

Portal

an insight into **WAMP**

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



IN THIS ISSUE
ALL THE McVEY CONTEST ENTRIES
SHOW REPORTS, TUTORIALS
NEWS AND REVIEWS





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WAMPERS of the World united:)

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Well another issue is here and I wanted to start it off by saying Happy Birthday to 'A Modellers Paradise!'. To who? I hear you asking. Well the name may not mean much to most people but that was the name of the group that I started on 18th April 2005 in a dark corner of eBay. That group over the years has changed and grown into a little place called Wamp; hopefully you've heard of that one!! Life's full of seemingly small decisions that can shape our future in bigger ways than we imagine. This was certainly one of those! I had recently got into miniature painting – trying to sell some (with hindsight awful!) painted minis to earn a little extra cash. At the same time eBay introduced eBay groups – a very basic forum set up to say the least (no sections just a list of threads and that was about it). I joined a modelling based group but after a few weeks it started dying off. Another member suggested I start my own group (as I was the most active of this one) and so I did, leading to the cheesily titles 'A Modellers Paradise' (I have no idea where that name came from!!) But name aside the group was setup and we started to gain members. It was a pretty small group – a few times there were maybe 3 or 4 of us posting in any one week and I often considered closing the group down but my own stubbornness at not failing kept it going. People like Talonicus, Lizcam, Eldintux, RogerB, Matty1101, and Vern were all there in the early days and we started to grow a little. The monthly contest started and we still run them today.

We spent about 4 years on eBay before finally getting our own site and a new name that derived from one we adopted on eBay. We had renamed the group Wargaming and Miniatures Paradise and from this we got the acronym W.A.M.P which we are all familiar with today (though it changed slightly to Wargames and Miniature Painting). And thus Wamp as we know it today was born.

A Year was spent on the new site before moving on again to even more spanky software and that's where we reside still today. We have so much more these days than we did back then. Things like the Wamp Ladder, Gallery, Sponsored contests, charity drives and of course Portal magazine as well as the upcoming WAMP2011 event. Most importantly (to me anyway) is we are starting to gain recognition as an important presence within the hobby. There are plenty of other sites that people see as more fashionable than us, places like CMON, PB or Chest of Colours, indeed Wamp's often the unpopular kid in the corner but hell we do plenty for this hobby. We have the Wamp Ladder – the first rankings based format of its type. Little Angels – probably at the time the biggest miniature painting contest the world had seen in terms of prizes and categories. We hold more contests than any other site (at least 2 per month) for both prizes and just fun. We have this very magazine; the No1 free monthly magazine dedicated to Miniature painting. We have the Minipainting Wiki – another first. Wamp has done plenty and it continues to punch above it's weight and do more for Miniature painting as a community than many other sites will ever do. The future is bright too. We have more things coming up and we will continue to try and be innovative and creative with what a site can offer this hobby we love so much.

We also have something else that is always commented on by new people and our most proud achievement. It's something that was forged 6 years ago between a few like minded people – a friendly and supportive community. Wamp really is the friendly Mini painting site and that's something special. Hope you enjoy this issue and if your attending Salute I wish you the best of luck. Here's hoping Wamp can once again do well and win another Best In Show there.

Brett

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News

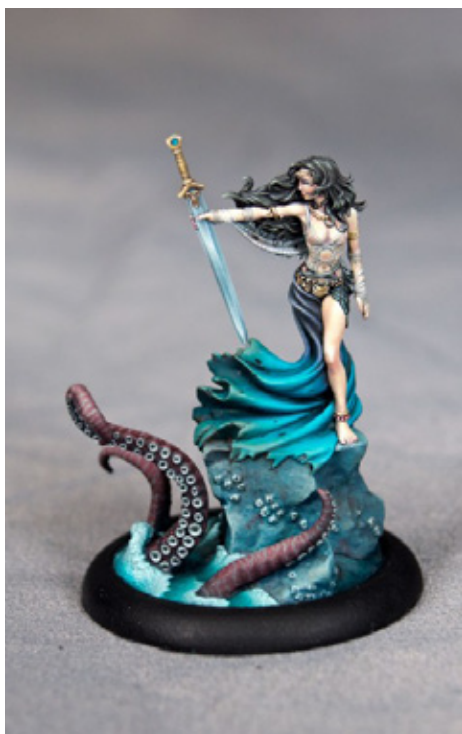
First off I would like to wish **WAMP** a happy birthday and many more to come. At last 2011 is starting to feel like a comfy pair of slippers which is beginning to show on the forum with more posts from members old and new, keep them coming folks, they're what makes us tick! We're also getting into the show season, kicking off with Salute2011 in the next week or so. One of the things that I am really pleased

about is that many of the contest winning miniatures seen on **WAMP** and in **Portal** all have a very good chance of winning a show contest which is a true testament to the talent we have on our site so to all those that are entering one of their miniatures in a show coming up, good luck and remember us when your famous!



CRYSTAL BRUSH 2011 AWARDS

The votes have been cast and finally we have a winner for the first Crystal Brush painting contest. Congratulations to Marike Reimer for being chosen as the overall winner with her entry "Kraken Priestess" (below). Congratulations to Jakob Rune Nielsen for his "Duchess Death" and Alfonso Giraldes for his "Dance, Morko, Dance!!!"



The Crystal Brush has been a controversial contest, polarising many peoples opinions mainly because of internet voting and the huge sum of \$13'000 offered up as cash prizes for the first three places.

If you want your say or see what other people have said in the aftermath of the competition follow the links below.

[WAMP](#)
[Chest of Colours](#)
[Cool Mini or Not](#)



THE SQUIRE PRESALE



I am proud to announce the premier miniature for my company Stone Tower Miniatures: The Squire, which is available for presale through our [Kickstarter project](#).

The Squire was sculpted in 1/35th scale (54mm) by Chris Clayton and portrays the scene of a young man wielding his master's blade, a sword that is almost too heavy for him to lift, to defend himself in battle. He stands 42mm tall and is a multi part kit: body, arms and sword, dagger, torch, and base. The figure will be cast in white metal while the base will be done in resin.

My name is Randy Shea, CreganTur on a few different miniature forums, and my goal for Stone Tower Miniatures is to create unique and high quality miniatures that can be enjoyed by collectors and utilized by gamers. By partnering with very talented sculptors I want to bring to life miniatures that are easy to assemble, fun to paint, and unlike anything else out there.

This exciting first release is just the beginning as I am already designing characters for my next project which will be a series of 32mm miniatures set in a dark steampunk world. The company website is currently being built and will be up before the end of the [Kickstarter project](#), which, currently, is the only way to order this miniature.

EXCLUSIVE WAMP OFFER FELDHERR CASES

We have an offer for all Wamp members from,



Buy any filled hard case and receive €10 off the price by quoting code: WAMP11

Offer is valid until 20/05/2011.

Feldherr produce some great cases and their full range can be clicking on the logo above.

TIME FOR EOLITH TO REST... BY STEVEB

With things as they are I have decided that Eolith Miniatures will be resting soon. I started Eolith mainly to produce resin 54mm fantasy figures, a marketplace that was emerging quite nicely a couple of years back but one that didn't really endure. The bottom has somewhat fallen out of it's marketplace and larger companies than I have stopped placing much investment in the scale. For myself I noticed that every 54mm piece I put out sold worse than the last until we meet my last release, Dracula and the kind of sales that make you want to hold your chest and pray for another breath...

I've left it a while to see how the catalogue went with ongoing sales. In the last few months sales have not even been modest. Beyond selling a very small number of resin zombie packs this year Eolith has sold very little. I know there hasn't been much in the way of release but the sales were dropping dramatically way before then and it had reached a point where sculpting a figure had to be something I wanted to do for pleasure as they were never going to pay me a wage.

There's a little stock left in the cupboard so anything you're after you should pick up quickly. I've already removed figures that have run out from the online store.

