

# Portal

an insight into WAMP

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



**IN THIS ISSUE**  
**HUGE GALLERY OF MINIATURE**  
**GOODNESS**  
**COMPETITION NEWS**  
**WAMP2011 INFORMATION**  
**NEWS, REVIEWS & INTERVIEWS**





OFFICIAL

# WAMP

**MERCHANDISE**



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Cooking Apron

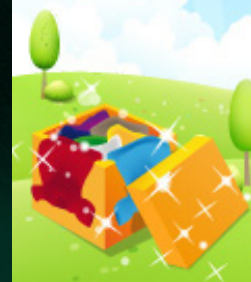


Ladies 'Primed and Ready'

You can now purchase some rather spiffy Wamp merchandise, anything from T-shirts to mugs. Available for Men, Women, Children and even pets! You can even have your username on the back plus there are lots of other slogans to choose from.

swap  
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THREADS  
FOR OLD  
RAGS!

£10 voucher for  
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Voucher code:  
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\* minimum order  
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### and Much More!

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Well Spring is finally starting to show its head above the covers. It's still not sure whether to get out of bed and do some work but at least it's stirring. Spring is that time of year that is synonymous with new beginnings and new life and its felt like that too for me both in relation to Wamp and personally. The relentless march towards the birth of my 3rd child grows ever stronger and thus I find myself running around trying to get as many things in place as I can before the time comes. The main thing to organise is WAMP2011 and that is going on as we speak though at last I can reveal the main details of the event, in fact you get to see them first in this very issue of Portal! It's a strange feeling trying to set up something like this without having any idea how many people will turn up. It may be 10 people, it may be 10,000 (well probably not but you know what I mean!!) I really hope you will come along if you can.

More new beginnings have come in the form of our Sponsored contest returning for the 3rd year. They are what we are best known for (well that and being super friendly!) and it's nice to get them up and running again even if it does cause me more logistical nightmares!! There's a nice mix returning and new sponsors and some great mini ranges to utilise.

So plenty of things beginning but we've also seen the end of something big too in the form of Wamped! I think with 132 entries we could call it a success and to celebrate it we have created a special Portal Supplement that will feature every single entry (yes all 132 of them!) as well as winner interviews. This will just like Portal be free to download. Supporters get exclusive access initially before it goes on general release. This additional supplement is the first we have tried so hopefully it will go well!

On a final note I wanted to thank all of you that take the time to download and read our humble offering. The last issue (no7) really blew me away at how well it went. It's our 2nd most popular issue (after No1) and in its 4 weeks so far has been downloaded more times than issue 2 has in 6 months! That's a pretty high mark to beat with this issue but we'll try our best! Things seem to be going well with Portal though as we will hit 14,000 total downloads in the next few hours, that's around 2,000 downloads' a month, not bad for a small site!!

Hope you enjoy this issue.

Cheers

Brett

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Now Featuring



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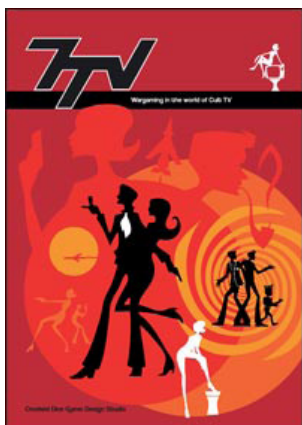
# News

Well this was a surprise, when I came up with the idea of Portal I never figured I'd be putting one of my mini's on the cover. It was slightly embarrassing but at least I had no problems getting artwork or chasing write-ups☺. I have been a member of **WAMP** for nearly two years and it's a testament to the forum and the members who have helped

me become a better painter. I owe you guys a lot and I know I have some tough times coming up due to real life circumstances but because of **WAMP** I know I have a place to go where I can relax and immerse myself in a great hobby and talk about it with some great people. Anyway enough maudlin we have a great issue for you with the biggest gallery to date containing all the winners from WAMPED plus the best of the other mini's that have been posted on the forum. Some fantastic articles for you to browse through and lots of other stuff too. Enjoy ☺.

## crooked dice GAME DESIGN STUDIO

7TV is a brand new tabletop 28mm miniatures game set in the classic sci-fi and action TV shows of the 60s and 70s.



The plots are preposterous and the guest stars improbable. Car chases, debonair adventuring, punch-ups, explosions and open-top sports cars are all in a day's work in 7TV.

Contains all the rules you'll need to generate awesome heroic or villainous casts, and send them out with an array of wild gadgets to do battle.

7TV is a full colour 184 page hardback book, priced at £25, and will launch at Salute on 16th April. Pre-orders are being taken in the [Store](#) NOW – all pre-orders get an instant special deal PDF download to get you going right away.

The Store also has a PDF only option for £15, if you don't want the costs of shipping a great big book to your secret lair. PDF orders can be upgraded to a physical rulebook within 6 months of ordering.

[Here](#) is a 15 page preview to see what you'll be getting.

## WAMP MONTHLY XVII - MELLOW YELLOW

Congratulations go out to Spellscap for winning the XVI Monthly contest that had the theme "Fairy Tale." waghorn41 has made his choice and the theme for this month's instalment will be: "Mellow Yellow."

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

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

(I don't want to know what goes through Wag's mind when he chooses a theme).

The deadline for entries will be  
**8th April 2011.**

So there you go, have fun and get painting!

## Ludik Bazar

We are proud to announce the purchase of the whole miniatures stock from Rackham Entertainment. We propose to offer the miniature lines, AT-43 and Confrontation 4 at discounted prices.

In next week we will received hundreds of pallets!

In order to make this operation move forward smoothly, we will offer pre orders on all available items from Friday 18th February with a special pre order 20% off future discounted prices.



During 2011 WAMP will be setting up it's new display at various shows all around the UK. If you fancy attending one of these shows and supporting WAMP then contact War Griffon for more details.

Date	Show
26-03-11	Aldershot BMSS Show, Military in Miniature 2011
14-05-11	South Devon Model Extravaganza
04-06-11	Wamp 2011
23-07-11	Figureworld 2011
20-11-11	Bugle Call 2011

More dates when arranged





The first seven white metal Colonial Vanguard miniatures have been added to the Studio McVey store. They range in price from £5.99 to £7.50. Mike had this to say, "Even though these miniatures have been available (as resin castings) for quite a while now, this feels like the real launch of Sedition Wars, so it's quite exciting. The casting quality is really nice - with very little deformation in the mould."



This is your chance to be one of the first people to get hold of our exciting new rulebook - Hail Caesar.

Hail Caesar is written by the hugely talented Rick Priestley who is something of an expert in Ancients gaming. Partly because of his studying in antiquities but some would say that it's also because he was there for the most part.

So aside from firsthand experience of classical civilisations what else do you get? A 200 page, full colour, hardback rulebook. By the award winning team that produced Black Powder. Covers gaming in periods from biblical times to the Crusades. An exclusive miniature when you order through the Warlord Games website!

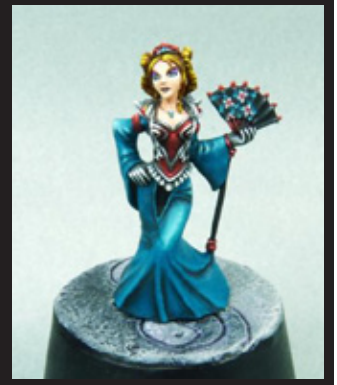
It's still early days so we don't have a definite release date but we are aiming for April. If you place your order now you will be at the front of the queue when they arrive.

Our Price: £30.00



## WAMPERS WIN BIG!

BIG congratulations go out to MaGie for earning a second place in the Reaper 2011 Winter Painting Contest with her rendition of Queen Ileosa. She faced some very tough opposition but as you can see (right) her second place was well deserved. Also this month shanerozell & Darkmessiah earned themselves gold and silver respectively in the Fantasy/Sci-fi category at the 2011 South Cheshire Militaire.



## MAELSTROM GAMES



### MAELSTROM GAMES, 25% OFF BATTLEFRONT MINIATURES

Due to the ending of the relationship between Maelstrom and Battlefront, which you can read about here

<http://www.maelstromgames.co.uk/down...Miniatures.pdf>

Maelstrom are vouchering off their Flames of War, Gale Force Nine and Wargames Illustrated stock with the code

### BATTLEFRONT-STOCK

which gives 25% off until the stock runs out.

### ELVEN REINFORCEMENTS!

We feel we have neglected our first army! Just 18 months ago the Elves took to the battlefield alone - and fought on until the arrival of the Undead some 4 months later. Since then the Dwarfs and Undead battled it out in 'Mhorgoths Revenge' and we have released three armies!

Well enough - it is the time of the Elves is once more!

Since the release of the other army sets, we have been regularly asked - where is the Elf Army set, and can we have Bowmen without shields.

Well, we listened and here they are - [Elf Army Set](#) and [Elf Archers](#), and they will start shipping on the 14th March.



These are just two new releases we have planned for the Elves over the coming months, we have something special coming in the near future, and we'll revisit the Elf concepts and art, to see where all this began.....

The Elf Army Set is a fantastic addition to our [Battle Set Range](#). It contains: 20 Spearmen, 20 Bowmen, Elf Seaguard, 10 Scout and 2 Bolt Throwers all in plastic, as well as free Kings of War rules and an exclusive metal Wizard on Horse. As if that wasn't enough, for the first print run only, we're also bundling in an additional 10 Elf Spearmen absolutely free!

## ALESSIO NEEDS SOME HELP WITH HISTORICALS

Does anyone have 300+ DPI pictures of high-quality miniatures to go into a book covering 18th Century warfare? Also pictures of artefacts from the period (weapons, uniforms and other militaria) both originals and accurate copies.

Full credits will of course be included in the book.

Please contact me at [here](#).



## 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](#).

### Waghorn41 vs Captain Sprout

Theme: Hisroical (WWII) 54mm or above

### Captain Sprout vs Malebolgia

Theme: One Bad Mutha

### TheBugKing vs ScottRadom

Theme: The Executioner vs the Hooded Rider

### TheBugKing vs MaGie

Theme: It's a Sewer Life

### Pae vs Nameless

Theme: McVey Mini

# WAMP

## The last 30 days

### NEWEST MEMBERS

Texas_Joe	DiStudios
codor_monkey	clevischi
Luchs	G.N.O.M.E.
Shino	Cyron
king kender	Jagavahn
[So]Rice	Diatrive
cassar	Sturm88
Geliron	Zilo
GiantRobo	Grifter
pirosbicikli	I1919s
deadmilkman	Terrain tight wad
PEP3000	jason
jay351	phastari
Anne	Xtenomania Art
Amon	CoventryBoy
follyofman	Dark Elf...
TaoDeInsane	Disco58
CrashTestDummy	Exeter_Jim
Roebeast45	flart1943
earthpig23	Hoke
Baron Phlegm	fatrix
Zalabar	Bigdave0177
palphillips	AMcV
cheech381	Arithon
scorrine1980	geartechbrandon
ventress	grumhelden
tirema1987	mikesminis
ARCPTBLK	Kathie von Vhoorl
No1kevin	WaffleM
sub-zero	rataplan
Shortbeard	thomden
Pax Urbis Pax...	patroclus
price9090	Andrew Rae
hetz	Melnibonean
voyager	txMaddog
EngineerJeff	JMTS
Corpuscle	pitac
Scrap	PaleKing
killaminis	RobN123
Elurin	althai
godsredeemer	Azheri
crusader	Cushionsbeans
Blue Claw	spear



**I HAVE GREAT PLEASURE  
IN ANNOUNCING  
THE STUDIO McVEY  
PAINTING CONTEST!**



A new year means a new set of Wamp Specials and to carry on the new theme we welcome a new sponsor to Wamp. It's one that needs no introduction as its one of the most popular companies amongst Wamp members.

