

# 28

//PRESENTS



//INTERNATIONAL WOMEN'S DAY  
2024



//IWD SPECIAL 2024

**Arch-Editor**  
Volitare-28

**Lead designer & editor**  
Bill Ford

**Editors**  
Adam Wier  
Sam Puttick  
Jason Woolf  
Steve Rowlinson  
Eric Wier  
Ivy Hill

**Cover artist**  
Veronica Levin

**Web**  
28-mag.com

**Facebook**  
@28mag

**Instagram**  
@28mag

**Submissions**  
submissions@28-mag.com

**Typeset**  
Orbitron  
Titillium Web  
Roboto Mono

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28 is a free digital magazine that primarily focuses on 28mm models in the Warhammer hobby. We have no affiliation to other companies or groups, and any similarity in imagery or nomenclature is purely coincidental.

We do not accept hate or prejudice. 28 aims to expand the hobby and promote diversity and inclusion, through creativity and freedom of expression.



# INTERNATIONAL WOMEN'S DAY 2024

After a short hiatus in 2023, we are once again proud to present the fruits of our collective labor in the form of a '28 Presents' issue to celebrate International Women's Day. Contained within are both familiar and new faces of those women who continue to push the boundaries of the miniature hobby.

Distinctly within this issue we have asked those women, who were comfortable doing so, to share their experiences identifying as a woman in a male-dominated space. We hope these will help shed light on not just the progress made to-date, but the work still needed for total inclusivity.

Marked annually on the 8th of March, International Women's Day (IWD) is a global day celebrating the social, economic, cultural and political achievements of women. Observed since the early 1900s, IWD also marks a call to action for accelerating gender parity. Significant activity is witnessed worldwide as groups come together to celebrate women's achievements or rally for women's equality. You can find out more by visiting the IWD website [here](https://www.un.org/en/observances/8march).

Bill Ford // Lead Designer



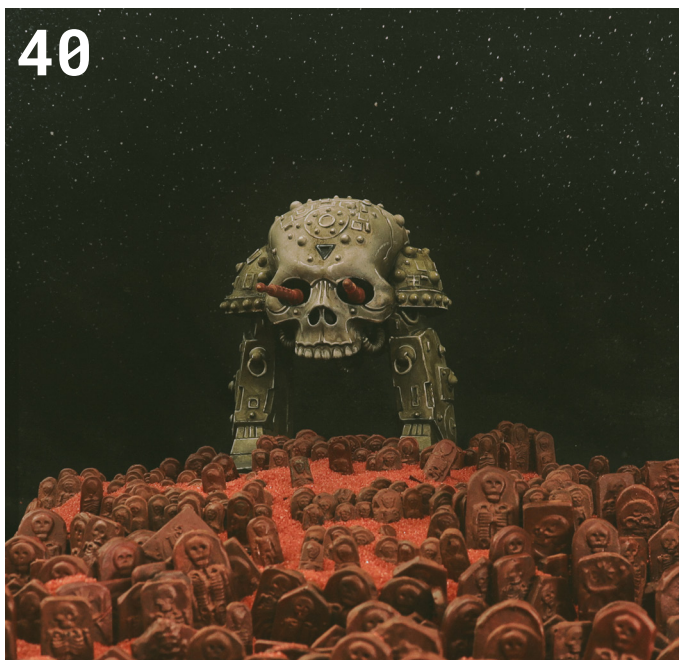
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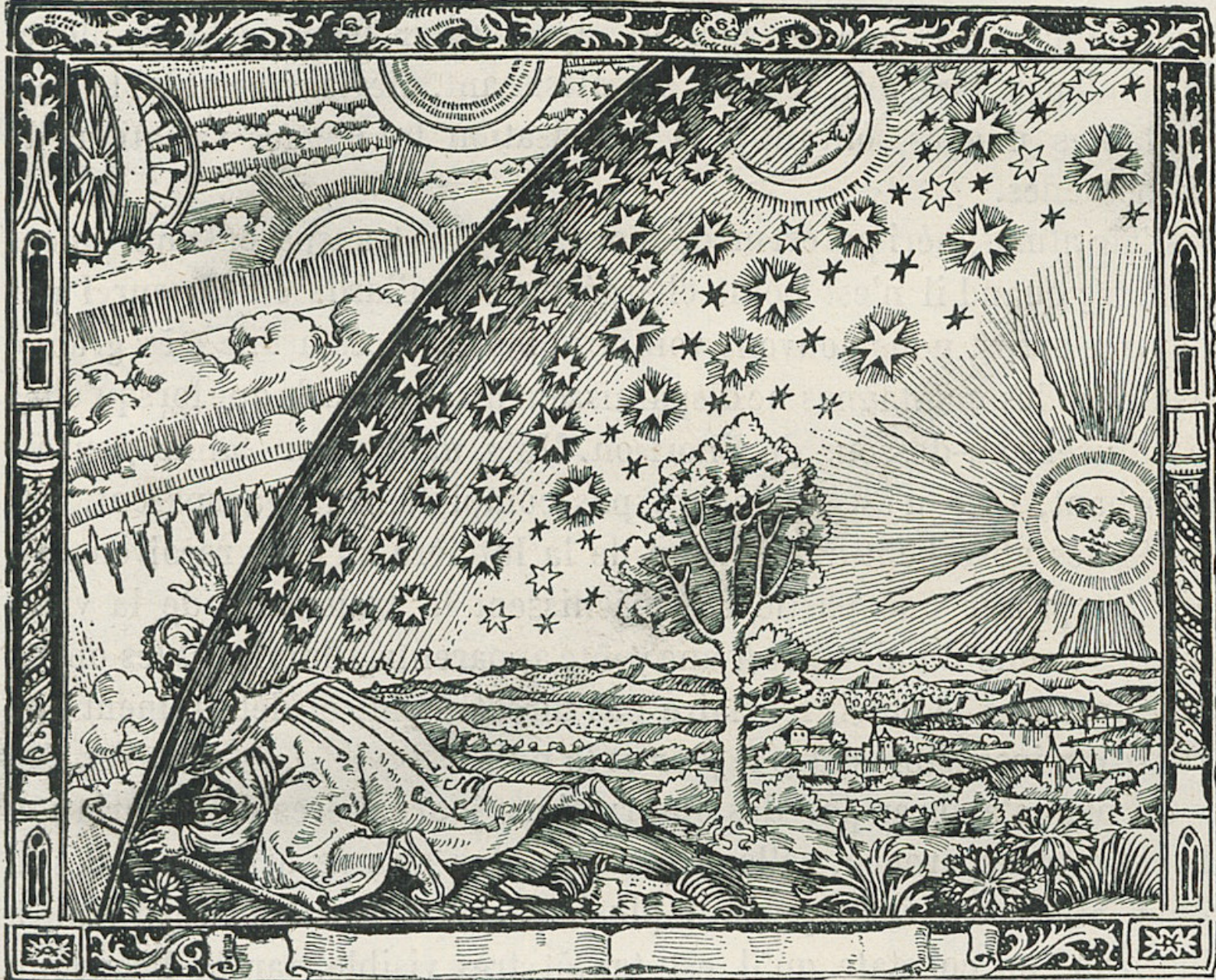
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The Earth looks like an immense plain, rugged by a thousand kinds of facets and reliefs, green hills, flowery valleys, mountains more or less high, meandering rivers in the plains, lakes with cool shores, vast seas, infinitely varied countryside. This land seems to us fixed for eternity, sitting on century-old foundations, crowned by a sky at times pure and at times cloudy, extended so as to form the unshakeable foundations of the universe. The Sun, the Moon and the stars seem to turn around her. From all these appearances, man has easily believed himself to be the centre and the purpose of creation, a **vain presumption** that he held for a very long time, as there was no one to contradict him.

