the experience. I'm really pleased with outcome of the lens distortion and the 'tiny planet' cartoonish styling which I felt would add to the drama of the piece, and give a really good looming effect when viewed. This was very simple to achieve by just rolling off the top of the base edges to form a dome, tapering the the vertical cracks of the cliff face, and then tilting everything that went on the base away from the center apex. The other little characters for the base were great fun to sculpt too, though with each at around 8mm tall my eyes were suffering a bit by the end. Ohnoes! the goblin is my favourite, I love his shocked expression and I just can imagine him hopping and flapping about like a puppet from a Jim Henson movie!

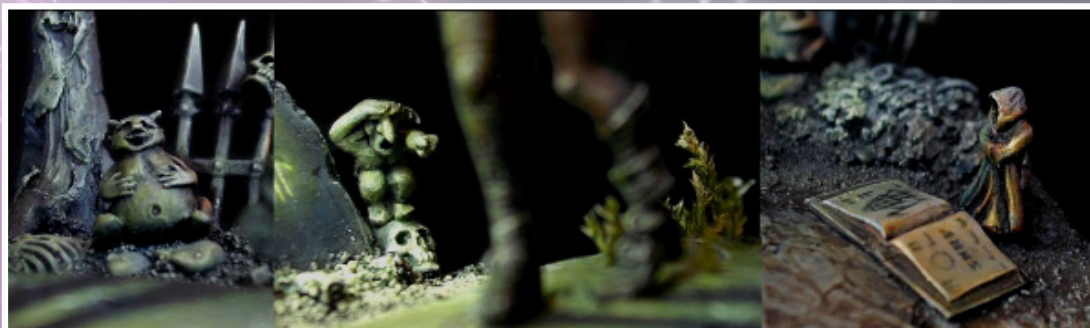
End of days
by Orki, winner KD contest

I can't remember how long it took to finish, but most of the time was spent just thinking about things, my mind wandering in la-la land while I continuously adjusted and posed things on the base. Apparently I haven't quite learnt my lesson from last month, as I didn't leave anywhere near enough time for the painting as I should have done, and with only a few nights brush-time put into it I feel that this somewhat lets down the effort made elsewhere. Looking at the large pics makes me cringe! Eeep!

I think it was also compounded by the desire to get it over and done with after spending so long in the messy stage, but nonetheless I'm certainly very happy with the finished piece. Creating a strong atmosphere and story was my main aim, and I had loads of fun as always just enjoying myself as the paint gradually brought the model to life.

*"And so comes the End of Days..."
uttered the Doom Reader, turning from
the pages of prophesy*