Studio McVey produce some fantastic miniatures that are perfect for showing off your skills and they have even just launched Sedition Wars so there's even more mini goodness to choose from.

As if that wasn't enough Mike And Alison have kindly agreed to judge the contest for us so its a rare chance to get your work critiqued by some of the most well respected painters around.

**The Deadline for entries will be 28th March 2011**

(Supporters deadline will be 31st March 2011)



Still unsure? Really? Your joking right?!! Well just in case you aren't how about some lovely prizes to entice you?

We have some fantastic prizes for our worthy winners:

- » 1st - £75 of credit at [www.studiomcvey.com](http://www.studiomcvey.com)
- » 2nd - £40 credit
- » 3rd - £25 credit

The Rules:

- You must be a Wamp Member to participate. Membership is free and you may register [here](#).
- You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage.
- Images must be no larger than 800 pixels wide by 2500 pixels high. (It is your responsibility to check this).
- Any additional photographs of that entry will be removed.
- All entries must be new work. (New work is defined as any entry not previously displayed on-line in a completed state (You MAY enter pieces which have been shown as a Work In Progress (WIP)).
- You give Wamp and Studio McVey 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 Studio McVey.
- Submissions must be posted to the Studio McVey album located [here](#).

## Review: Dragon & Neve by MDC



REVIEWED BY SHANE ROZZELL

**Manufacturer**

Model Design & Construction (MDC)

**Price**

£29.95

**Material**

54mm Resin

**Contact**

[www.modeldesignconstruction.co.uk](http://www.modeldesignconstruction.co.uk)

**Other Information**

Sculpted by Bob Naismith

I was first made aware of MDC at figureworld 2010 and spent a good while looking over their stuff and was very impressed with what I saw. While at the South Cheshire Militaire I was approached by them and asked if I would review one of their pieces and thinking back to figureworld, the one that impressed me the most was quite a large bust of a dragon and female rider so I asked for this one and 10 mins later it was delivered.

Over the past year MDC have released some great mini's including the Sorcoress sculpted by Rob Lane but, I have been told that on a few occasions, some pieces need a fair amount of prep and cleanup work on them and this is the reason I have not got one of their minis yet. When Draco and Neve arrived I was very pleasantly surprised.

Draco and Neve are packed in a very sturdy red cardboard box which has loads of shredded packaging material protecting the miniature. I think if this had been posted the mini would have been very well protected.

The miniature comes in four pieces, Draco's upper head, body and saddle, base including his right front foot and Neve, the scantily clad female dragon rider. Now we come to one of the odd bits of the miniature, also supplied are two clear plastic faceted gems like those from the Myth and Magic Pewter Dragon Statues. One is supposed to be glued into the central piece of Draco's breast collar and the other into the top part of the rider's seat like saddle. Now



if you're like me and consider yourself as a painter that likes a challenge these are going to be glued into place before priming the mini. If you want the piece as something to show off on the mantel piece with added bling, then leave them out until you've finished the painting and you'll have a very nice and uniquely painted figurine.

At first glance the cast is really nice. MDC use a grey polyurethane resin which is pretty much the standard these days as it has a slight give but is very strong. On Draco's main body there is a small mouldline but it is very well hidden due to the dragon scales. There is another slight mould line down the left side of Draco's dorsal ridge but it's easily dealt with by the usual methods. Flash resin is also kept to a minimum which is where a few of the "Bigger" resin manufacturers could learn a lesson from MDC. The only bits I can see are a few small gates on his left claw, a patch of flash resin on the inside of his right leg and again some flash in between his teeth.

Draco's upper head is again very nicely







cast with no mouldlines and very little flash resin. There is an odd cavity at the back of his mouth which I can't work out but nothing that couldn't be addressed with a spot of Filler. The head fits to the rest of the body very well with just a small amount of gap filling and due to clever sculpting and cutting for casting this is hidden very well by the thorny growths and horns at the back of Draco's head.



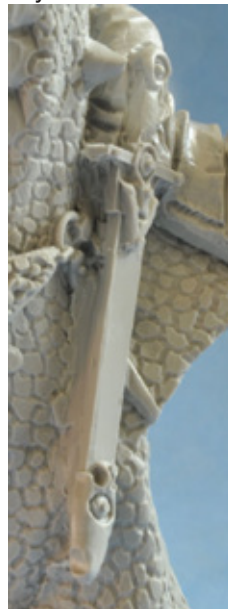
The base is a simple area of rough ground with Draco's right foot and claws and a large, deep lug ready to accept the rest of his body. This fits very well and the support is brilliant considering the size of the torso resting on the lug. Again, just a small amount of gap filling will be needed here and that can also be hidden if you use some aftermarket materials to dress the base when done.

Neve has some small mouldlines



around the inside of her legs and some flash resin under her hair and around her right hand. She is posed sitting on the saddle twisting to the left, with the left hand on her hip and right arm raised. Her right hand is posed like it should be holding a spear or staff but there is nothing in the box so a question remains, is she supposed to be holding onto an un-supplied weapon or her mount? She also has a small airhole on one of her fingers but this is the only one I have found on the whole miniature which is again testament to MDC's casting prowess.

The overall feel of Draco and Neve is that it's more the sculpting style of a 32mm mini but realised at 54mm. I love the style of the dragon and Neve's pose but some of the details on the saddle, the scabbarded sword for example, is a bit blocky and lacks the kind of detail we're used to seeing in miniatures of this scale. Neve herself has some areas around her hips that could do with some refinement and again the 32mm sculpting style is plain to see with the slightly enlarged head and hands. Like the dragon she lacks some of the finer details of other models of this scale.



## RATINGS

**QUALITY: 7.5/10**

A VERY WELL CAST AND DESIGNED PIECE BUT FOR THE SIZE, BOTH THE DRAGON AND RIDER COULD DO WITH MORE DETAILING.

**ASSEMBLY: 9/10**

THE MODEL IS VERY EASY TO ASSEMBLE AND REQUIRES THE MINIMAL AMOUNT OF FILLING.

**VALUE FOR MONEY: 9/10**

COSTING JUST £29.95 THIS IS SUPERB VALUE FOR MONEY. DRACO & NEVE IS A HUGE MODEL FOR THE PRICE.

**OVERALL: 8.5/10**

OVERALL I REALLY LIKE THIS MINIATURE AND IT WORKS VERY WELL ON TWO FRONTS. THE FIRST IS FOR SOMEONE WHO'S USED TO PAINTING 28-32MM MINIATURES AND WANTS TO TRY THEIR HAND AT SOMETHING LARGER; THIS IS CERTAINLY A LOT LARGER. THE SECOND IS FOR THE EXPERIENCED LARGE SCALE PAINTER AND CONVERTER. IT'S THE PERFECT MODEL FOR PURCHASING AS A BASE FOR YOUR OWN SCULPTING AND MODELLING TO TAKE SHAPE.

# SOUTH CHESHIRE MILITAIRE



BY  
**WAR GRIFFON**

**Sunday 27<sup>th</sup> February  
saw the WAMP  
Display at the South  
Cheshire Militaire  
Show held in Crewe.**

The show itself is held in an ex school that is now a sports hall come function room with a small restaurant so traders and displays are spread out in the main hall and the upper hall opposite the bar with a few of the displays also in the restaurant area. And the Army set up outside with a shooting competition and a display.

I travelled up on the Saturday rather than a silly o'clock start on the Sunday morning and this gave me the opportunity to meet up with Shane Rozzell and his better third and to also savour the delights of a local hostelry later that evening ready for an early start at the venue to set up. The organisers taking charge of the downstairs didn't know what was happening upstairs so it started off with a bit of a run around trying to find out where our pitch was and Murphy's Law dictated we were upstairs.

Majority of the traders were in the main hall downstairs with some of the usual traders in attendance such as SK Miniatures, Just Bases, MDC, little Cars (who sell airbrushes and modelling equipment amongst other things but not little cars!!), lots of plastic kit traders and local trader ABC also El Greco where I spent my mortgage again.

Displays were provided by clubs and enthusiasts from up and down the country and a wide variety of models were on display, including armour and aircraft from various



# SOUTH CHESHIRE MILITAIRE



IPMS clubs, an Airfix tribute group, local modellers, model railways, Mechano (for those of us old enough to remember this from our childhoods), remote controlled aircraft and cars, space ships and also a variety of ships in various scales as well as The Basement and of course WAMP. During the day R2 D2 and Darth Vader along with some imperial bomber pilots were seen walking around the show with Darth Vader at one stage providing entertainment when the force failed him and he missed a couple of steps...The WAMP display had a lot of attention and some very nice comments from people stopping to chat and even coming back for a look at the display a second and third time, although I was slightly embarrassed that some of my figures



on the display which were 20 years old were getting more attention than some of the more recent and better painted figures on the display!?!

The show also hosted a painting competition which had a combined Fantasy & Sci-fi class with a good selection of entries across all classes. It was very disappointing though to hear comments like "They should award the medals to the figure classes last because there is so many of them, it takes too long". And "Why do we have to have figure classes anyway?" I thought the hobby had moved away from this sort of prejudice but obviously not the case where some modellers are concerned and I am not going to go into the vagaries of the figure judging.

WAMP members did well in the painting competition with Shane Rozzell taking one of the gold medals in Sci-fi and fantasy with his Krigar model and John Harrison (Darkmessiah) taking a silver medal for his Khorne Juggernaut.

Overall it was an enjoyable show with a steady flow of visitors around the traders and displays which allowed for plenty of time to talk to people and have a chat with the traders either on their stands or when they came visiting to see what else was being displayed and definitely a show I would attend again.

The next show that WAMP will be attending will be the Aldershot BMSS Show held in Guildford on 26<sup>th</sup> March (check the calendar for details and location etc and we hope to see more of you there, bring some models to go on the display and show people what you can do.



**W**amp has always been readable to guests allowing everyone the chance to read our discussions or view the mini-laden galleries. There are however a few benefits for registering. Here are some of the main ones:

- » Ability to reply to threads and get involved in discussions, post Work in Progress threads and get valuable feedback and help.
- » Vote in contests, comment and rate in the gallery.
- » Enter the numerous contests we hold on the site – at least 2 per month. Some for fun, some for prizes!
- » Create blogs articles and upload your work into your own personal gallery.
- » Add content to Minipaintingwiki.com, post your event on the calendar or add your company details to the link directory
- » Access to the shoutbox – instant onscreen discussion, handy for those quick painting questions!
- » Post classified ads to the Tradepost section and get your items shown in Portal and across the site.
- » Link to your facebook account – Post Wamp content to your Facebook profile.

Those are just a few of the benefits to our members and its all totally free for everyone. Fancy even more? Well supporters can have a little extra!

- » Extended contest deadlines – get up to 1 week extra to enter contest.
- » Increased PM space, animated avatars and signatures.
- » Exclusive access to supporter only games.
- » Customise your blog and profile further.
- » Download extra content before anyone else.

So come get involved. Membership has lots of benefits but the best one isn't listed above. The biggest benefit is becoming a part of the friendliest mini painting site around!

To register on the site go to:

<http://www.wamp-forum.com/VB4/register.php>

How about getting Supporter status free of charge? Help add content and you can!

Write an article on anything hobby related and you'll receive 1 weeks supporter status free of charge – The more articles you add the more weeks you can earn!

Articles can be on the following subjects:

Tutorials – either technique specific or general 'whole mini' ones. Painting, sculpting, basing, terrain, converting and photography are all welcomed.

- » General articles , maybe your thoughts on the future of mini painting, tips on competitive painting. Is mini painting art, etc.
- » Member Reviews (official reviews don't count). You can review anything that's hobby related: Miniatures,paints,games,books,etc.
- » Show reports. Going to a convention? take a few photos and tell us about it.
- » And any other subject related to mini painting you can think of.