TRADEPOST CHANGES

All advert types may now be placed for up to 1 year duration. This is increased from the previous 90 days. The cost of the advert remains the same.

In addition all supporters may now place 3 ads at a time completely free of charge. You may place as many free ads as you like as long as its no more than 3 active at any 1 time. Ad's over this quota will be charged at normal rates.

Don't forget ads will be shown across the site randomly and may also be included in Portal. This is all included at no extra cost.

A further change is supporters may also have their ebay auctions displayed FREE OF CHARGE on the Wamp front page. To take advantage of this offer simply pm [OGL](#) the ebay listing number from your auction.

As always wanted ads are free of charge for everyone to use.

Any questions feel free to contact [OGL](#).

NEWS FLASH!

<http://coolminiornot.com> has offered to sponsor the return air fare to the overall winner of the Salute 2011 painting competition to the Crystal Brush 2012



CRYSTAL BRUSH 2011 AWARDS

We're ready to sponsor return air fare to the worthy winner of [Salute 2011 painting competition](#) to [Crystal Brush 2012](#). They don't have to compete at the CB 2012 (it'd be a bit odd not to after travelling all that way), but the prize is not transferable. Closer to the date of CB2012, the prize winner finds out the price of the ticket and we reimburse them* - Chern An Ng, Director of www.coolminiornot.com

*This is due to airline restrictions mandating the person who paid for the ticket having to be present at the point of departure



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
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	



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](#).

Darklord vs Wag 11th May

Theme: space marine diorama with a barrell and a funny metal thing no one really knows what it is

Simon.W vs Sparks

Theme: AOW Miniature

MaGie vs ScottRadom

Theme: AoW Contest

knott47 vs mercius

Theme: Paint Off No Theme

Jens vs Vern

Theme: 54mm Andrea Pirate

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

STATS BOX

Portal Downloads	17015
Memberships	958
New Memebers this month	64
WAMP posts	127740
Wiki Pages	98
Blogs	31

WAMP The last 30 days NEWEST MEMBERS

tommyswar	Bohemond
Rossc012	AndyS
nathan	notsomuchmichaelan...
Sheridan	pattherat
kelleyel	TheWaaagh
BDub	Mad Robot
dauvitiuS	Endor
vegel	Stormgrad
technorat	MarcoSkoll
UberTek	clam
Nuclearsquash	Ironwulf
LOBO	St. Anger
boothdom	marta
Aircav	Grunt
DEL	Ringil
JayeL	Maximus
G.2	KalebDark
DrifterUK	alim192
microcast	rusto
albattros	frenzic
juampepe2	jens
aleks	doomrunner72
DanJordan	Daemonslave
TredHed	mongo
Necron_99	danieljackson
Benedicte	mclimbin
MiniT	monkeyking
Tigershark	andy
spacelord	Melvis
zombiearts	Aldon
Hobbit	everwynd
pega	Sonofthelion

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



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

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 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](#).

Wamp Review: Maxmini AA Turret



REVIEWED BY DARKLORD

Manufacturer

MaxMini

Price

€27.00

Material

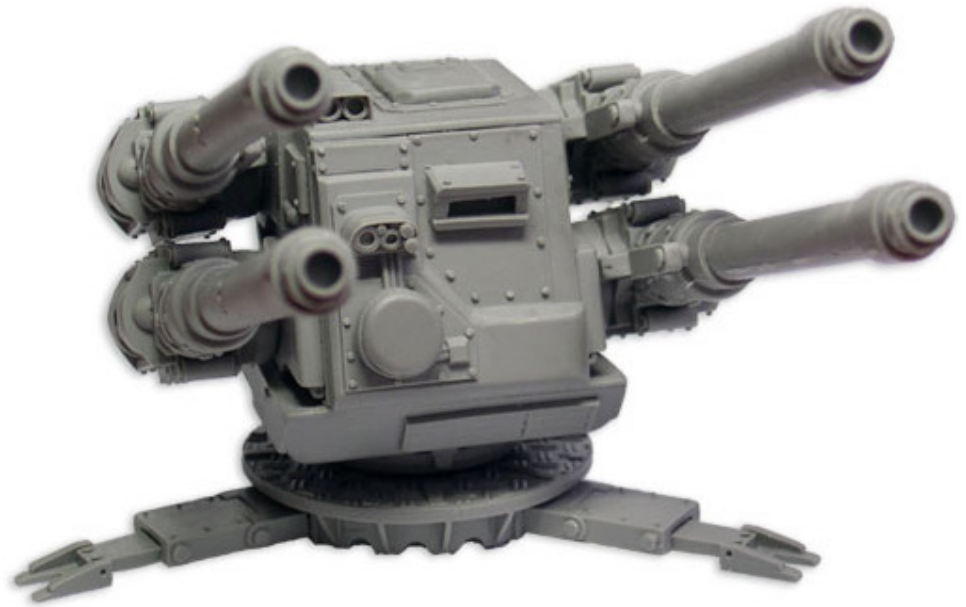
Resin

Contact

www.maxmini.eu

Other Information

Can be mounted onto compatible vehicles.



MaxMini have been producing accessories for a while but recently have started moving into full pieces. The AA Turret forms part of their new range of Heavy Weapons.

The Turret comes in 10 pieces and is cast in resin, a really solid one at that. The casting is superb, very sharp detailing and very little flashing. There were a few bubbles on the edge of the base piece but this seemed to be cast in a different resin to the rest so may be a one off. The pieces are solid - the main body especially is one solid lump.

With the weapon arms being separate it allows for them to be rotated into a position of your choosing. The whole thing mounts to the platform but has been designed to be compatible with vehicles from other companies ranges allowing plenty of scope for using the turret in other ways.

Assembly is straightforward with pieces possessing a round nub or hole and the limited mould lines means its a very quick process.



Price wise the Turret is €27 which at first glance may seem expensive to some but your getting a lot of resin for that price and so I would say value is about average.

Overall its a well made piece that offers something a little different and its compatibility with 28mm scale vehicles and miniatures means it offers a good scope of opportunities both on its own or as part of a larger piece.

If your looking for this type of subject you need not look past this.

RATINGS

Quality: 9.5/10- Excellent casting, very little flashing or mould lines.

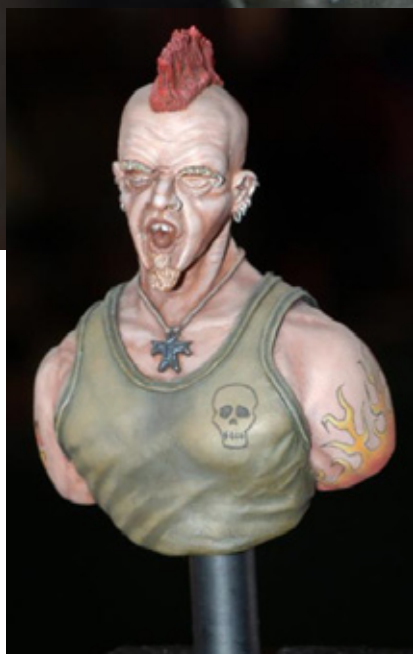
Assembly 9/10 - very easy lug and socket joining.

Value 7/10 - about average value. A lot of resin for the price.

Overall 8.6/10 - If your looking for a weapons platform, look no further.



Military in Miniature (Aldershot BMSS) Show



SHOW REPORT BY WAR GRIFFON

Saturday 26th March saw me once again up at silly O'clock in the morning for a two and a bit hour drive with the WAMP Display over the border and across to Guildford for the Aldershot BMSS Show otherwise known as Military in Miniature. The show is deemed by many to be the first figure show of the year as earlier shows have tended to be put on by the IPMS and although they have some figures are mainly geared towards the AFV and aircraft modeller.