*Darkness awaits the forsaken, the
Abyss looms near, and salvation is
lost...*





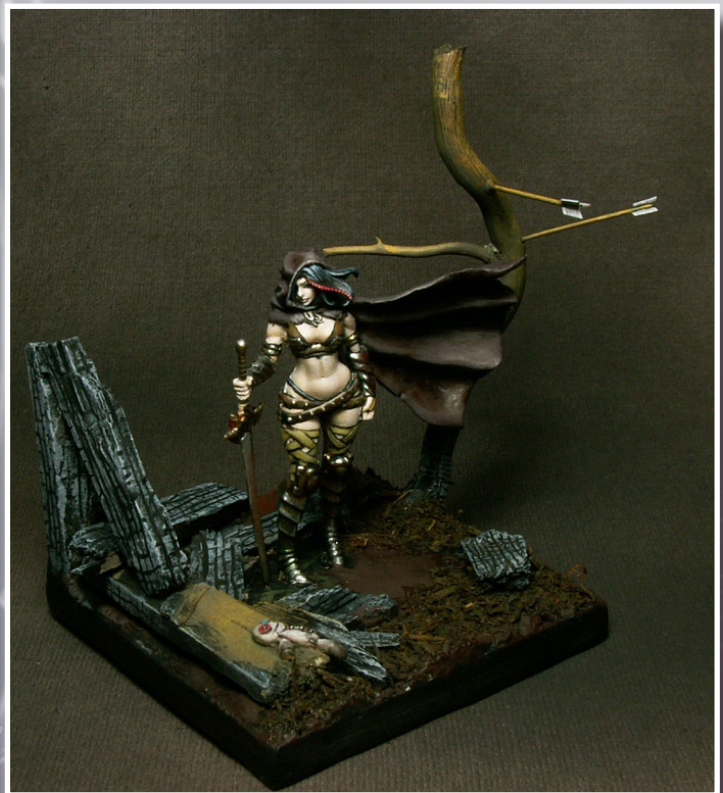
Little Red Riding Hood
by lexi



White speaker
by Chameleon



The Saviour
by lacton



Warrior, welcome home
by Landreth



The Saviour - Kingdom Death
by Ulfgrimr



Manhunter
by NetePete



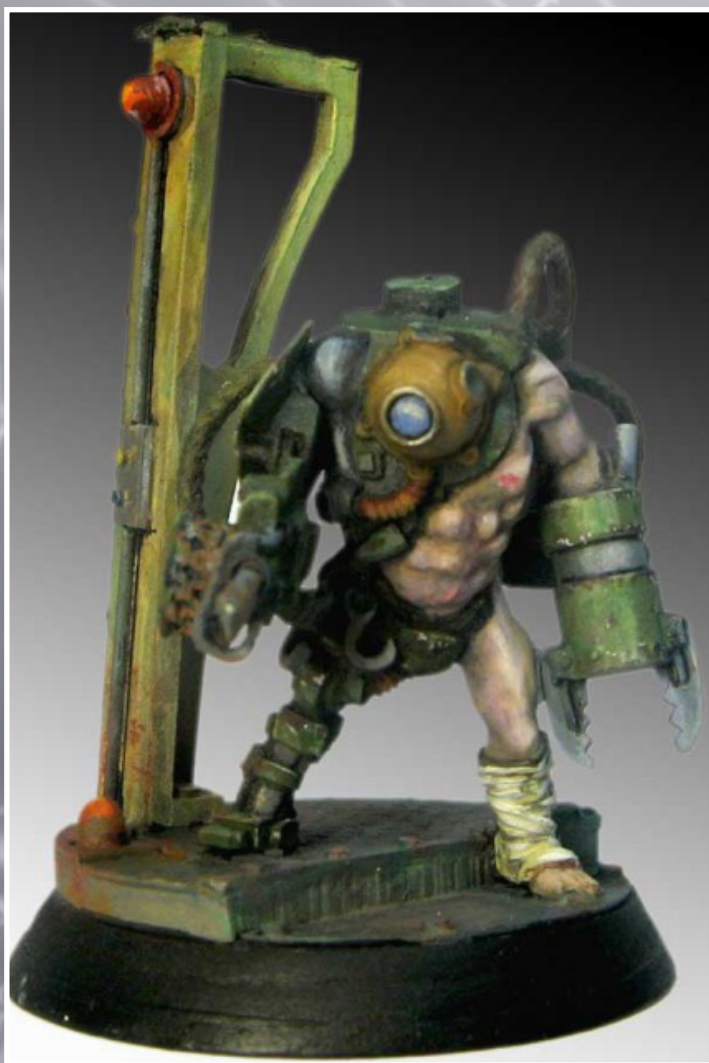
The Preacher
by Cregan Tur



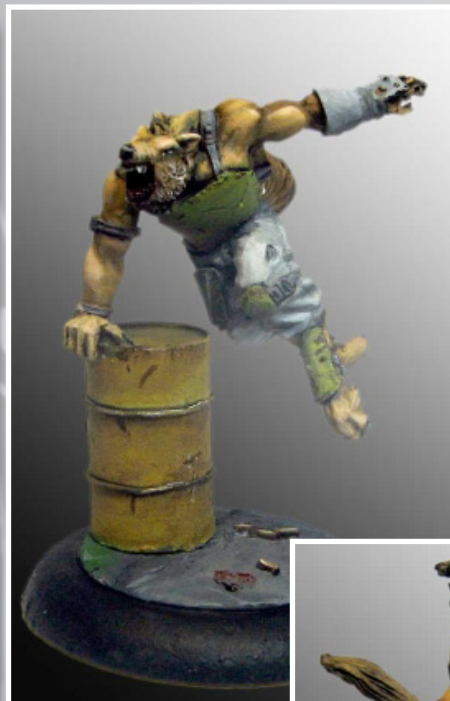
Maiden of the Apocalypse
by PrecinctOmega