You can also get rewarded in the same way by adding to the wiki. For every wiki page or edit of 500 characters or more you earn a day's subscription. Wiki pages could be on any of the following subjects:

- » Painting Techniques and terms
- » Miniature companies
- » Conventions, contests, mini related websites
- » Modelling, sculpting and photography
- » Painters, sculptors and other people of note.
- » Games Systems

**A**  
**Spotlight**  
**On**





# Why Advertise with WAMP?

With over 900 members and a 15% month on month increase as well as over 7000 page impressions daily not to mention Portal, the No1 free monthly mini painting magazine that averages over 2,000 downloads per month. Wamp is a growing, vibrant web based community with members based all over the world, many of whom are regular contributors to other hobby based forums. This means that advertising with WAMP will be one of the most positive things you can do to make your business grow.

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



For more information go to  
[www.wamp-forum.com/advertise](http://www.wamp-forum.com/advertise)  
or email us on  
[portal@wamp-forum.com](mailto:portal@wamp-forum.com)

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

Portal  
an insight into **WAMP**



Paint Wars is pretty simple in essence. Its a team based knockout contest to test your painting skills to the limit!

The contest will be made up of teams. Each team will be drawn against another team. A theme is announced and every team has 2 weeks to get their entry in. After the 2 weeks are up the public will choose a winner from each pairing and the winning teams go through to the next round and so on until we have a winner.

### How do we raise money?

Simple. All entries are auctioned off for charity.

### PRIZES

Each team will pay a £10 entry fee (or £5 if its a 1 person team) this money is all pooled together and at the end of the contest the winning team will receive 75% of the money with the runners up claiming the other 25%

There will also be spot prizes awarded along the way for teams meeting certain criteria (for example using a certain manufacturers product in a certain round)

Teams that have been knocked out are encouraged to play along and are eligible for these spot prizes.

### TEAMS

This is the fun bit! Each team can have up to 5 members in it or as few as 1 if you prefer to play on your own (single persons pay 50% less registration fee) It is up to you who works on what each round - not everyone has to be involved in a round so it may be that just a couple of people work on an entry 1 round.

Each team will have a leader, a team logo and team slogan if wanted for maximum smack talk opportunities!

Any team you can think of. The more teams the merrier and the more money we can raise for charity and have a ton of fun in the process.

Please don't think your not good enough to enter. Everyone is good enough to enter, the theme element levels the field and at the end of the day its all for charity.

£10 registration fee is only £2 each for a team of 5 - it's not much. If you can't pay the fee then donate an unpainted mini or 2 instead.

### WHATS THE CHARITY?

The Charity is [Candlelighters](#). Its a charity that focuses on helping fight children's cancer providing hospital equipment, support for sufferers and their parents and also funds research into preventing cancer.

### THE RULES

- Registration for teams will remain open until 6pm 31st March 2011 (GMT)
- Each Team must comprise between 1 and 5 members.
- Each team member must be registered to wamp (registration is free and can be done [here](#)).
- Each team must choose a team name and assign at least 1 team leader
- Each team may also supply a team logo and slogan (keep them clean please!:) and a url link.
- Teams may be sponsored by a company, forum, etc and the sponsor pay the registration fee on their behalf.
- A sponsor may have more than 1 team.
- Each team member may only be on 1 team
- Contest draw will take place 1st April 2011
- Each team will compete against another team drawn at random. The team receiving the highest score on public vote will advance to the next round
- There may be additional point scoring opportunities available throughout the contest. These will be announced at the relevant time.
- All entries must be new work
- All entries must be auctioned and the profits donated to Candlelighters via Wamp
- Registration fees must be paid in full before the draw is made.
- Each contest round will feature a theme drawn by event organisers.
- The contest will be overseen by Wamp Administration and their decisions will be final.
- Rules will be modified if deemed necessary.
- All entries must be uploaded into the relevant gallery before the round deadline else the team will be forfeit.

So folks there we are. I really hope you get involved with this contest. It's all for a great cause and the team element should create some fun. Please help us out by spreading the word. Twitter, facebook, blogs,forum sigs, anywhere you can think of, let folks know about this and see how much we can raise for a worthwhile charity.

Use this link: [www.wamp-forum.com/paintwars](http://www.wamp-forum.com/paintwars)

Any questions feel free to ask.

To Register your team please send the following details:

- » *Team name*
- » *Wamp usernames of all team members*
- » *Url to team logo (Optional)*
- » *Team slogan (optional)*
- » *Team description including link URL if wanted (optional)*

to: [Team Registration](#)

There is also a team finder thread [here](#).

Really hope you join in!

**Thanks, Brett**





**Real Name:** Scott Hockley

**Alias:** lacton (sounds like "e-Yack-tun" NOT "Aye-act-on"! Please.... after all you don't pronounce Ian as "Aye-an," do you? :P )

**Website:** Admin at Platoon Britannica (<http://www.platoonbritannica.com>)

[platoonbritannica.com](http://www.platoonbritannica.com))

**Wamp member since:** 05-06-2009 (has it really been that long?)

**Bio:** I run a family double glazing company by day, married to Kylie, and live by the sea in Essex (UK). I grew up in Essex, but moved to London in '92 for Uni and quickly found that the social aspect was far more interesting. Got into the Ents side of things and did a lot of DJing and revelling around the London clubs during the heady 90s \*winks surreptitiously\*. After falling out of Uni I worked briefly for MCA records, sold phone systems, worked in a pub, did some security work and then ran out of money. I moved out to a different part of Essex to help my mother running a "quiet" village pub. This sleepy village was a hive of illegality and scandal, but in amongst all that I met my wife, and a year or so later we moved back out to the coast, where we've basically been ever since.

**Paint, sculpt or game?** Paint

**Favourite mini company?** Oh, difficult, as I'm a bit of a butterfly in that regard. I guess it's Hasslefree (or Kev White in general), but I am right into a lot of Studio McVey's sculpts currently, and just lately I've become a bit of a fan of Andrew Rae's sculpting (Statuesque Minis). Pair all that with a curiosity for a lot of European sculpting like Maow, Ilyad, Enigma, Andrea....

In short I tend to buy what I like, and my hoarding crimes are only very slight in comparison to most here!

**Favourite sculpt?** It is often whichever model that I am working on. I really enjoyed McVey's Y'Sala and the Darkness just lately, but I have a few on the table right now that I'm preparing for various competitions including a Maow piece, a Privateer Press piece, some Hasslefree and a Statuesque mini. Hasslefree's Alyx is about the only model that I have bought twice, and she is in an early painting stage right now.

However, there is one model in my collection that I haven't plucked up the courage, nor felt that I can commit the required amount of time to do it real justice, and that is Sean Green's Fire Industries Pumpkinhead model. I just love it and will have to get it done soon...

How long have you been in the hobby? I think that I was 13 or 14 when I first dabbled. I remember buying a box of models

## Profile: Iacton

with the classic 1st edition Warhammer Harry the Hammer art on the front, and inside were various fighters and knights. Later on I bought 40k Rogue Trader and the first Space Marine box set, which I remember finding incredibly painful to put together properly, and I also remember that they were probably the 1st models that I attempted to paint as such. The plastics were dark blue, but I wanted red space marines, and had no idea about priming and such, so just kept slapping the paint on thick until the blue (and details most likely) stopped showing through! After that I really enjoyed Bloodbowl for a couple of years and had a nice looking Skaven team.

Previous to minis, I always had model war planes and the old Airfix 15mm army sets.

I sort of stayed in the hobby until I went to Uni in '92, then came back to it in '98 briefly, before getting married and falling off to computer games and football.

My most recent return came following a football injury that ruled me out for over a year, and 2 weeks spent in bed recovering from the operation to fix my knee. I pulled out the paints and parts packed away and painted a space marine. After that I went into a GW store and saw the lovely art books about the Horus Heresy that they were producing at the time, and that was my inspiration to really return whole heartedly to the hobby.

**How often do you visit Wamp?** Almost every day I reckon.

**Best thing about Wamp?** On the whole it's the fact that no one takes themselves too seriously here. There're some well known painters and sculptors of all nationalities all hanging out with relative newbies, but without any "them and us" attitude.

There're also so many competitions and little contests that you can dip your toe in or fully immerse yourself in the activities, however your real life or motivational inclinations take you.

**Tell us something interesting about you?** I used to be a model myself! I appeared in some London catwalk shows, had a brief stint as a live mannequin for Vivienne Westwood's design studios, and was an extra in a George Michael video. During my (albeit brief) security days I was a personal security escort to Tim Henman and Greg Rusedski at Wimbledon for a Davis Cup event. I had had no sleep for 2 days as I had been DJing in town, and kept falling asleep when I got posted out to the car park duty!

I also lost all of my hair to alopecia at 21, but fortunately (most of) it grew back by the time I reached 24...

I'm a founder member of the PB ladies shoe club, and furthermore a chief instigator of the Nottingham camp disco team... (1st rule of shoe club – if it's got alcohol in it, drink it!!)

# GIMP the Basics Continued



## Making a Montage

BY  
WAR GRIFFON

**How many times have you gone onto Coolminiornot or some other sites where people have albums and seen single photos of the same mini, annoying isn't it?**

So moving on from last month we are going to use some of the things that we learnt and put them to use with some new skills and make a montage of photographs, this makes it a lot easier to see the different images in one go and will also stop some people voting on one image and then getting fed up and voting the other images down. This isn't really what I would call difficult and is actually a lot simpler than it sounds honest so stop hiding behind the sofa and pay attention!!

First off launch the GIMP program as normal and then from the "File" drop down menu select "Open" and from the menu box that opens select some

suitable photos for this tutorial, by using the "Shift" or "Ctrl" buttons on the keyboard you can select more than one photo at a time (I have chosen four photos of the Medusa model from Kabuki that I painted last year, image 1) but you can choose as many as you want to use so long as it is more than one. Once you have your chosen photos on screen you will need to crop and adjust the levels of each one and then resize each photo, there is no need to go through the steps for saving the images at this stage unless you really want to that is.

I have made all four of my images the same pixel width and also tried to keep



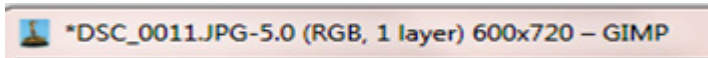
image 1



them a similar pixel height although in both cases we will have a little space to play with.

The next stage we need to consider is how we want our montage to look, do we want it to go vertical one photo on top of the other or do we want to make it two images wide and in this case two images high. Remember we want to make our photographs look the best they can for maximum impact and still stay within the limitations of websites when we have finished, if you know that you have a top quality paint job on a bust or larger figure then there is no point trying to make the photos small so go vertical.

Medusa is only a 28mm figure and although I know I could make this into a vertical montage and get away with photos 800 pixels wide for the purpose of this tutorial I am not going to. When you resize the images you are going to use make a note of the height and width of each, don't worry if you didn't do this or you forget to do this when you come to carry out this step in the future because each image you have open in GIMP will tell you the image size in the top information bar.