Arriving at the venue was straight forward enough although I did suffer a few breakages due to all the roundabouts and then the speed bumps on the road leading past the school which was the venue but nothing drastic that a few minutes work with a tube of super glue gel couldn't fix (note to self don't put figures in the boot of the car keep them on the back seats). Not saying I arrived early but it was the first time I have attended a show and helped set up the hall, partly due apparently to changes made on the organiser by the school which seemed to continue throughout the day.

Military in Miniature is a small show but attendance also seemed to be down this year and it was believed that this may have been due to a clash of dates with a toy show in London. None the less it was a very friendly show and WAMP was made very welcome, our pitch was next to The Basement Forum and the banter was prevalent whilst setting up the display as my helper for



the day hadn't turned up and when she did her excuse was a puncture...With The Basement on one side of us the other side was taken up by Celine from El Greco which meant bad news for both Captain Sprouts wallet and my own.

Besides El Greco other traders included BNS Miniatures, Western Miniatures (flat figures), Just Bases and Anarchy Models along with a few others whose names escape me (sorry). Anarchy Models is a Golden Demon winner and offers a painting service but also on the day was offering airbrush advice and allowing people the opportunity to have a try of using an airbrush and I believe he was quite successful at converting a few people to want to buy one at a future date.

The painting competition was well subscribed with an excellent representation of models across the range of the hobby and some 15 or so categories judged on the Open System, Basement members had several awards and also to WAMP/Basement Members with Elanlane taking several gold's and two gold's for myself.

Unfortunately due to the school deciding to hold a basketball match later in the afternoon the show had to end early but otherwise was a very enjoyable day and we got to meet Megazord _man and see some of his work on the display



It's Undave!



(some nice Orks, top of the previous page, as well as the tank he has been working on) but although Tadme48 says they attended on the day but he/she failed to make themselves known or bring anything along to go on the display.

Definitely a show I would go to again though. More photos from the show can be found at [Here](#).

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.

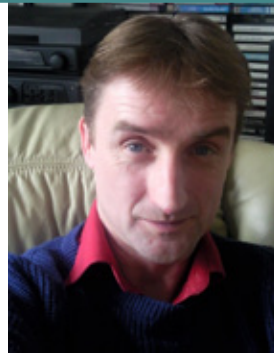


For more information go to
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Portal
an insight into **WAMP**

Profile: Eldintux



Real Name: Guy Oxley

Alias: Eldintux

Website: Numerous, most notably <http://www.leadmountain.digitalminiatures.net> & <http://www.digitalminiatures.net>

Wamp member since: Erm the beginning (when was that Brett?)

Bio: So you want to know about me - well you probably don't but I'm gonna tell you.

I am an ex-maths teacher and self labelled nerd. I love solving problems, putting together computer programs or just working out new ways of accomplishing tasks logically. It was because of these talents I believe Brett (Darklord) approached me to put together the original version of the WaMP forum.

But first and foremost I am a miniature painter. I have been painting since the late 70's. This love of painted miniatures has developed out of a love for roleplaying games and D&D in particular. These days I will paint almost anything, but still regularly return to my love of the old Fantasy one off figures (I must get back to the Grenadier Hill giant).

Oh and I'm quite severely colour blind :)

Paint, sculpt or game? Paint, but I do some conversions and have been known to play occasionally

Favourite mini company? Too many to really choose, but love the old sculpts, Grenadier or Ral Partha

Favourite sculpt? As with the company far too many. Let me think, loved the Golden Dragon in the picture here by Grenadier, or Dwarves some of the old Citadel Dwarves from the 80's

How long have you been in the hobby? On and off since 1977ish

How often do you visit Wamp? Less often now as I don't have an internet connection atm, but I will be back. When we first started every day, now once every couple of days :)

Best thing about Wamp? The chance to discuss techniques and view what people are doing. It's such a friendly place.

Tell us something interesting about you? I'm interesting? OK I know pi by heart to 23 decimal places.

Painting of Belegast the Bloodthirsty

By Landreth

Hi!

This is my first "step by step guide". Sorry for any language mistakes - my English is far from good. Here's on WAMP many good painters, so I decided to make a guide with most difficult techniques, I think it'll be more useful. As you know I was a NMM adept for some years but now I trying to paint realistic minis with metallics.

I take Belegast the bloodthirsty from Red Box Games - fantastic mini! I like the brutality of this character, he reminds me of Drune Celts (my favourite minis from Rackham). Why this mini? Well, it has a lot of details - metal, fur, wood, bones etc. So this is great base to show how I paint all this parts.

To be honest I must say that it isn't true step-by-step guide. I paint all parts in the same time. Why? I have a lot of ideas so i prefer to realize them instantly.

WHAT WE NEED TO PAINT A MINI

Brushes: from 3 to 00 (I work only with kolinsky brushes.)
 Paints: Vallejo, Black, Carmine Red, Turquoise, Sunny Skintone, Light Grey, Middlestone, Yellow Ochre, White, Vermillion, Copper. Rackham: Dirty Leather, Beastly Flesh
 GW: Catachan green, Chestnut ink, Black ink, Red ink, Boltgun metal, Chainmail. Gamma (Russian company): Bronze. Most of proportions was made "on the eye"

WELL, LET'S BEGIN!

I prepared and primed mini. I use black primer, not good choice, but only which I find in stores. Grey primer is more preferred. Oh! Sorry for photos, I bought a new camera so all pictures from second stage is much better than first one, but still a bit different from each other.

STAGE 1

I applied two layers of R(Rackham) Dirty Leather. Then I covered metal parts with Boltgun Metal. For skin I used Carmine Red, Flat Earth, Middlestone, Turquoise, Black and Sunny Skintone all Vallejo. Torso: I started from mix of Flat Earth and Middlestone for base. Then i added more Middlestone and make first highlights. Next highlights made by adding Sunny skintone into the mix. But this skin looks boring for me and i made a few glazes with Carmine Red. Veins made with mix of Sunny Skintone + a bit of Middlestone, shaded with Flat Earth + Turquoise. Legs: Started from clear Black, then similar to the torso scheme, but most deep shadows I made black. All the highlights not so bright as on torso, I stopped with mix of Middlestone and Sunny Skintone, 70/30 I think. Also there's no red.



STAGE 2

I started to paint fur. Well, fur was always my weak point, but I tried to do my best. I began from 50/50 mix of black and Dirty Leather, this is the most dark shadows. Then I do first highlights on fold by adding in mix some V Light grey, increasing its quantity to the highest points of folds. All the leather belts I painted in 50/50 mix of Flat earth and

Beasty flesh. I made basic tone for skulls and bones with Flat earth. Metal parts of the shield, belt and chains painted in Bronze(now chain painted with chainmail, but in next stage I've changed my mind), the shield painted in mix of Carmine red and Dirty Leather(I wanted it painted in red... but changed my mind later). Chainmail on the neck was painted in chainmail and washed with diluted Chestnut ink.



STAGE 3.

Fur again, when paint dried I made a few washes with very thinned V Turquoise to make fur a bit bluish. And, when all washes dried enough, I made final highlights individually to every hair with Light grey and White. Yes, I know it's not perfect, in future I'll try to make a better fur:) Time to paint skirt and inner side of Belegast's fur cloak. Base - Dirty leather, for first highlights I made mix 50/50 Dirty leather and Flat earth. Then just added more and more of Yellow ochre to 100% Yellow ochre on most highlighted areas. Also I made a simple texture with a few strokes of Yellow ochre.

But it seem a bit boring for me and I made a few glazes with Beasty flesh in the areas of medium light. In the same way I did his boots, just added Beasty flesh in first highlight mix. Skulls and bones, I changed first basic tone with mix of Catachan green and Flat Earth. Highlights made by adding in basic tone Sunny skintone and white, finished with almost clear white.

All brass parts was washed with 50/50 mix of Catachan green and Turquoise. Also i made a wood texture on the shield with Flat Earth and Yellow ochre.