Camille Flammarion, *Astronomie populaire* (1880)

# THE NEW WORLD IS YOURS; YOU HAVE BUT TO REACH OUT AND SEIZE IT



COVER ARTIST // VERONICA LEVIN

# VERONICA LEVIN





I was always the weird kid at school. Back then it wasn't much fun, but I see now what a gift it is. I love being weird! I wouldn't have it any other way. I always encourage people to embrace their inner goof. Get messy, be curious, go bananas. Life is a game and we get to play – and play I do!

Miniatures are the love of my life. I love building tiny worlds where dreams and nightmares thrive, worlds so small that you can keep their entirety in your pocket. Some archetypes that keep appearing in my art are skeletons, monsters and mutations. Kitbashing has led me down the path of piecing together humans and animals in unholy ways, because why not?

In my teaching work, when kids tell me magic isn't real, I tell them to squint a little, to take a leap of the imagination. Can they look at a tree and look a little deeper? Can they see the tiny apartments where the insects live, each branch becoming a street full of Mr and Mrs Bugs, where they live and work and shop for milk, fight with their neighbours and fall in love. If you look closely, there are stories everywhere.

I love analysing the world and the human condition. To give visual form to that which is invisible, to clarify the inexplicable. I think of it as dissecting the soul of humanity – like surgery on the soul.

At first glance, people might see death (what with all the skeletons and blood, I suppose I can't blame them), but I'd like to think that what I'm depicting is in fact life: birth, growth, evolution, connection.











Like my sculpture Lovebirds – at first glance, they are a pair of monsters, but if you look closer it's the birth of life, biology, the nature of nature itself. I try to capture the primal emotions, the deepest and oldest parts of us. I feel very close to our base, reptilian nature, and it inspires my work.