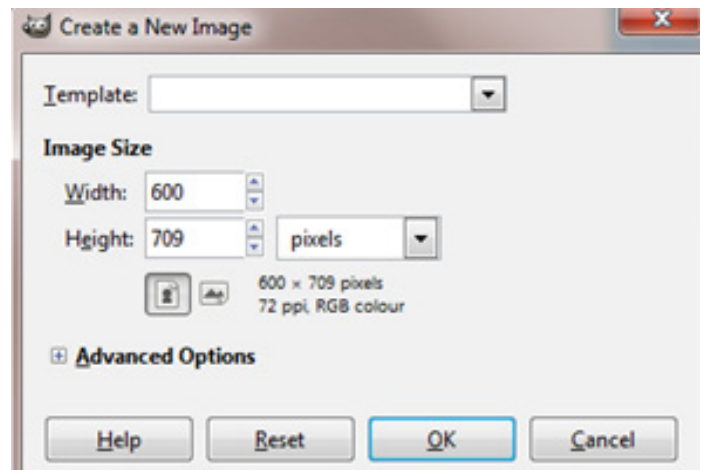
You don't have to make them to fit a particular websites specifications at this time as it is easier to see what you are doing with larger images than it is with smaller ones but at the same time you don't want them to be too large, the images I am going to use are all 600 pixels wide and have heights ranging from 696 to 720 pixels high.

Decide at this point how you are going to arrange your

images for the montage, I am going to use these four images for a 2 x 2 montage using the front on view as image one and going clockwise around the figure. I know the width of each is 600 pixels so I am going to need a canvas size of 1200 pixels and image one and three are 709 and 696 pixels high respectively so this will depict the height of my montage as image 3 is also the shortest of all four images and I don't want to see white space, this means that the canvas size is going to be 1200 x 1405 pixels (2 x image widths by the height of image one plus the shortest image height) if image one is your shortest height then you will need to adjust this

formula to suit your needs.

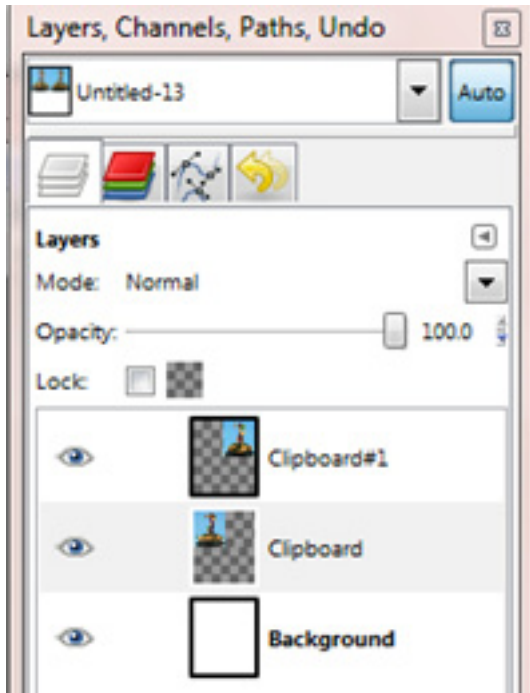
From any of the images menu bars we have open at the moment choose "File" and then choose "New" from the drop down menu to bring up the "Create a New Image dialog box.



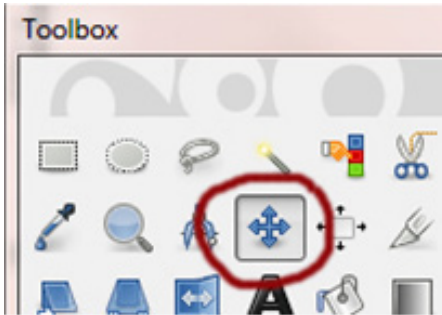
Don't worry about the template option or the advanced options for now enter the width and height of the canvas size that you are going to need and then click the "OK" button. This will open a new window on your screen with nothing in it but white space.

When the new canvas opens on the screen grab one of the corners and drag it to enlarge it slightly so that you can see the white space borders this will help us line up our photos. Next go to the window of the image that you have selected to be the first image and from the menu bar of this window click "Edit" and choose "Copy" from the drop down menu.

Go to the blank canvas and from the menu bar in the blank canvas window choose “Edit” and from the drop down menu choose “Paste As” and from this menu choose “New Layer.” In the Layers, Channels, Paths, Undo window make sure you have Layers selected. With our first image pasted in as a new layer in the layers window you will see we now have a background layer and a layer called clipboard which represents our first image dropped in.



In the new canvas window we can now select the “Move” tool from the toolbox window and left clicking on the image move it to the position that you want it (use the white space borders to position the edges of the image, remember that the new canvas is not at 100% size so the images you are putting into it will look smaller when they are pasted in and in order to see if we have the image in the right place you may want to enlarge it.

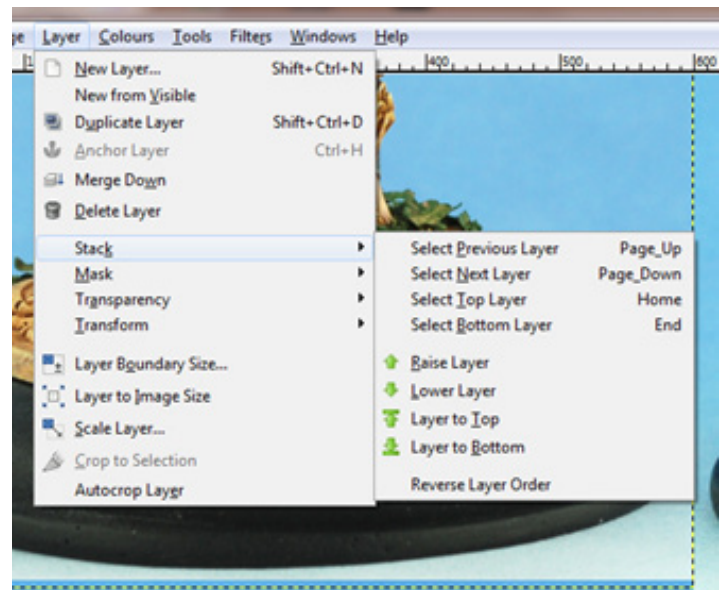


Carry out this procedure for each of your images until you have them all on the new canvas and in the position that you wish them to be in, each time you paste an image onto the canvas in the layers window it will tell you the new image as a layer such as clipboard, clipboard 1 and so on. Each new layer you paste in will appear on top of the first one but just move it to the position that you want it to be in. Don't worry if you have all your photos in place and you have a little bit of white space still showing despite jiggling everything to get rid of this, we can adjust our canvas size.

Go to the main menu bar and select “Image” then choose

“Canvas” from the drop down menu and from the box that appears enter in a new width or height to get rid of the white space that may be showing, it is advisable to do this in small increments to start off with until you get used to it because once you have clicked the “OK” button on this window you will need to adjust each image in turn switching between them. At this point we can also bring specific images to the front or move them to behind another photo if part of one is covering detail on part of another or if you want to try and square things up a bit between the images to make the whole thing look nice.

To move an image forwards or backwards select it from the layers window and a dotted line will appear around that image to let you know it is selected then on the main menu bar select “Layer” and from the drop down window select “Stack” and in the next drop down window you will see some options with bright green arrows next to them. If you look at the photo I have showing these options you will see that under the boxes one of my images isn't quite level with the image next to it (this is my top left image) and I want to line the bottom of the image up with the top right image, this new position is shown by the dotted line which is showing that the bottom of the image is covered by the bottom left image. By choosing “Layer to Top” from the drop down menu I can bring the top left image forward. Have a play with these options as well as adjusting the canvas size so you get used to what you can do, you can always use the Edit Menu to undo anything you have done.



With our images now in position we are nearly at the end, the next step is to tie all the images together and resize the image, go to the main menu and chose “Image” from the drop down menu choose “Flatten Image” this will then tie all the layers together. I am not going to repeat all the next steps from last month's tutorial so I will leave you to finish this off by re-scaling the image and then saving it, if you can't remember what to do then just follow the steps for this from Portal issue 7 or from the tutorial itself.



My finished image.





# Latest Releases

Contact Poupee\_Canope [here](#).



Bunny Girl

# SCALE75



ERIK The Red



José de Espin, Spanish Guerrilla Chief 181



Knight C. 1340





BAMAKA : Sabaka pied Lourd



CONVOI : Erhard



JOKERS : Olya



Femdroid



Group Captain Jim









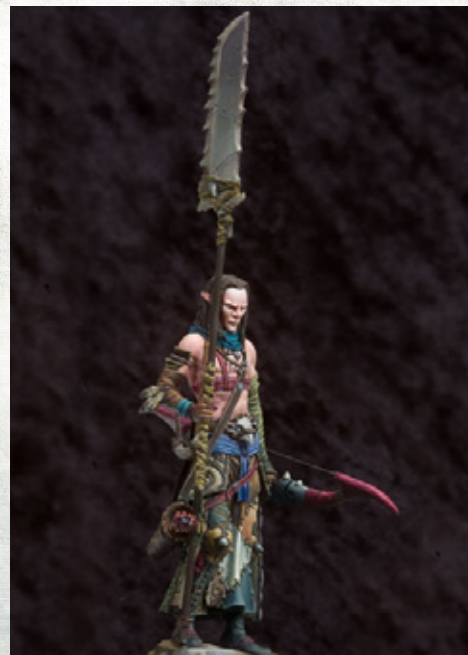
# ANDREA Miniatures



IS IT SERIOUS?



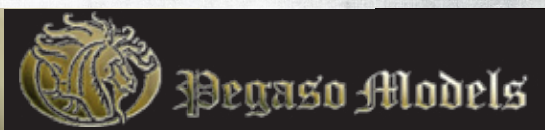
THE LOOTER, 1640



SORONDIL, DRAGON HUNTER

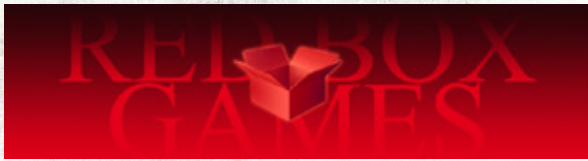


Arabian Marauder bust



Irquois, 1760





Cleezewych the Cuss



Reeve RothMartyn of the Dark Wold



Ollander Elsewhetherornot of Mootshire



Lady Geneve of the Council of Seven, Speaker of the Far Stars



Malvarion of the Black Tower



Berochlene the wise, Hedgewitch



Fat Fergus the Wandering Friar



Aleandous the Errant



MICHAEL  
MINIATURES



Duke of Brunswick



Eyscrown



# Wyrd

MINIATURES



Mechanical Attendant



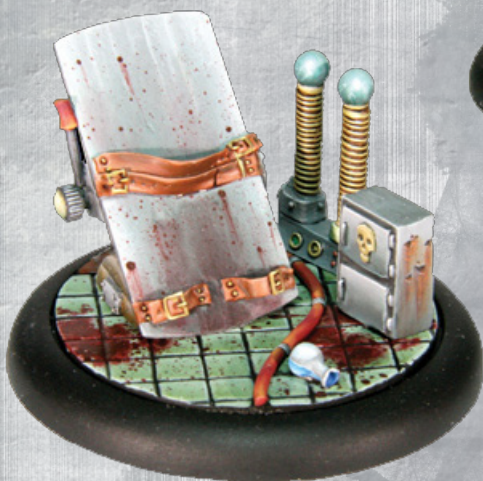
Nekima



Black Blood Shaman



30mm Morgue Bases (5 Pack)



50mm Morgue Bases



40mm Morgue Base (2 pack)



# BANE BEASTS



Galagaak Ox-Gore of the Darkwald



Cynuse of Old





# 4th June 2011

@ Maelstrom Games, Mansfield, UK

Opens 11am

**Entry to the event and contest is FREE!**

WAMP's very first offline event will be focussed around the painting contest. The contest will use an open judging system and feature 7 Categories. Trophies will be awarded to all Category winners and certificates to all entries attaining a bronze, silver or gold mark. Best in Show will also receive a trophy. Every entry will also be entered into a free prize draw and other additional prizes are to be announced.