STAGE 4

Leather belts was shaded with mix of Black, Dirty leather and a bit of Carmine red. Then highlighted by adding more and more Sunny skintone. But those belts on the arms I painted like the skirt, I think they should be bright. Brass parts was shaded with diluted Copper, also I made deep shadows with Dirty leather and highlights with Chainmail, you may see differences on shield and belt.

Metal parts was highlighted with Chainmail and then I added some splashes with chestnut ink. Let's look on helmet. When inks dried I've restored highlights with Chainmail. First shades I make with mix of Catachan green

and Torquoise. Don't make smooth layer, just make lots of different spots. I use brush for better control, but sponge also useful for this. Deep shadow made with mix of Dirty leather and Vermillion. Note that the deep shadows are matt. With clear black I made shadows under the spikes. To make rust I used Beastly flesh and Vermillion. I made some spots on the helmet with this mix, especially around the spikes. Finally I highlighted spikes with Chainmail.

Also I decided to repaint the inner side of cloak, make it darker. Basic tone is mix of Black and Dirty leather, highlighted with mix of Flat earth and Yellow ochre. I think now it looks much better.



STAGE 5

I finished all metal parts. I added some scratches here and there. Chainmail was washed with Turquoise and then I highlighted each ring with Chainmail. All skulls and bones washed with very diluted mix of Flat earth and Chestnut ink. All the ropes was done with Flat earth for basic tone and then highlighted by adding Sunny skintone and a bit of White. Then I painted the runestones, basic tone is dark grey - mix of Black and White. Then I made highlights with Light grey and Catachan green, final highlight is almost white. Maybe it's nice idea to soak this stones in blood, but

I prefer to leave them clean. I made shadow on all bronze parts with diluted Copper. It's important to make transparent layers. When paint dried I washed all these parts with mix of Turquoise and Catachan green. Then I painted the most dark areas with Dirty leather. The rivets was made with Brass and Chainmail, and then washed with mix of Turquoise and Catachan green.

If you want to keep shield red here's the scheme: basic tone is Carmine red, and then it was shaded with glazes with Dirty leather and Black, then highlighted with Vermillion.

STAGE 6

Well, mini is almost finished, time to work with details!

Horns was covered with Black, then I began to make highlights with Catachan green, Sunny skintone and White. The most bright part is closest to the helmet. Then I draw some lines with Catachan green, Sunny skintone and White to make texture.

I repainted the shield. Basic tone is Flat earth and a bit of Beastly Flesh, highlighted by adding Yellow ochre and shaded with glazes of Dirty leather and Black. Scratches highlighted with mix of Flat earth and White. Also I've added some smudges with Dirty leather. Wood texture on the axe handle made with Flat earth and Light grey.

Time to paint blood, with Red



ink I painted the shape of blood splatters on the axe and shield, then I added some Black ink and made areas with coagulated blood. Then I painted a few areas with fresh blood with Vermillion and then glazed them with Red ink. I can't make the base right now, I don't have wood for this. But, when I find materials I'll write an article about basing☺ Cheers!

WAMP Review: Dawnguard Destors



REVIEWED BY CREGAN TUR

Manufacturer

Privateer Press

Price

\$99.99

Material

Metal

Contact

www.privateerpress.com

Other Information



The Dawnguard Destors are a heavy calvary unit that are part of Privateer Press' most recent release. They're a fearsome looking group of steel-encased knights riding heavily armored steeds. The box is a multi-part metal kit that makes 5 mounted knights.

The casting quality is very good- the pieces are all very clean with minimal mold lines and a few very small gate tags. The details are very crisp and I can't find even a hint of slag, a casting defect that plague some manufacturers.

The knights are rather easy to assemble- the arm joints fit snugly in the body and you don't have to worry about gap filling because the joints are covered by very large pauldrons. I did have some trouble figuring out how to properly attach them until I stared at the box artwork for a couple of minutes and realized that the ones with filagree go over the left shoulder. I would highly recommend pinning the arm with the lance-cannon because of their weight. All of the lance-cannons had some bending to them, some worse than others, and I believe this is due to the vast amount of room they can bounce around in the large clamshell cases. The knights also fit perfectly into their saddles.



With how easy the knights are, it's a shame that the horses are so difficult to assemble. Their bodies are cut apart lengthwise. Four of the sets are the same, but the captain's horse is different- you can tell which one it is because that horse has a tail on the part with the saddle. The two halves don't fit together easily, so expect to spend a good amount of time filing and gap filling to get these mounts together, but this is the most challenging part of the whole process. The heads and quivers are easy to attach once you complete the bodies.

RATINGS

Quality: 8 / 10, Minimal mold lines. Crisp details maintained on all parts. Substantial variance in horse body pieces.

Assembly: 7.5 / 10, Knights are very easy to assemble. Horses require a lot of prep work to fit together.

Value: 6.5 / 10, This is one of the most

expensive kits available for the game.

Overall: 7.3 / 10

This is a nice, high quality kit that will require some work to assemble. The price may be in line for Warmachine players, but it's a pricey purchase if you're just a collector. These minis boast good design and offer a good canvas for painting.

WAMP Review: Fane Knight Skeryth Issyen



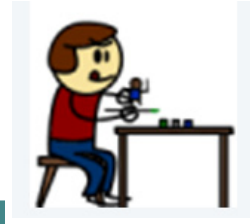
One of the newest miniatures released by Privateer Press is the Fane Knight Skeryth Issyen, who is being released as a part of their Retribution of Scyrah. This multi-part white metal kit contains 2 different versions of the character, 1 mounted on a heavily armored horse, and the other on foot.

The horse comes in 3 pieces, 2 halves of the body and the head,, plus the knight's body, head, and lance. The standing version consists of body, head, and hands gripping the lance. A 50mm and 30mm slotta base are included.

The casts are clean with very few mold lines and the details are crisp and clean. The standing knight can be assembled easily with very little prep work. The mounted knight, however, is a completely different issue.

The halves of the horse's body fit

together very roughly, it will take a fair amount of filing and a little putty work to get them to fit cleanly. The head fits in place easier, but still requires a fair amount of gap filling. The knight's torso is a little akward to place, I would highly suggest pinning it in place- and it also requires some putty work to fill a small gap along his spine. The head and lance arm fit into place easily, but as I mentioned the lance itself was bent out of shape.



REVIEWED BY CREGAN TUR

Manufacturer

Privateer Press

Price

\$29.99

Material

Metal

Contact

www.privateerpress.com

Other Information

RATINGS

Quality: 8.5 / 10, Clean cast with crisp details. Design of horse assembly doesn't fit together well.

Assembly: 8 / 10, Standing version of Knight fits together easily. Horse requires a good amount of filing and gap filling. Bent spear can be difficult to straighten.

Value: 7.5 / 10, Average price for larger Warmachine minis.

Overall: 8 / 10, While this kit does have some assembly issues they're not horrible and they don't affect the detail or quality of the miniature. The details aren't overdone so there are some nice open areas for freehanding. It seems like it would be a fun mini to paint.



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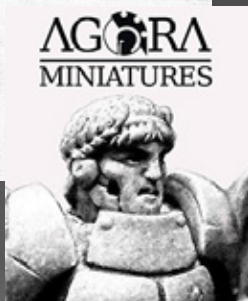
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WAMP Review Dark-Art Undead monsters



REVIEWED BY NETEPETE

Manufacturer

Dark art Studios

Price

£10.00

Material

Resin

Contact

www.dark-art-studios.co.uk

Other Information

Comes with three head options.



BRrrrraaaiins!

I'll take a good look at Dark-Art Undead Monster kit:

This kit comes with 3 head options and the assembled mini consists of 5 pieces (head, arms x 2, torso, legs)

Now it's hard to take a big fat undead monster mini with his guts hanging out too seriously here, but I'll hold it to the same standards as normal.

Standing at about 64mm this mini is a lot of resin. Each piece on its own is pretty cool. Some nice details and you can tell the sculptor has some talent. The casting is not bad with some air bubbles, but a rotten flesh mini like this hides it well.