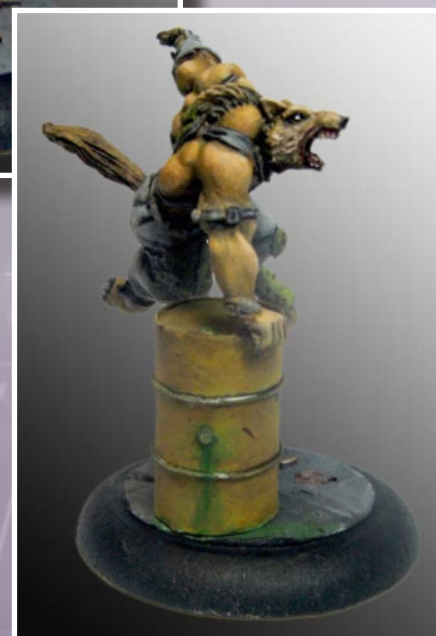
Hive Guards
by Spelscape



Hans Von X
by supervike



Grindhouse Games Blitzhund
by supervike





Warhammer Empire Cursed Company
by Pete Hill



Nightmare queen
by amon chakai



The Mighty Grum
by mercius



Bosun Grogspar (Pirate Troll)
by Boris



Dark Eldar Mandrakes
by megazord_man



"It waz him"
by trevis_11



Top Gun - Goose
by trevis_11



Super Dungeon Explore Paladin Conversion
by thetang22



Papa Demon
by JoeK



Super Dungeon Explore - A Christmas Version
by brushmistress

**WANTED Imperial Gallery / Roll call
120mm mounted indian**



I am after one of these figures which is either Roll Call or Imperial Gallery and was produced in the early 90's if I recall correctly. Its 120mm high and was cast in resin. I'll pay a very decent price for one, with a model swap possible depending on what you want.

Bike Wasteland



Cost **£5.00**
Quantity **5**
Postage **£1.50**
Scale **n.a.**
Material **Resin**
Painted ? **No**
Condition **New**

Seals Single Limited to 100



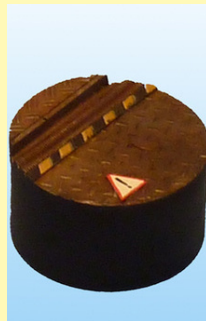
Cost **\$9.99**
Quantity **1**
Postage **none**
Scale **32mm**
Material **Metal**
Painted ? **No**
Condition **New**

Odila, Swan Maiden



Cost **\$9.99**
Quantity **1**
Postage **none**
Scale **32mm**
Material **Mteal**
Painted ? **No**
Condition **New**

Industrial Tech Plinth



Cost **£3.00**
Quantity **1**
Postage **£1.50**
Scale **n.a.**
Material **resin**
Painted ? **No**
Condition **New**

Aria Single



Cost **\$9.99**
Quantity **1**
Postage **none**
Scale **32mm**
Material **Metal**
Painted ? **No**
Condition **New**

The Beast



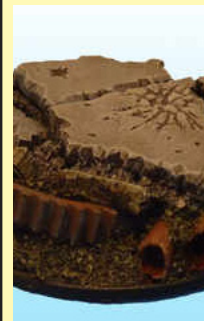
Cost **£19.99**
Quantity **1**
Postage **£1.00**
Scale **28mm**
Material **metal**
Painted ? **Yes**
Condition **Used**

Spooky Plinth



Cost **£3.00**
Quantity **1**
Postage **£1.50**
Scale **n.a.**
Material **resin**
Painted ? **No**
Condition **New**

60mm Urban Rubble



Cost **£4.00**
Quantity **1**
Postage **£1.50**
Scale **60mm**
Material **resin**
Painted ? **No**
Condition **New**

40mm Brickyard



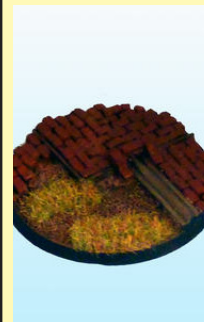
Cost **£4.00**
Quantity **5**
Postage **£1.50**
Scale **40mm**
Material **resin**
Painted ? **No**
Condition **New**

40mm Urban Rubble



Cost **£4.00**
Quantity **5**
Postage **£1.50**
Scale **40mm**
Material **resin**
Painted ? **No**
Condition **New**

60mm Brickyard



Cost **£4.00**
Quantity **1**
Postage **£1.50**
Scale **60mm**
Material **resin**
Painted ? **Yes**
Condition **New**

whats in issue 6



With Christmas a blurred memory we'll reflect on 2010 with the nominations of the WAMP Awards and also look forward to an exciting year ahead on WAMP and the hobby in general. We'll also be kicking the new year off in style with even more tutorials, News and Reviews.

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

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

8 REASONS TO JOIN



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

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

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

5. Have your own personal blog space that's fully customisable.

6. Join or create personal social groups with their own 'mini site'.

7. Create articles, reviews or tutorials to help out others in the hobby.

8. Get access to exclusive member only offers.

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- Winner of Avatars of War and Westwind contests at www.wamp-forum.com
- Winner of numerous GW Durham and GW Regional contests
- Finalist Iron Painter 6

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