#### CATEGORIES ARE AS FOLLOWS:

- » Single Figure
- » Monster/Vehicle
- » Group
- » Large Scale
- » Diorama/Duel
- » Wamplings
- » International Online category

There will also be awards given by Maelstrom Games for the top 3 Bane legion entries. These are awarded in addition to any category prizes and all entries are also eligible for the Online Maelstrom Games contest running on Wamp Concurrently. Judging will be in conjunction with Maelstrom Games These awards are as followed:

- » Gold Trophy and £75 credit @ Maelstrom Games
- » Silver Trophy
- » Bronze Trophy

#### THE JUDGES

- » Mike McVey – Founder Member of 'Eavy Metal. World renowned painter and miniature designer. Co-founder of Studio McVey
- » Alison McVey – World renowned miniature painter. Co-founder of Studio McVey
- » Rob Cardiss – Multiple Golden Demon Winner & Wyrd

Miniatures Studio Painter

- » Nigel Carman – Slayer Sword Winner
- » Robin Snelson – Renowned Historical judge & Co founder of The Basement Forum

#### CATEGORY DESCRIPTIONS

##### Category 1: Single Miniature

This category is open to any single miniature up to and including 35mm scale. Any manufacturer, any genre including non-monstrous mounted models . mounted on a suitable sized base. (see base size ruling)

##### Category 2: Monster/Vehicle

This category is for the larger sized models and vehicles . Any manufacturer, any genre. Models mounted on monsters are to be entered in this category . Models should be mounted on suitable sized bases (see base size ruling)

##### Category 3: Group

This category is for groups of 5 or more miniatures. Any manufacturer, any genre . models DO NOT need to be gaming legal as judges will be basing marks on paint and modelling alone.

All models need to be mounted on appropriate sized bases. (see base size ruling )

##### Category 4: Large Scale

This category is open to larger scale models and busts 36mm and upwards from any genre, any manufacturer.





Models should be mounted on appropriate sized bases if appropriate.

#### **Category 5: Diorama/Duel**

This category is for dioramas vignettes and duels. The models entered can be from any manufacturer and judges will be looking for a strong story element capturing a moment with clever usage of models and scenery.

#### **Category 6: Wamplings**

This category is open to all those under the age of 16. Anything from any of the above categories is eligible and anything goes. Judges will be focussing on paint over presentation.

#### **Category 7: international Online category**

This category has been set up to cater for our friends from overseas to allow them to take part in the fun. Entrants are limited to entering only once in this category. They may enter any model or piece eligible for any of the above categories. To enter this category you must be registered as a Wamp member. Entries will be entered via the Wamp Gallery. Entries must not have participated in a previous Wamp contest.

Please note that the winner from this category will not be eligible for the best in show though will still receive a category trophy.

---

#### **A NOTE ON BASE SIZES**

The term appropriate base size has been used throughout the category notes. There are no hard and fast rules regarding the size of base used and no model will be disqualified due to base size in any category. It is worth noting in all cases though that the emphasis of the judging will be on the painting of the model itself and base and presentation will account for a small percentage of total marks.

---

#### **GENERAL GUIDELINE**

There are no restrictions on manufacturer, genre or scale unless applied to a specific category.

You may enter each category up to 5 times.

You will only be eligible for 1 prize per category (though you may receive as many judging awards as you achieve a mark for).

The Maelstrom Games awards are given in addition to all other prizes and awards.

You must enter your pieces in person.

Deadline for entries will be 12 noon on the 4th June 2011.

(Deadline for the International online category will be the 2nd June 2011 6pm GMT)

#### **WHAT IS THE OPEN SYSTEM?**

The open system of judging differs from the 'first past the post' system because it does not limit the number of awards given out. Each entry is scored against a set criteria on things such as painting technique, basing, and overall impression. Entries achieving a high enough score are then given an award. WAMP2011 will give awards of bronze, silver and gold to any entries that achieve the necessary marks. This system is fairer than the first past the post as it rewards all outstanding entries.

The event opens at 11am with entry deadline at 12noon. Results will be announced between 3-4pm (depending on number of entries)

Maelstrom Games has an excellent on site store featuring discounted products from a wide range of manufacturers. To view their range visit their site [www.maelstromgames.co.uk](http://www.maelstromgames.co.uk)

Maelstrom also has a fully licensed bar and restaurant on site with free parking.

As well as the painting contest the event will also feature a number of club displays, workshops, as well as the opportunity to have your miniatures photographed by an ex GW Studio Photographer.

For full event details including judging criteria descriptions and hotel discounts please visit [www.wamp-forum.com/wamp2011](http://www.wamp-forum.com/wamp2011)



# COMING SOON!



Every entry from the recent successful WAMPED contest plus write-ups from winning painters.

**All free to Download from your favorite Mini Painting Forum.**



# Avatars of War

It's time to get another contest under-way and it's the turn of Avatars of War. Returning for it's third year, the Avatars of War contest is always one of our most popular due to the fantastic painter friendly miniatures they produce.

I'm sure you need no encouragement to enter but to sweeten the deal how about a prize or two?

- » 1st - 5 Avatars of War Miniatures
- » 2nd - 4 Avatars Of War Miniatures
- » 3rd - 3 Avatars Of War Miniatures



You may enter a single miniature, diorama full 300 piece battle scene - whatever you like as long as its inherently Avatars of War.

Please folks make sure you read the rules (especially the new work one!!)

I know there have been issues with prizes being delayed in the previous contest. I have asked for the prizes to be sent to me and I shall send them out to the winners.

So there you are folks. Avatars of War are great mini's to paint so hopefully we can get a good turn out once again and surpass the 16 entries we got last year.

As always any questions feel free to contact me.

If you cant get hold of a mini post a thread up - there's probably a few Wampers that can spare one for a little cash or swapsies!

**The Deadline for entries  
will be 27th April 2011  
(Supporters deadline will be  
30th April 2011)**

## THE RULES

- You must be a Wamp Member to participate. Membership is free and you may register [here](#).
- You may enter as many times as you like but each entry may only submit one photograph so if you need more angles it MUST be a montage.
- Images must be no larger than 800 pixels wide by 2500 pixels high. (It is your responsibility to check this).
- Any additional photographs of that entry will be removed.
- All entries must be new work. (New work is defined as any entry not previously displayed on-line in a completed state (You MAY enter pieces which have been shown as a Work In Progress (WIP)).
- You give Wamp and Avatars of War permission to use your pictures for publicity (but you do retain ownership).
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be decided by public vote.
- Submissions must be posted to the Avatars of War album [here](#).





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 highlight 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, it's all welcomed from everyone.

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

### PODHAMMER

Podhammer is an Australian-based **Podcast** that discusses **Games Workshop's miniature wargame Warhammer Fantasy Battles**. The podcast is hosted by Jeff Carroll, and focuses on various Warhammer-related topics and the Australian tournaments for the game. **Podhammer** currently airs live shows on Fridays via **Ustream** with recordings for each show available on the Podhammer website and **iTunes**.

### HISTORY

The first Podhammers podcast was released on **iTunes** on August 27, 2007. The show's format was originally a bi-monthly production, though the show currently runs on a weekly format.

Podhammer follows a similar format for each show. The announcers discuss their experiences with Warhammer in the previous week. Usually, Warhammer News and Rumours come before the Main Section of the show. The Main Section of the show focuses on one aspect of the hobby for each show. This content can include topics such as modeling, painting, reviews of Games Workshop army books and models, or reflections on Australian Warhammer tournaments.

On the one year anniversary show (26/08/2008), Podhammer announced an exclusive part of the show called the Inner Circle, a paid membership which allows access to additional content. The current price for membership is \$25 Australian per year.

Following the release of Warhammer Fantasy 8th Edition on July 10, 2010, Podhammer ran a marathon show to celebrate the release. This broadcast was a fundraiser for the show. The marathon event had rotating guest slots and phone-ins from listeners across the world. It also included an interview with games developer Alessio Cavatore <http://www.tabletopgamingnews.com/2010/05/31/36552>. The broadcast ran for a total of 27 hours/

### FORMULA P3

Formula P3 - that's Privateer Press Painting, usually just called "P3" - is a range of hobby supplies commissioned and sold by **Privateer Press**.

Designed to compete directly with **Vallejo** and **Citadel Colour**, the range includes **acrylic paints**, **paintbrushes**, accessories and hobby tools.

The paints range is sold in ten sets, each designed for a particular faction or troop type in the Warmachine or Hordes ranges, and as individual paints. The unique selling point of the Formula P3 range is that it's made with a liquid pigment rather than a powdered solid pigment, although how unique this actually is proves hard to determine as other ranges have been close-lipped about the exact formulations of their ranges. Although the manufacturers of P3 claim that most paints will cover even a black undercoat in a single application, they still include a number of "base" paints with a higher pigment content that are explicitly designed to do so.

General opinion is that Formula P3 is a high-quality paint range, ideal for painting miniature models and at least on a par with equivalent **Citadel Colour** and **Vallejo** ranges.

### DRYBRUSH

A specific type of **paintbrush** used for the **dry brushing** technique. The brush tends to have firmer and shorter **bristles** than a standard brush used in **miniature painting**.

Legend

[Link to page](#)

Page doesn't exist



# PAINT MASTERS

## Alys by Scott Hockley

### THE DRESS

Started the dress as a fairly deep blue - P3 Cygnar Blue base (which is not a million miles off of regal blue or enchanted blue if you are using GW) - and just laid that down nice and flat.

I tried to be careful to be tidy at this point, and in fact I painted all of the primed areas of the model with Silvergrey after finishing the cat. This was to sort out the stray brush marks, but also because I had a bit of paint flake off of the ankles.

ow blue isn't a colour that I use predominantly on models all that often. No particular reason why, just a preference I guess...

However, this also means that I don't stock as many tones of blue as some other colours. I do have the 2 P3 Cygnar blues - base and highlight - and they go together perfectly adequately.

So, after the base was done, I mixed up the highlights - 1st a 50/50 mix of P3 Cygnar blue base and highlight, then several increasing mixes of Silvergrey, right up to nearly pure silvergrey. I kept a hint of blue in the final highlight as I didn't want chalky edge lights, and this isn't an EM style paint job...

So, in a similar way to the cat, I built up the highlights gradually, concentrating on the high points like her shoulder and the edges of the folds in her skirt. I pretty much worked away from the middle, as the darkest part, towards the bottom of her dress and towards the top of her shoulder and sleeve. The only thing here is that I didn't highlight quite as far to the bottom of the dress. I also added a little more highlight to the hip of her dress on her left side as her arm and the cat aren't obscuring that as much.



Here are some of the transitions...





## And the final stage of highlighting looked like this..

Once you've got the last highlights on, it's time to shade and tone. Now, in this case I decided to tone before shading, mainly as I wasn't going to go too mad on the shading to be honest...

I heavily thinned some P3 Cygnar Blue highlight and glazed it over the entire dress in about 2 passes. I was careful to brush from the highlight into the shade so as not to over power the highlights too much.

Next I used some thin Cygnar Base and pushed this into the folds, creases and where the dress came into contact with the apron, skin, hair etc... Also I re-established the original blue to her lower back, or where small amounts of shadow might appear, like where her bottom is slightly shaded by her hair and the cat.

Finally, I mixed some P3 Coal Black and VMC black, which I pushed carefully into the deepest folds and recesses.

Around this time you may have noticed that I painted in the eyes and eye shadow. I have no real methodology to this other than again I hate wasting paint and it serves as a tie in with other parts of the model later on...

The way I paint in female facial features nowadays is base colour the skin, leaving the whites of the eyes in the primer colour (or paint the whites of the eyes with a base off white - in this case, guess what? Silvergrey! lol), then wash a dark black like colour into the eye area, effectively applying eye liner, then dot in the pupils in black or similar, VERY carefully paint in the eyebrows, dot in a tiny spot of white highlight, then tidy up ready to actually paint the skin and tone the eyes later.