Each of the heads is pretty unique, and there is even a Frankenstein looking head in the batch which is pretty cool.

The guts hang out of the fat belly and drip over the leg piece. The fatness hang over the belt and covers up the seam to the legs pretty well. One tiny spot had to be filed above the skulls(that seemed a bit small) on the left leg, but otherwise this was a great joint fit for the body. The head attached easy enough and allowed it to be turned different directions which is always nice. The main problem I had with the assembling this mini was in the shoulder area where the arms attached. The body is sculpted in a sort of droopy fat, style and the arms are really round and muscular, making the transition awkward. It would require a fair amount of resculpting with GS/ to get these to fit acceptably for me.

RATINGS

Quality: 7 / 10

Assembly: 6.5 / 10

Value: 7 / 10

Overall: 7 / 10

Overall, this mini has its ups and downs. Fun mini for the theme though, that's for sure. I can tell there is some talent in what I believe is their first release. This will hopefully be a building block for better things to come. I'll be looking to see how this young range advances with each release.

Assembled, the mini has some proportion issues as well. The legs are rather short for the rest of the body. The detail on the legs is nice, with torn muscles and ligaments hanging out. The hands are massive, and since he doesn't carry a weapon, make for great SMASHING!



It's time for our latest painting contest and it gives me great pleasure to announce our newest sponsor in the form of Maelstrom Games. Many of you will be aware of Maelstrom's excellent store, both on-line and the one at Mansfield. The focus of this contest will be on Maelstrom's very own range of rather nice miniatures from their Banelegions range.

This contest will be slightly different to our usual fare!

PRIZES

- » 1st: Gold Trophy and £75 credit
- » 2nd: Silver trophy and £40 credit
- » 3rd: Bronze trophy and £20 credit

You may enter a single miniature, diorama full 300 piece battle scene - whatever you like as long as its inherently Banelegions. **Please folks make sure you read the rules (especially the new work one!!)**

Maelstrom Games will be judging the contest and will include consultation with some of their Studio painters: Matt Cexwish, Ben Komets, Raffaele Picca and Sebastien Picque. The Banelegions are a great range with some stunning (and frankly massive!!) monsters as well as more human sized figures if you prefer something smaller.

To view the range [please click here](#)

So there you are folks - should be a great contest and you get a little longer than usual. So get painting!

Oh wait! You want more? Well, OK then how about this, if you are attending WAMP2011 then you will have a 2nd chance to win even more!

Any Banelegions entries at [WAMP2011](#) will be judged by Maelstrom Games and Wamp with the following prizes available:

- » 1st: Gold Maelstrom Trophy and £75 credit
- » 2nd: Silver Maelstrom Trophy
- » 3rd: Bronze Maelstrom Trophy.

These prizes are in addition to the on-line ones so you are eligible to win prizes in the on-line section and at WAMP2011 too - You could walk away with 2 trophies and up to £150 worth of credit!! These are also in addition to the category and best in show trophies at WAMP2011!

Even better Maelstrom's very own tame photographer Stu (ex GW Studio Photographer) will be on hand to take pictures of your entry if you wish. These photos can be used for the on-line section of the comp - a great chance to get some top quality photos of your work.

Now that really is everything. As always any questions feel free to Post them on the forum [here](#).

The Deadline for entries will be

6pm (BST) 6th June 2011

(Supporters deadline will be 6pm 9th June 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.
- You give Wamp and Maelstrom Games permission to use your pictures for publicity (but you do retain ownership).
- You may post pictures of WIP or final shots both here and elsewhere.
- Judging will be conducted by Maelstrom Games.
- Submissions must be posted to the [Banelegions album](#)
- Credit is eligible at Maelstrom's Mansfield store or on their website

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Forge World

Open Day

**SHOW REPORT BY
WAR GRIFFON**

Sunday 3rd April saw me on the road again and heading north out of Wales for the Forgeworld Open Day at Warhammer World in Nottingham.

Thankfully this time it was a start at a more reasonable hour compared to some of the other shows I have travelled for as I was attending as a visitor this time as opposed to an exhibitor. I haven't been to a Forgeworld Open Day before as I have always ended up being out of the country or elsewhere when the event is held so this time I was looking forward to the day and meeting up with friends during the day as well as all the new goodies and news snippets that would be on offer, although I think it being Mothers Day as well stopped a lot of people attending.

The journey up was nice and quiet and I reached GW HQ with a bit of time to spare before opening time, well that's what I thought anyway...true to FW & GW organisation however the doors opened twenty minutes late and when arriving in the main hall I decided to stay in the retail stand queue as it was only the width of the hall at the time and within 5 minutes of me joining the queue it had extended to the full length as well as the width and even into Bugman's at one stage. Chaos seems to follow any event with Forgeworld or GW for some reason especially when it concerns the retail side of things and this day wasn't much better.



The retail stand had two tills and one card reader so the queue for people paying by card was around 10 or 12 people which meant that if you wanted to pay with cash you could get ahead slightly. "That's not chaos I hear you say." No it's not I agree but when I got to the

front to pay with cash for what I wanted it was discovered that they were unable to find the show only boarding marine so people could only pick up the Hellsmith and the marine was announced as being in the hall about an hour after I had been served, did I join the queue again? Hell no that could wait until later.



The retail stand had stocks of the Wraithseer conversion kit, the new Game Board Tile and the Phantom Titan, with several people buying the new Titan at £360 just for the body and then £50 for each arm they seemed to be selling well but I am still undecided whether I want one or not. Also on the retail was stocks of the new Eldar Lynx with the lance or pulsar weapon option as well as the Shadow Spectres Exarch and the Corsairs Conversion Kit, disappointing not to have anything new from Warhammer Forge on the retail stand though.

After spending the first hour in the retail queue my next stop was the Reservations table to collect my pre-order. They seemed to have got things right with regards to pre-orders this time though, with pre-orders having been paid for in advance it made a very big difference and I don't think I saw more than two or three people waiting to collect their pre-orders. Well done FW for getting that bit right.

Next stop was the raffle and painting competition entry stand (it was next in the line honest) During the day, they had a good run with the raffle tickets, the prize being one of the new Phantom Titans, in fact they did that well they had to do a panic shop for more raffle tickets and in total they sold £1530 worth of tickets with the proceeds going to the Tsunami fund.



The painting competition was not very well supported and only saw 26 entries in total but then there was only one winner and all they received was the FW Open Day shield. Would it make a difference if they offered a 1st, 2nd and 3rd prize of some value or more trophies?? Who knows but would it be worth them doing this? One thing I did notice later in the day was the judging system used...this really annoyed me to say the least, I wasn't expecting to win as there was a few nice entries but the judging was carried out by an ex Eavy Metal Team member (no names no pack

drill..) and consisted of picking up the figure having a quick glance and then putting it back on the shelf again which meant judging each figure took all of about 30 seconds max!!



Who won?

That, I am pleased to say was a WAMP member known to many UK painters as Prawnpower (Conrad Mynett) who took first place with his converted traitor death rider.

That was the buying bit out of the way so I retired to car to drop off my purchases and pre-order then headed to Bugman's for a

coffee before doing the rounds of the cabinets of the design teams, seating was at a premium with the staff being kept busy and over a 30 minute wait for food so I got a coffee to go and went for a walk and a chat with the design teams.

WARHAMMER FORGE DESIGN TEAM



It seems a lot of the stuff on the stands and the cabinets are still work in progress and design team were very reluctant to commit to release dates despite things going to production (also would tell what these are either) and some things that were work in progress 3 years ago (that lovely dragon) are still work in progress now...

The book templates that they had on the table looked very nice but this is also still work in progress although they are hoping that this will be a July release (he wouldn't say which July) which means it would need to be with the printers at least 8 weeks before this date. With newsletters being alternative weeks with Forgeworld newsletters it will be interesting to see how the releases pan out.