Also in this case I plopped a bit of eye shadow on using some of the highlight blue from the dress.

With this all done, you should have something like this on the finished dress...





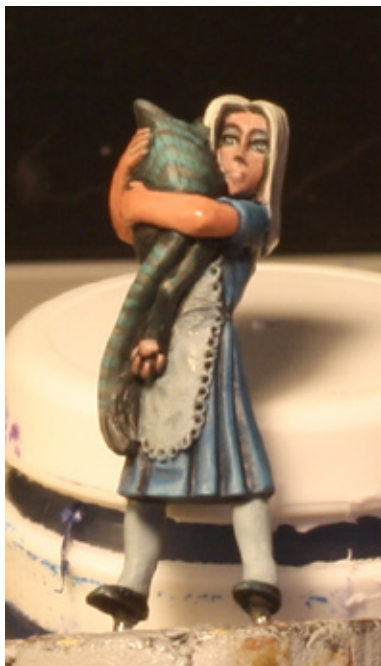
## THE APRON AND THE SOCKS

Now, I don't know about anyone else, but I often struggle with getting my white paints to end up "clean" looking, so this was a real challenge for me.

As I often say (ad nauseum...), I try to do something new in every model that I've not tried before, and in this case, it was a chance to push my white-fu!

Basecoat - I painted the socks and apron carefully with a 50/50 mix of P3 Frostbite and Silvergrey. Frostbite is very similar to GW Space Wolf Grey (but it is somehow a little cleaner when applied to a model. I can't really explain it, but I just prefer it) as a pale blue grey, silvergrey of course....

That'll give you something like this...



The apron actually had a little run off of the darkest shade from the dress, which doesn't do any harm to leave in place for the moment in the creases ;)

Now, in this case I mixed up the shades and the highlights at the same time. They didn't amount to much as the areas aren't that big, but the dilutions were quite important.

Highlights were some thinned Silvergrey with a hint of Frostbite and then a mix of white (GW white in this case) with a hint of the previous mix. However, the final white mix was mixed twice - once as a really thin glaze and the other as the same consistency as a base coat.

Shades were some thinned Frostbite, a thinned 50/50 mix of Frostbite and P3 Greatcoat Grey, and a final shade of REALLY thin Greatcoat grey.

Greatcoat grey is quite a complex colour - in fact it doesn't behave all that well in the palette and has a habit of falling apart quite quickly, but it is a really good grey blue, with a purple-ish hint to it also.

Now the method of painting smaller stuff like this is difficult to explain properly. Essentially I established the shades under the skirt edge, in the wrinkles at the ankle and to help define the details of the ankle joint - i.e. either side of the achilles tendon and around the recesses of the ankle itself.

I used the 1st shade, well blotted and carefully pushed into place with a size 0, and then the 2nd into a smaller area and then the final one, tweaking back with the base colour if I wasn't happy with it.

The apron, as a flat surface was a bit easier, and slightly more obvious where to shade and highlight.



Once I got that "right", I set about the highlights, establishing the parts that catch the light in the folds and joint with the 1st highlight, and then painting in the final highlight using the thicker white mix onto the tops of the folds and edges of the apron, plus a couple of strong lines to the front of the socks where I'm imagining the most light is hitting them. The thinner white was then glazed onto the lighter areas to make the difference less stark.

Once this was all done I quickly painted the shoes black. Just black. You might think that you've seen me messing around with the shoes in these pics, but it's a figment of your imagination, something to do with swamp gas or something...

And then, with much of the model painted, I glued her to the base.





## SKIN

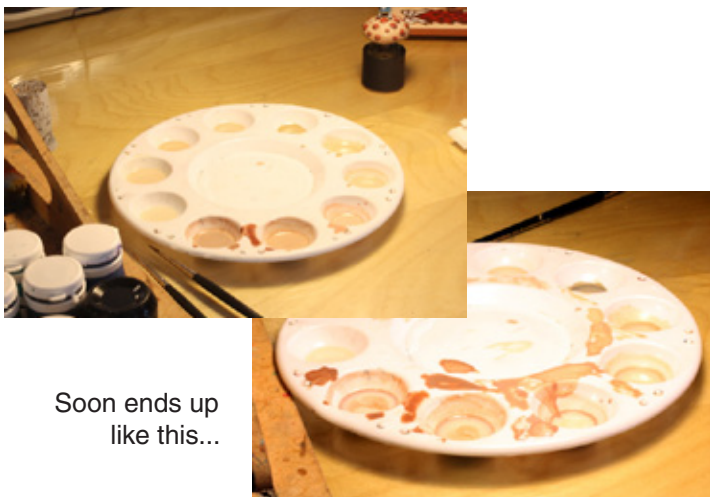
I personally really LOVE painting skin. It is just something I really enjoy and find reasonably easy to do. My style in general isn't about hard angles and sharp highlights and I like to take this to it's fullest extent with skin, making it smooth and multi-tonal, with plenty of variation. To that end I rarely use shop bought skin tones as I find them too much this or that for the job in hand. (That said I am very tempted to buy the Andrea skin tone set cos I am still open to the idea of an off the shelf "go to" set for skin)

So, with this in mind I got my palette and mixed up some of the following - P3 Hammerfall Khaki, VMC Mahogany Earth, VMC Silver Grey and VMC Brown Rose.

It has been a fairly popular formula with several painters (I believe that Ritual/Anders was the 1st painter that I read using this) to use VMC Mahogany Earth mixed with a khaki colour (in this case the P3 Hammerfall Khaki) as a base tone for caucasian skin. It is something that I use almost all the time myself to some extent, and the same is the case here, all be it with an addition of a touch of VMC Brown Rose to tie it in with the base/under coat that I've already done. The slightly more pink tone from using the Brown Rose helps here for my intended finish of a classic English Rose type of skin tone.

Other than the main mix mentioned, I then mixed up lots of variations of the 3 tones, plus with lesser or more amounts of silvergrey added. Silvergrey is reasonably warm as a colour, so it wasn't going to muck up the mixes and make her into an ice queen!

I do like to mix on the fly, so what starts off like this..



That way I am sort of pre-blending colours before placing them on the model.

Now, the actual painting!

1st of all I got the base mix and painted a couple of reasonably thin coats over her arms. I left most of the face until later because I like to work on that as a separate thing, although I did add a little of the highlight tone to under her eyes just for the hell of it. Also it allows me to make mistakes on the arms

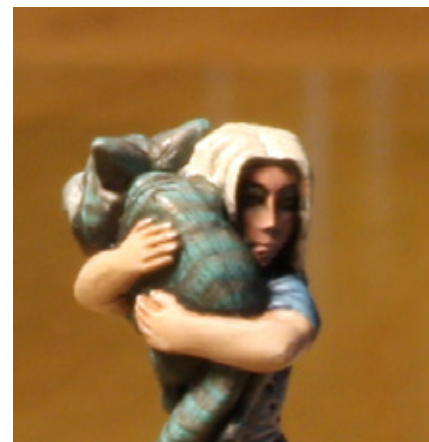
which can be corrected a lot easier than on tiny facial details.

Once I had the base tone laid down, I placed successively lighter layers and glazes on the arms and hands until I got to almost pure Silvergrey, which I placed at the highest points. I did the highlights on one arm at a time as I was mixing colours as I went along.



I repeated with the other arm and then marked in the fingernails. These are simple - mark in the fingernails with Mahogany Earth, then dot in the nails with some silvergrey (what else!?) leaving a tiny line of the mahogany earth between the nail and the skin.

I then shaded in all of the skin with a mix of the darker skin tones and some diluted GW Ogryn flesh, concentrating on the spaces between the fingers and between the arm and the cat.







With that all done we are moving to the head. With the basic tone already established, I quickly painted a base colour for the hair onto her - P3 Rucksack Tan - so that I don't splash hair colour all over a finished face! I quickly also shaded the hair using a mix of the Rucksack Tan and mahogany earth.

The face. I couldn't stop and take photos as I went on the face, because it is entirely instinctive for me. What I'll do is bullet point what I do as a process though...

1st, establish the base colour across the forehead, cheeks, nose and chin. If you keep that thin then the more pink tone of the original colour I used will peek through in the recesses.

Next I used a mix of the base colour and some thin Ogryn flesh to shade under the nose, into the sides of the nose and immediately under the eyes, under the eyebrows, under the bottom lip, the parts in contact with the hair, and under the chin. Working more or less according to their exposure to light.

Re-establish the base colour, then start highlighting. I usually work the forehead 1st as it is often a larger flat area. Generally I push the highest highlights DOWN towards the brow and

away from the hair line.

For the cheeks I already had the light areas marked in, but again I highlighted working towards the eyes. This hopefully pushes the interest in the face towards the eyes, and any ladies following this will more than likely know about make up products like "Skin Flash" which do a similar thing.

I've had a lot of years watching my wife put on her make up, so I use a similar process when painting!!

The "hollows" of the cheeks received a bit of REALLY thin brown rose and her bottom lip got some mahogany earth mixed with brown rose. The bottom lip was then highlighted using a bit of silvergrey mixed with brown rose and then glazed over with Ogryn flesh.

The chin had a bit of highlighting too.

The brows where I had painted in some eye shadow earlier was glazed with highlight colours to make it less stark.

Once this was all done, I went back to the eyes, washing a mix of Coal black and VMC black immediately under the eyes, allowing me to finely highlight the bottom lid.



The final thing to do was to take a tiny dot of arcane blue and dot it onto the white light spots on her pupils. This is a seriously steady hand thing though!!

Oh, and a thin line of the coal black mix was drawn in between her lips.

This should give you a finished face something like this...

You'll notice here that there is a blemish under her bottom lip. It was a slight casting issue that I filled in after with a dot of milliput slip and repainted.

Right, let's get her finished...

## HAIR

The hair is already base coloured in, using the P3 Rucksack Tan.

I quickly mixed up a couple of blonde hair tones using the Rucksack Tan and then a highlight mix of Menoth White Base, a further highlight of Tan with Menoth White Highlight - both colours from the base... see? There IS a method here!! lol

I also mixed 2 shades - 1 of the Tan mixed with Coal Black and the other of Mahogany Earth mixed with the tan.



Unusually I did the shading first on the hair - pushing the mahogany earth mix into the parting and into the hairline, the coal black mix I used under the hair and very very thinly right against one side of

the face where she is holding the cat.

Once I had done the shading I quickly tidied up the base coat before applying the highlights to the top, ends and around the face.

After these I quickly used a bit of Silvergrey (what else) to fine highlight around her crown where I imagine most light would fall.

As a final toning I used very dilute Rucksack tan mixed with a bit of GW Gryphon Sepia and glazed it across all of the hair, to return it to blonde and not brown and "white".

Here's a couple of stage pics...



With the hair done she was effectively finished.

I went back and tidied up a few details here and there before she was ready for the dullcote.

Dullcote to me is an essential part of the paint job especially because P3 paints are often a bit shiny, and I can't be arsed to mix in matt medium all of

the time, plus it gives a certain amount of protection, as a lacquer, to the paint too.

So a good spray coat of Dullcote later there is just one thing left to do...

I mentioned that I painted the shoes in matt VMC black earlier, well in honesty I had a go at a shiny patent effect, and it looked poo, so I painted it over in black and once the dullcote had dried, I simply painted the shoes with gloss varnish. I also added a dot of gloss to the cat's eyes and Alys' eyes too, but it's virtually invisible, even to the naked eye.

The gloss on the shoes looks perfect though. Sometimes it is better not to try and recreate something that doesn't need it, and in this case I am quite happy to accept that fact!!

And so, with the gloss varnish dried, I have a finished Alys and Pussycat!!

And here she is.....