Besides the Chaos Dwarf engines/machines that were seen at GD UK in September last year there were some very nice Chaos Dwarf Infernal Guard and it is nice to see that in the

main the Chaos Dwarfs aren't being sculpted with those ridiculous stupid tall hats. There was also a painted version of the Dreadquake Mortar and a few of the Chaos Dwarf Smiths as well as Tamurkhan on the Dragon Toad which would lead me to believe that it won't be long before we see these for sale (fingers crossed).



Amongst the other cabinets on the WF design team tables was a Great Taurus which looked very nice with the design team having a cow from a farmyard set on the table with a pair of demon wings blue-tac'd to it and trying to convince people it was the original prototype...Manaan's Blades looks



like it will be the next Empire unit to hit the table and the command figures look very nice, also a 3 figure unit called "Castellen Engineer Tubal Falk all with lots of detail and for new WIP on the Chaos side (besides the Dwarfs) there was Say! The

Faithless and Nightmaw Chaos Spawn and a Siege Giant which is a conversion kit based on the GW plastic Giant that looked very nice and tucked at the back of a cabinet was a two rather large WIP's with a name thingy nearby titled "Vermin Lord" which will be armed with some sort of long spear and is perched on an arch so I dare say this will get the Skaven fans salivating in the gutters.

FORGEWORLD DESIGN TEAM



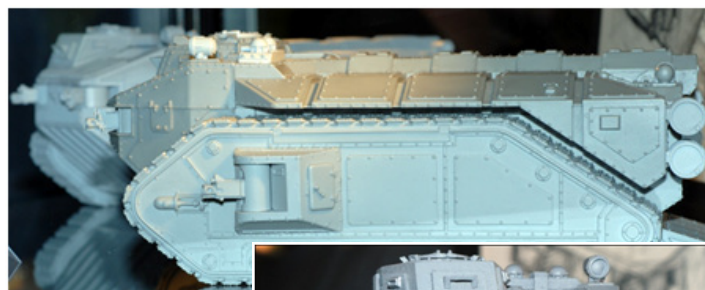
The main focus was obviously on some of the new stuff that was being launched that day, with the Wraithseer being shown in various poses and also a huge table showing the Phantom Titan with the Revenant and other walkers and figures on the table to allow you to see the size difference, although I am still undecided on the model it did look very impressive with the others around it.

IA11 is scheduled for around the end of the year and will be Eldar against IG, Space Wolves and Elisians, it is thought that the Wolves will be based around Bran's company and if so will probably include a lot of Wolfen, some new models will appear for the IG but there will be no new releases for the Elisians. IA12 is going



to be Dark Eldar and in the display cabinets they had a Raider with a Haywire Cannon and a new DE transport model that was WIP.

The Game Board Tile was shown in various paint jobs and looked quite nice, it integrates into the board nicely and it was said that it is hoped to release a whole range of these tiles to give gamers a choice, people certainly seemed to like this tile on the day anyway and quite a few were sold.



The IG vehicle that was mentioned as being finished prior to the day in a newsletter was on display with two versions in the cabinet, only difference between the two being one was the production release the other the WIP, the name of the vehicle being Imperial Crassus" and is supposed to carry 25 IG inside. The two in the cabinet had different exhausts which would have been a nice option but is not going to be and also the WIP version had a lot of nice texture on the plates which has not been carried through to the production model, shame because it would have been a nice change and a challenge to painters.



I don't think there was anything else new in the cabinets other than vehicle doors and shoulder pad/ weapon sets for various chapters in IA 9 & 10 and I am sure you will spot them in the photos in the main thread (link at the end)

A trip to Warhammer World is always worth a visit as there is always something new on display whether it is before you get into the hall on the way



up the stairs or in the cabinets or the hall table themselves with people coming from all over to play a game on one of the studio tables and the day was no exception with majority of the tables in constant use throughout the day. When I first visited many years ago it was the rule of GW that as it was their premier venue then all figures used on the tables had to be painted with at least 3 colours, sadly this rule has seemed to be abolished and it was disappointing to see whole armies of undercoated figures on the tables and not a painted figure amongst them but I guess the emphasis these days is get them to buy and play the army before the next new must have army is released.

The art display is currently in the museum which is being closed for a month soon to renovate the roof amongst other things and I hope they sort out the lighting up there as well and it was nice to see some of the old models on display as well as the newer ones. Cabinets around the main hall had a good selection of figures and some of the previous demon winner's entries where in the cabinets at the stair area before entering the main hall. The window at the entrance

from the car park to the stairs/lift up to the main hall had the studio display from GD 2009 (Wolves vs. Stealers/Tyrants) but unfortunately this could not be seen/photographed properly because the area was unlit and the windows tinted.

Altogether a very good day out and I would go again, only thing that spoilt the day really was the journey back which involved one and a half hours to travel 1 mile on the M42 and get off said motorway because they closed it and diverted everybody and then £4 toll fee to use a very short stretch of the M6 to rejoin the M42 and don't ask about the mustard/ketchup from my McDonalds when I stopped for a bite to eat...

All photos from the day can be found [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 highlights a some of the information people are adding to the wiki.

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

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

GAMES DAY

Games Day is a gaming and [painting](#) convention held by [Games Workshop](#) annually at various locations around the world. The event is seen as one of the major shows of the year and the United Kingdom Games Day is the largest manufacturer-specific event in the world.

HISTORY

Games Day began on a whim in 1975, when [Games Workshop](#)'s then-owners, [Steve Jackson](#) and [Ian Livingstone](#) decided to hastily organize a gaming event in London to replace an independent event that had been cancelled for August that year.

Early Games Days were broad gaming events, incorporating board games, roleplay games and miniatures games, as Games Workshop's own range of games was in its infancy.

CONTENT

Games Day events will feature a variety of different areas of interest for visitors including displays of upcoming releases, demonstration by '[Eavy Metal](#), the design studio as well as stands from the [Black Library](#), [Forge World](#) and [White Dwarf](#). In recent years, Games Workshop has invited licensees of their intellectual property, such as THQ (designers of the [Dawn of War](#) computer games series) and Fantasy Flight Games (manufacturers of the [Warhammer 40,000](#) and [Warhammer](#) roleplay games and related board and card games) to display and demonstrate their wares.

Games Day UK 2010 was a first of its kind for allowing licensees to sell products at Games Day.

GOLDEN DEMON

The most popular element of every Games Day is probably the [Golden Demon](#), [Games Workshop](#)'s flagship painting contest that attracts painters from around the globe to compete for the coveted [Slayer Sword](#).

DIORAMA

A diorama is a depiction of an event or story. It could be something like a battle scene, historical event or some else. Dioramas usually feature several [miniatures](#) or props to help convey the event and are often mounted on larger [bases](#) than single [miniatures](#).

RECIPE

A term used in [miniature painting](#) to describe a certain mix of colours to achieve a set result. For example you may use a set recipe to paint NMM gold or Copper. The recipe allows painters to share their mixes with others that wish to emulate their results.

SCULPEY

A registered trademark of Polyform Products Company, Sculpey® is a brand of [thermoplastic](#) [sculpting medium]. Ideal for bulky sculpting projects, but with enough granular form to create even quite fine detail effects, Sculpey®'s main advantage over equivalents such as greenstuff, brownstuff and ProCreate® is that it is thermosetting, meaning that it will remain malleable until baked in an oven.

Sculpey's manufacturers provide a number of free [PDFs](#) giving tutorials for a range of projects and uses for Sculpey.

Legend

[Link to page](#)

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Y'Sala & The Darkness
by Iacton, Studio McVey Contest Winner

I'm not really sure what happened with Y'Sala & The Darkness, if I'm honest. I prepped up Isabella, and Y'Sala for the Studio McVey competition, with the intention of spending more time on Isabella initially. However, early doors I couldn't get my head around how I wanted the base to look for her, and so I got on with Y'Sala and her smoke demon instead. After a bit of jiggery pokery in the assembly and test fitting stage - I'm quite heavy handed, and many of the resin pieces that I own have lots of extra metal and glue in them! - I got the piece primed in 4 parts. I happened to have a weekend when the wife was working when I started the painting process, and I had been very tempted to do something in the vein of a Minotaur that a friend on PB was painting i.e. underpainting in colours and glazing base colours on after, so I tried it out and immediately got heavily into the character of the sculpt. From there the demon paint job was a bit of a blur (painting it in one day!) and I went onto Y'Sala, who was a very different proposition. Where the Darkness is all swirls and organic shape, Y'Sala is all hard detail and smooth clean lines, so I approached her in a much darker fashion, with high contrast and a complimentary colour scheme to the red/orange demon. The sparkly mesh thing behind her head was borne out of wanting that to really draw the eye to her eye line, with a cold sort of crystal/NMM idea that I wanted to match into one end of her staff too, with the fiery effect at the other end, again providing a strong contrast. Once I had wrestled her for a while and got her assembled and photographed I got some feedback for her and most people came back with the same problems - not enough focus and the 2 models were nice individually, but weren't really interacting. So I had to go back to the model and do a lot of tweaking. The first thing that I did, which really helped, was to increase the fiery tones on the demon, especially the orange, and frame Y'Sala with the orange cloud of her smoke demon. At the same time the OSL effect and concentration of "heat" at the end of the staff were increased, to better effect. Finally, I re-worked her hair (which was blue/black previously) and her skin tone was warmed slightly, whilst repainting her eyes entirely. The finished model was what you now see, and I've been bowled over by the positive feedback that I've received since I posted her here and elsewhere. To have finished ahead of the likes of Jens' and Rusto's work too is quite humbling also.

This was really a model that I wasn't sure I would enjoy at the outset, grew to love as I painted, and finished up with a piece that has probably given me the most pleasure and the biggest boost that I've had since I've been in the hobby! My thanks go to Ali and Mike too, as a comment like "improvement on the studio scheme", coming from these two [absolute legends and personal painting heroes], nearly made me fall off my stool!

Iacton.



Lt Kara Black
by jens, Studio McVey Contest 2nd place



Paint and Love
by rusto, Studio McVey Contest 3rd place





Al-Vianna
by pae



Broga Hourigsen
by Twosoc



Isabella
by Spellscape



y'sidyra
by aphorys



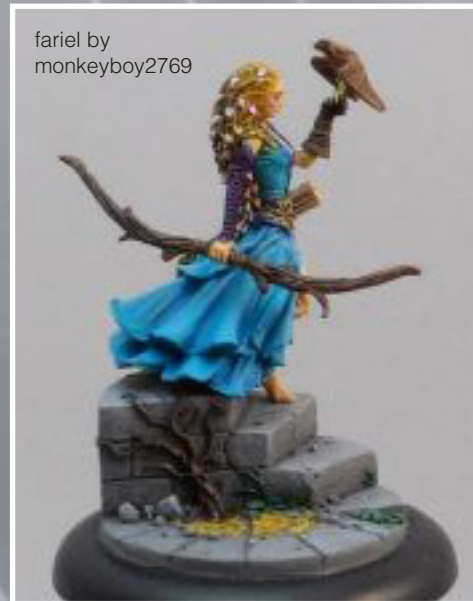
Ar-Fienel
by Chameleon



Female Conscript Terrorist
by Spellscape



Al-Vianna
by MaGie



fariel by
monkeyboy2769

surfer
by monkeyboy2769

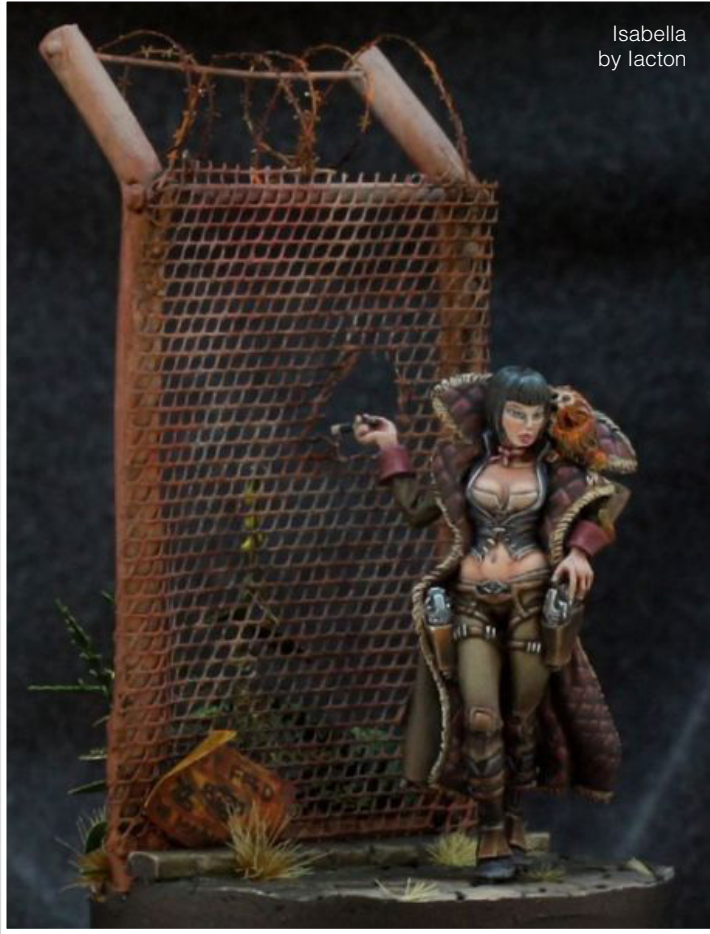


kara black
by monkeyboy2769



Broga Hourigsen
by DaveyBoy





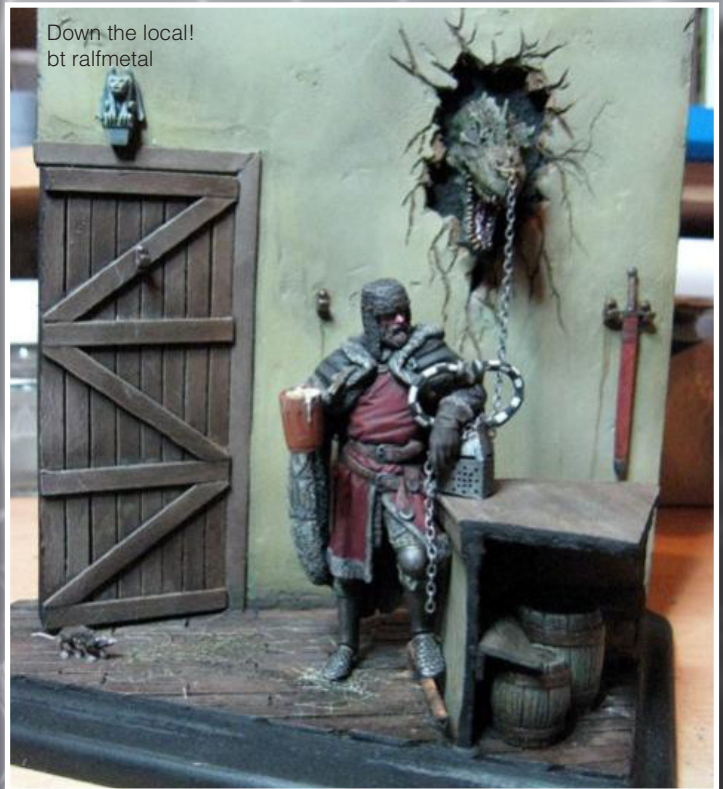
Isabella
by Iacton



Seraphine Le Roux
by Ringil



The Booze Brothers
by Darklord



Down the local!
bt ralfmetal



Summer Knight
by Orki



hell rider bust - by "La ruota del tempo"
90mm bust
by trevis_11



El Hassyyun
by trevis_11



Orcnar Unmann
by Ulfgrimr



The first 100 people through the door will each receive a free limited release miniature courtesy of studio miniatures.