Thanks to everyone for having me for this paint along, especially to Brett for nudging me in the ribs every few weeks before xmas.

I hope that you have found my methods and the thoughts (however random) behind it all not too frightening an insight into my approach to minis and painting.

I would also ask you kindly to rate me in the gallery here and also on CMON here - [LINKY!](#)

It's been great fun for me, and I hope that you take the time to give it a try.

Oh, and as a quick pre-emptive strike, the whole piece amounts to about 18 hours work, including the making of the toadstool.

The painting of Alys took no more than 10 hours total.

For me that is part of the appeal of Kev White's sculpts, that you can get lovely results without spending months and months bent over one model when they can look great in the time it might take to paint a couple of models to table top standard!

Cheers Brett and to all of Wamp! I look forward to following one of you guys next time!





Wow, what a contest! 132 entries featuring everything from Space Marines, Historical Busts through to dioramas, vehicles and even massive terrain pieces.

Spread across 15 categories with entries from across the globe Wamped! has certainly delivered plenty of mini related goodness.

From those 132 entries we needed to find those special entries deemed worthy enough to be rewarded for their brilliance. It

has certainly been a very tight race in most categories with 1 or 2 votes often been the difference.

But, all you really care about is who's won right? Ok so without further ado here are the results:

<p><b>TERRAIN SPONSORED BY FOUNDATIONS OF WAR</b></p> <ul style="list-style-type: none"> <li>» 1st Marcineczeko0 (Industrial terrain)</li> <li>» 2nd Kaine (40k Infested City)</li> <li>» 3rd Undave (Egyptian Processional)</li> </ul>	<p><b>WESTWIND PRODUCTIONS</b></p> <ul style="list-style-type: none"> <li>» 1st Twosoc (Hans Von X)</li> <li>» 2nd Undave (Hornet Panzar Mech)</li> <li>» 3rd DaveyBoy (Fujiwara)</li> </ul>	<p><b>BEST BASE SPONSORED BY BNS MINIATURES</b></p> <ul style="list-style-type: none"> <li>» 1st PrawnPower (Cornelius)</li> <li>» 2nd Iacton (Silence The Guard)</li> </ul>
<p><b>ARMY CHALLENGE SPONSORED BY EXILESJJB</b></p> <ul style="list-style-type: none"> <li>» 1st Orki (Stunties)</li> </ul>	<p><b>FOUR A MINIATURES</b></p> <ul style="list-style-type: none"> <li>» 1st Shaps (Rasta Gangsta)</li> </ul>	<p><b>BEST IN SHOW SPONSORED BY FELDHERR, CASEMATE PUBLISHING, BNS MINIATURES &amp; GUILD OF HARMONY</b></p> <ul style="list-style-type: none"> <li>» Overall Champion: Shanerozzell (Krigar)</li> <li>» Runner Up: Iacton (Battle of Epping)</li> <li>» 2nd Runner Up: Orki (Stunties)</li> </ul>
<p><b>HASSLEFREE MINIATURES 'GOOD V EVIL'</b></p> <ul style="list-style-type: none"> <li>» 1st DaveyBoy (Alys &amp; cat)</li> </ul>	<p><b>LARGE SCALE/HISTORICAL SPONSORED BY EL GRECO</b></p> <ul style="list-style-type: none"> <li>» 1st Iacton (Silence The Guard)</li> </ul>	<p>Also a big thank you to our other sponsors Morland Studios and Offensive Miniatures</p>
<p><b>GUILD OF HARMONY</b></p> <ul style="list-style-type: none"> <li>» 1st MaGie (Eilwyn, Enchantress)</li> <li>» 2nd PrawnPower (Shin Kyi, Burmese Priestess)</li> </ul>	<p><b>GENERAL SPONSORED BY MAXMINI</b></p> <ul style="list-style-type: none"> <li>» 1st Mochriedh (Cynwall Asadar)</li> <li>» 2nd Orki (Nijal Calls The Storm)</li> <li>» 3rd PrawnPower (Ikit Claw)</li> <li>» 4th Rolling J (Major Dreadful)</li> </ul>	<p>Over the next few pages of the gallery you can view all the winners in all their splendour.</p>
<p><b>GASPEZ ARTS</b></p> <ul style="list-style-type: none"> <li>» 1st Sparks (Foletto)</li> </ul>	<p><b>MOST ENTRIES SPONSORED BY ROSEMARY &amp; Co</b></p> <ul style="list-style-type: none"> <li>» 1st Dysartes (15 entries)</li> </ul>	
<p><b>URBAN MAMMOTH</b></p> <ul style="list-style-type: none"> <li>» 1st Nameless (Syntha Biomech)</li> <li>» 2nd Orki (Viridian Jungle Sniper)</li> </ul>	<p><b>BEST CONVERSION SPONSORED BY BITZBOX</b></p> <ul style="list-style-type: none"> <li>» 1st Orki (Nijal Calls The Storm)</li> </ul>	

# Gallery

Winning WAMPED best in show is fantastic and I would like to take this opportunity to thank Darklord for organising a great contest, the sponsors, War Griffon for his input during the painting of Krigar, Roberto Chaudon for sculpting it and everybody who voted.

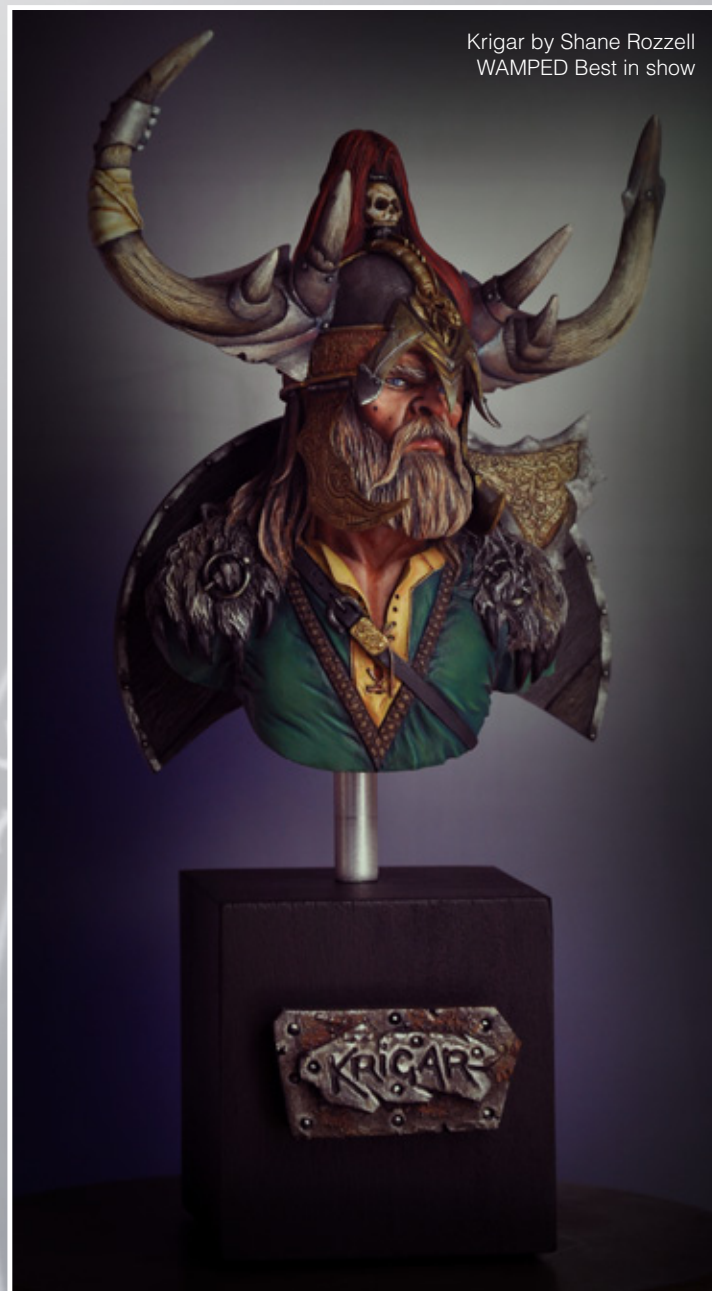
As soon as I saw Krigar posted on WAMP I wanted it and could almost visualise how I'd paint him. I got him as an early Christmas Pressy from my better third and started the prep right away. I then based his skin and left him sat there for 2 weeks while I did a Portal Issue. When I first came back to him I decided I was going to use oils but then the Miniature-Heroes contest was on so he got put back again. Sometime later I looked at him again but Krigar was becoming one of those mini's you're too scared to paint so I bit the bullet and instead of oils charged ahead with Acrylics.

I consider painting a mini, bringing it to life and one of the things that helps me while I'm painting is I build up a personality and life story so things about the mini make sense. There is no point painting a poor man covered in gold or a hardened warrior in pristine shiny armour. I envisaged Krigar to be a wild, proud leader of men but the tough decisions of leadership force him into solitude. With this in mind I ploughed on.

I painted his skin tones over 3 nights and was really please with how they came out. I always like to start with the skin areas on a mini as it gives it a bit of life and help me carry on his story. I wanted this guy to look proud but a little weather worn so using the same colours I would have if painting with oils added the shades and the highlights. After this I painted his eyes but wasn't really happy with them so left them for a while I know I wanted him to the kind of man that looks at something and sees the whole picture so he needed a really intense stare. The next big thing was his beard and again going with the weathered look I wanted it sun bleached so I know I had to use quite a few different shades and highlights. After this I ran into a bit of a cul-de-sac. I was originally going to paint his shirt black but on reflection I thought it would have made his demeanour edging towards the darker but I wanted him to be above that as I saw him as a leader that has to sometimes make tough decisions so green it was.

I had loads of fun painting the metals on Krigar and spent a fair number of days going over them again and again building up layers of colours then bringing the metals back then adding the reflections. This all added to his persona of a man that liked to look the part of fearsome warrior and

leader, ready to step in at any moment, so he would keep his armour in good condition and also see it as a sign of his authority, hence the huge horns. Once most of the painting was done I returned to his eyes. I did a bit of web trawling and found a picture of a young middle-eastern girl that had been in one of the recent conflicts and she had the most intense eyes I have ever seen so I



Krigar by Shane Rozzell  
WAMPED Best in show

tried to copy those and after 2 more attempts I was happy with the results. At this point I thought I'd finished him so I spent an evening taking photo's. As soon as I saw them I found lots of little things that needed changing. I showed the images to a few other painters and the consensus was the shirt colour and the grey wolf pelt cloak needed better separation so in the end I decided to repaint the shirt a darker green so the shades could be darker and give that separation they needed. A few other tweaks and he was finished.

Shane Rozzell.



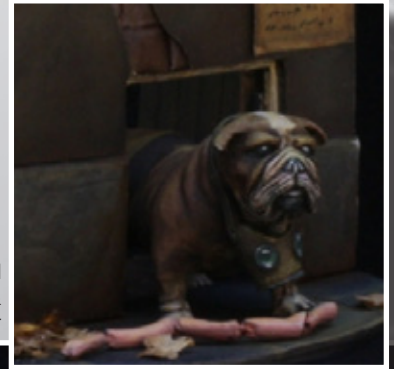




Cornelius (In Yellow) by PrawnPower  
WAMPED Best Base 1st.