4th June 2011 @ Maelstrom Games, Mansfield, UK Opens 11am

A 'people's choice' award will be given on recognition of the piece that receives the most votes from attendees.

Best in Show, People's Choice and all category winners will each receive a high quality crystal award.

In addition all entries attaining a sufficient mark will receive a Gold, Silver, or Bronze Certificate.

Maelstrom Games will be offering £75 credit and Gold trophy to the best Bane legion entry. 2 runners up will receive a silver and bronze trophy respectively.

Entry to all aspects of the event is free.

WAMP2011 will centre around the painting contest judged using the open system.

Categories are as follows:

Best In Show

1. Single Figure
2. Monster/vehicle
3. Group
4. Large Scale
5. Diorama/Duel
6. Wamplings
7. International Online

Each entry will be entered into a free prize draw.

Entry registration begins at 11am.

www.wamp-forum.com/wamp2011

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

PAINTING SCROLLS

Darklord:

Anyone got any advice on painting those scrolls/seals you get on space marines? I mean the actual text - I just end up with a bar code!!

War Griffon:

Given their size could you not just put wavy lines rather than straight vertical ones to avoid them becoming bar code?

RogerB:

Don't use pure black.

Joek:

If you look at old medieval books, you always see the first letter given lots of lavish attention - different colours and very big. Obviously I'm not going to be bugging up my eyes doing all that with a 28mm figure, but I do tend to add the small red square (or something like that) at the start - or somewhere along the line - to make it stand out a bit.

Chameleon:

Mix a bit of the basecolour of the scroll in with black (or scorched brown if you would prefer), thin it down to about 50:50 with water, add a touch of flow improver and the job should be a good'un :-)

Edit-joe's post is also a good idea- it's something I've started doing too (although I tend to just use the same colour, but make an obvious letter) - it seems to work a treat :)

waghorn41:

Well, along similar lines to Joek's I tend to do a splash/squiggle/letter about three times the size of the lines of 'text' which are then indicated by lines/dots and more squiggles in as fine a line as I can get (believe me, it's difficult with a half inch brush but easier than the first letter in colour with a roller)

IMPROVISING BASING MATERIALS

Tabris:

Hello fellow wampers. Here in South America commercial basing materials are hard to find and like most stuff in this hobby i have to import it. It will take some good time before i can get my hands on some basing supplies so i would like to get some suggestions on what readily available materials i can use to base my minis.

I have the luck of having lots of trees and plants where i live, no groves or other big green areas but at least places where i can find plants and small stones to use. I'm aware of Darklord's tutorial on the subject of using natural plants on the bases and will sure try that. I also have some plastic plants from a aquarium store.

Right now i use a kind of aquarium sand (in a rough translation: "fine beach sand") on my bases and paint over it, but i find the grains too big for using in the whole base and in the end they give the impression that the mini is standing in a lot of very small pebbles and rocks. I think it's ok for a low tabletop standard but i want to improve my basing.

So, what do you guys recommend?

Shane Rozzell:

For sand I use what was called at our local pet shop "Chinchilla sand" which translates as the finest grade sand they could get. Thankfully it pretty small grains so looks OK on miniatures. If you can't get hold of any of this then Vallejo do a sand paste and a pumice stone paste you mind find useful. As for foliage if you can mail order any leaf stock then go native, you live in a great area so just keep looking, don't try to emulate what we can find locally use what you have. I'm sure in a few weeks we'll all be looking at your bases and wondering what you used and can we get it here

lacton:

Vallejo sandy paste is great. If you mix in some normal sand and static grass, you get superb textured mud too.

Have you tried ground spices? Several spices are nicely ground, and make your mini smell nice too! lol

KittenCeleste:

I took a walk in the neighbourhood and surrounding woods.

Found sand, pebbles, roots, leaves (dry and smash them up, you get great foliage for bases).

Old technical things can be used for basing. Like remote controls, old cameras, mobile phones, etc. They all have bits inside that can be stuck on a base.

Bottle caps, wine corks, beads, bits of wire.. That's all I can think of at the mo' :D

Happy hunting!

Cregan Tur:

Construction foam board can be used for a number of things- I think Hinton showed how to make a brick wall with the stuff in one of WAMP's first tutorial articles. Compressed cork board is great for making rocks and the like. If you check you DL's tutorial on preserving flowers then almost anything in your backyard can be used for basing.

Another great material is to pick up rocks from people's gravel driveways. You can use cutting pliers to cut them into smaller pieces to create small rocks for your bases.

For wires for industrial bases I've cut up and used old speaker cables, the cable from an old USB device, phone cord... the possibilities are really endless. If you can look at anything and imagine a way to use it, then you've found a new basing material.

Captain Sprout:

If you collect some natural roots and twigs etc try boiling them before you use them it helps grim stuff growing on them and going a bit odd.

pae:

Tree bark makes really nice rocks, especially if it's heavily textured like the bark of pine trees.

I need to find some good roots that I can make trees from. Problem with living on the prairie is that there aren't a whole lot of decent plants to dig up. :-/



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Tau Megaforce Box Set




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 Postage **£7.50**
 Scale **28mm**
 Material **Plastic**
 Painted ? **No**
 Condition **Excellent**

Games Workshop Tau Battleforce



Cost **£37.50**
 Quantity **1**
 Postage **£4.00**
 Scale **28mm**
 Material **Plastic**
 Painted ? **No**
 Condition **Excellent**

Tau Hammerhead Gunship



Cost **£18.00**
 Quantity **1**
 Postage **£2.00**
 Scale **28mm**
 Material **Plastic**
 Painted ? **No**
 Condition **Excellent**

Tau XV-8 Crisis Suit with 2 Drones



Cost **£9.00**
 Quantity **1**
 Postage **£2.50**
 Scale **28mm**
 Material **Plastic**
 Painted ? **No**
 Condition **Excellent**

Forge World Tau Barracuda



Cost **£48.00**
 Quantity **1**
 Postage **£4.00**
 Scale **28mm**
 Material **Resin**
 Painted ? **No**
 Condition **Excellent**

Tau XV-88 Broadside Battlesuit




Cost **£12.00**
 Quantity **1**
 Postage **£2.00**
 Scale **28mm**
 Material **Plastic**
 Painted ? **No**
 Condition **Excellent**

Tau Empire Krootox



Cost **£8.00**
 Quantity **2**
 Postage **£1.50**
 Scale **28mm**
 Material **Metal**
 Painted ? **No**
 Condition **Excellent**


Wanted: Ar Fienel of Studio Mcvey



Hi All, I am looking for a Ar Fienel figure from Studio Mcvey for my woodelf army I am working on. If anyone wants to part with one PM me for a reply.

Thanks

Wanted: White Speaker Miniature



Description!: White Speaker figure Pm if you have a spare model please .

T-shirt with Username (White Logo)



Cost **£13.99**
 Quantity **1**
 Postage **None**
 Scale **n.a.**
 Material **100& Ctn**
 Painted ? **n.a.**
 Condition **New**

Baby 'Mini Painter' T-shirt



Cost **£10.99**
 Quantity **1**
 Postage **none**
 Scale **n.a.**
 Material **100% Ctn**
 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 10



Coming in issue 10 we'll have an indepth show report from Salute 2011, more great tutorials and all the latest news and reviews from around the hobby.

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

Member Pages

Are you a commission painter or sculptor?

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

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

What you get:

Full setup of your own page within Wamp.

Your own url at Wamp (yournamehere.wamp-forum.com) or link to it from your own domain name of your choice.

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

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

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

8 REASONS TO JOIN



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

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

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

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

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

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

8. Get access to exclusive member only offers.



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