Silence the Guard by lacton  
WAMPED Best Base 2nd  
WAMPED Large Scale &  
Historical Winner







Njal calls The Storm.. by Orki  
WAMPED Best Conversion & General Category 2nd

When good meets evil..... & Winter Wonderland by Dysartes  
WAMPED Most entries





Cynwall Asadar by Mochriedh  
WAMPED General Category 1st



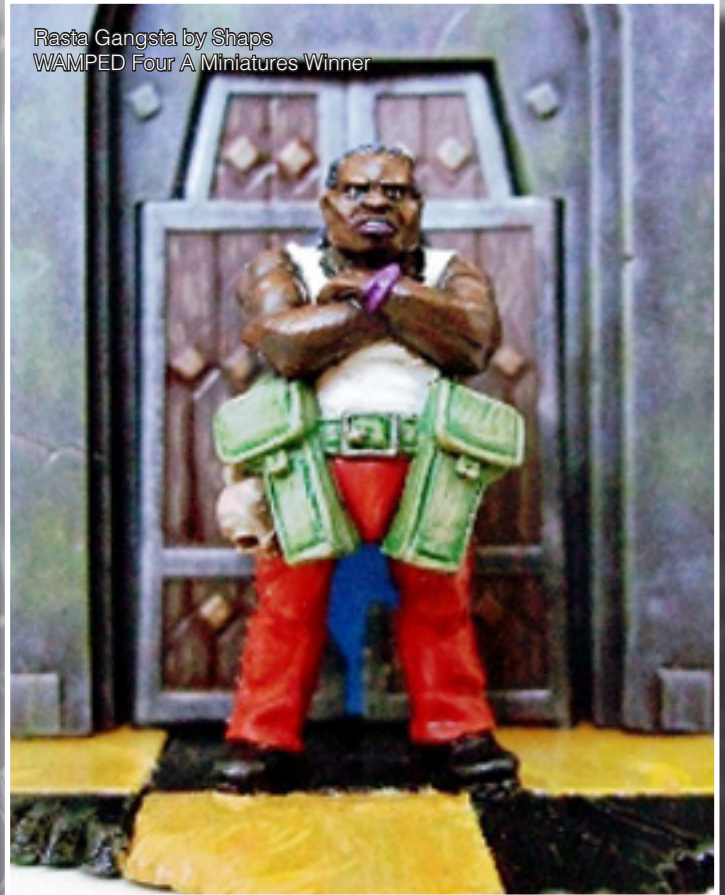
Ikit Claw by PrawnPower  
WAMPED General Category 3rd



Major Dreadful by Rolling J.  
WAMPED General Category 4th



Rasta Gangsta by Shaps  
WAMPED Four A Miniatures Winner





Hans Von X by Twosoc  
WAMPED Westwind Productions Winner



Sd.Kfz. 331/1 Hornet Panzer Mecha by Undave  
WAMPED Westwind Productions 2nd



Fujiwara by DaveyBoy  
WAMPED Westwind Productions 3rd



Folletto by Sparks  
WAMPED Gaspez-Arts Winner





Syntha Biomech by Nameless  
WAMPED Unrbanmammoth Winner



Viridian Jungle Sniper by Orki  
WAMPED Unrbanmammoth 2nd



Eilwyn, Enchantress by MaGie  
WAMPED Guild of Harmony Winner



Shin Kyi, Burmese Priestess by PrawnPower  
WAMPED Guild of Harmony 2nd





Alys and the Cat by DaveyBoy  
WAMPED Hasslefree Winner



Some Industrial Terrain by marcineczek0  
WAMPED Terrain Winner



40k Nid Infested City by Kaine  
WAMPED Terrain 2nd



Egyptian Processional by Undave  
WAMPED Terrain 3rd







Eolith Little Girl Zombie  
by SteveB



Antenociti's 'Bear'... by dwarfist



Lead Adventure Miniatures Atomic Witch  
by vikotnik



Eureka 15mm Sci Fi Germans  
("Gepanzertruppen")  
by No Such Agency



Malifaux (Goth) Cherub  
by Baron Phlegm



Bloody Barnabus  
by Malebolgia



Wrastler  
by Malebolgia

Reaper, Hellakin Goregutter, Halfling Thief  
by Talespinner



Bull Snapper  
by Malebolgia





Mae-Anetta  
by Corpuscle



Veteran of 1000 Psychic Wars  
by Corpuscle



Old Timer Wizard  
by Relic





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

## DO YOU KNOW WHERE....

megazord\_man: Hi All,

I want to put my orks together on a base that brings them together, not quite a diorama but something simpler to unify them. I'm happy to get stuck in and make it but could do with some ready made parts to make it easier. I already have most of the things I need, but could do with some resin bits of broken wall or concrete.

In Chigh:

I use broken up plasterboard/wallboard (after removing the paper surfaces) although its not as hard wearing as resin its got a nice concrete-like texture, and you can easily score some brick/blockwork onto the flat surfaces

shanerozzell:

There are some great tutorials and step by steps [here](#). They were originally posted by Captain Sprout.

War Griffon:

Another cheap way of doing this would be with casting plaster, by using a bit of plasticard or an old credit card as a base and then some blue-tac you can make a quick, simple and cheap mold to pour in plaster to a required shape/depth and then when dry take it out and carve/scribe the detail that you want. Beauty of this is that you can squidge up the blue-tac and use it again for something else:)

mercius:

Those tutorials were awesome stuff!

megazord\_man:

Thanks for the replies, as mercius says, the tutorials we spot on and the advice regarding plaster board = cool!

Cheers :-)

## WHERE TO SELL?

ralfmetal:

Reet folks, wheres the best place to punt on minis? i bought a stack of the illusive llyad minis back in the day, now they seem a bit small for me nowadays, where do you recommend selling? ebay? or punt them about the forums? or is there other sites you sell your figs at? Cheers n beers.

War Griffon:

Well, WAMP has its own auctions you could always atart there and pimp them in the trade threads. Otherwise you are looking at fleabay but make sure you pimp them on all the forums such as here and CMoN etc with links.

Darklord:

It's good form to offer wamp a small 'finders fee' on all trades. 90% should be fine

Vern:

I'll not comment on the prices, as looks like a deal is being struck - although, I've sold about 90% of what you've got in the last year or so, so pretty much know some of the top prices - I'd hold off on the Scarabs for a year or two though, there still fairly common.

& just too .. crow really ... I sold a Warwolf last Sunday for ... £225 [url=http://www.dogproductshop.co.uk]

Ebay is still your best bet for what's left - international of

course (France & Oz are to big buyers) & pimp everywhere!

## FLAT MINIATURES

MaGie:

Hi everyone, After seeing some very cool paintings of flat miniatures, I was thinking this is probably a great way for me to learn to exaggerate painting shadows & highlights. I've been looking for a webshop that sells these flat miniatures, but I can't seem to find any. Probably I'm not looking in the right way.

So my question, does anyone know about a shop that sells these? Thanks!

Shane Rozzell:

These sell them [:link](#):

They're called "The Little Tin Soldier". You can also go to the British Flat Society page and they have links to some European suppliers. Flats are not so popular here but are pretty popular in Germany.

Jabberwocky:

I can send you some American coins and you can practice like Dargrin has been doing. :)

War Griffon:

Also:

<http://www.flatmodelsoldiers.com/>  
[http://www.zinnfigur.com/All/E\\_Home\\_Set.asp](http://www.zinnfigur.com/All/E_Home_Set.asp)

El Greco also do some semi-flat (not flat but not 3D either <http://www.elgrecominiatures.co.uk/index1.html> and a flat mountain man bust by S & S Flats but I can't seem to access that one!

El Greco:

Adrian Hopwood has produced some semi-flats under Bash Models

<http://www.elgrecominiatures.co.uk/c...n-uk/d183.html>

Unfortunately S&S Flats have been taken off the market.

garteckbrandon:

Wow. These look awesome and I've never seen anything like these before.

Just went to The Little Tin Soldier and absolutely must get a hold of the 75mm Nosferatu.

-BFG



# Prophets of **WAMP**

The Prophets of Wamp is aimed to help build Wamp's reputation by attending shows around the world and spreading the joy of Wamp!

The idea is simple: We will build up a network of Wamper's that attend shows with official Wamp display showcasing some of the work of our members as well as advertising some of the benefits of the site as well as Portal and Minipaintingwiki.com

The network will be overseen by Martyn (Wargriffin) and myself (to a lesser extent) who will help with logistics of attending shows.

Below Martyn (cheeky!) will be regional coordinators that will cover a geographical location. These coordinators will be in charge of attending specific shows as well as providing information on local shows, things to know, etc. They will also be in charge of the display material for that region.

Coordinators will generally be able to commit to several shows in their region throughout the year though attendance to any of these things are of course voluntary!

Below coordinators will be volunteers that wish to help out or display their works when they are able. This is a purely voluntary arrangement, though I'm hoping to get some sort of reward in place for those that help out!

Now this scheme isn't just limited to the uk, Wamp is an international site and I would love for us to be able to attend shows across the globe, so if your not in the UK your still welcomed!!

So if your interested in helping out or even better be a coordinator then let me know!

Thanks, Brett



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

**Maelstrom Games** 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.



**MAELSTROM GAMES**



Painting Secrets With Natalya



Cost \$33  
 Quantity 1  
 Postage none  
 Scale n.a.  
 Material DVD  
 Painted ? n.a.  
 Condition Excellent

Dog Bandana



Cost £9.99  
 Quantity 1  
 Postage none  
 Scale n.a.  
 Material n.a.  
 Painted ? n.a.  
 Condition New

Umbrella



Cost £10.99  
 Quantity 1  
 Postage none  
 Scale n.a.  
 Material n.a.  
 Painted ? n.a.  
 Condition New

WAMP Mug



Cost £10.90  
 Quantity 1  
 Postage none  
 Scale n.a.  
 Material Ceramic  
 Painted ? n.a.  
 Condition New

The Beast



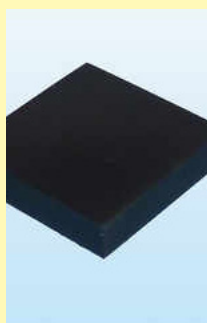
Cost £19.99  
 Quantity 1  
 Postage £1.00  
 Scale 28mm  
 Material Metal  
 Painted ? Yes  
 Condition Excellent

Barrells/Oil Drums



Cost £4.00  
 Quantity 5  
 Postage £1.50  
 Scale 1:32  
 Material Resin  
 Painted ? No  
 Condition New

50 x 12mm Resin Plinth Square



Cost £3.50  
 Quantity 5  
 Postage £1.50  
 Scale n.a.  
 Material resin  
 Painted ? No  
 Condition New

Brickyard Plinth



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

Wamp Laptop Sleeve



Cost £15.99  
 Quantity 1  
 Postage none  
 Scale n.a.  
 Material Poly  
 Painted ? No  
 Condition New

Painted Scibor Dwarf



Cost Best Offer  
 Quantity 1  
 Postage  
 Scale 28mm  
 Material Resin  
 Painted ? Yes  
 Condition Excellent

Wamp Messenger Bag



Cost £16.99  
 Quantity 1  
 Postage none  
 Scale n.a.  
 Material 100% Ply  
 Painted ? No  
 Condition New

Mens Neon Wamp T-shirt



Cost £18.99  
 Quantity 1  
 Postage none  
 Scale n.a.  
 Material Var.  
 Painted ? No  
 Condition New



# whats in issue 9



**Coming in issue 9 we'll have more news, reviews and interviews. We'll also have a new show report and plenty more to wet your appetite for miniature goodness.**

**... 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](http://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.



# DARKLORD

## MINIATURES

Professional Miniature  
Painting Service by  
award winning painter  
Brett Johnson

- 5x Finalist at Golden Demon UK
- Winner of Silver Monster, Gold Single Fig and Best in Show at IMP2009
- Winner of Avatars of War and Westwind contests at [www.wamp-forum.com](http://www.wamp-forum.com)
- Winner of numerous GW Durham and GW Regional contests
- Finalist Iron Painter 6

For more  
information visit

[www.darklordminiatures.com](http://www.darklordminiatures.com)