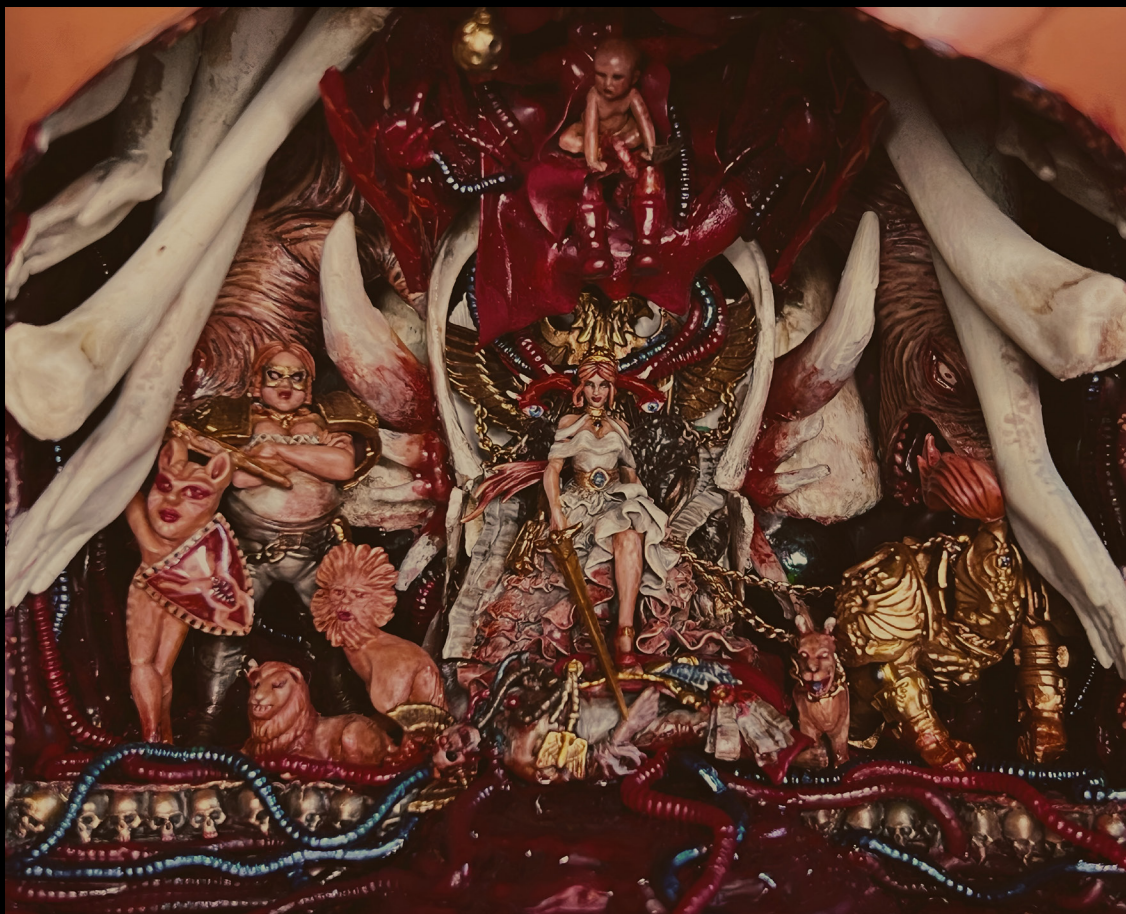
But I also like to sprinkle everything with a good dose of humour. It balances out the horror and hopefully inspires some laughter and thoughts. It's always about learning, figuring out this strange life of ours, and to take it with a pinch of salt, one apocalyptic diorama at a time.



LOVEBIRDS

COVER ARTIST // VERONICA LEVIN





The best part of my creation process is when I enter pure hyperfocus. That's when I lose myself completely in the work – or, as I prefer to call it, play. The world and everything in it falls away and I become one with the piece I'm currently shaping.

Another glorious part of this hobby is the community. I love seeing other artists thrive, grow, and collaborate – we lift each other up, and hopefully encourage each other to play and embrace our own personal madness.

From 2D to 3D, I'll work in any dimension. I just can't stop dreaming and imagining, and if I can't bring my visions to life, my mind overflows. I need to take everything that keeps piling up in my head and pour it into art. I draw, paint, kitbash, play, sculpt.

I can't conform to norms; I love experimenting and fusing ideas, styles and media. The story of the piece dictates which materials and techniques to use. I have studied many different techniques and methods, so as to provide myself with a bigger toolkit when the time comes to create.





Through my work, I hope to spark a reaction that might make people think in a different way. But first and foremost, I'm creating for myself. I want to play – with life, the mind, consciousness, and the nature of the world. It's very much like the play-pretend of my childhood – creating worlds and stories on the kitchen floors, turning the hallway into an ice rink, building apartments for my dolls in the shelves of my bookcase. Once I put on a swimsuit and lay belly-down on the floor and swam, and I could feel the water and waves around me. If I couldn't go to the sea, I had to bring the sea to me. Our imaginations are pure magic.

We all see the world in our own unique way. Art and storytelling is our way to allow other people into our minds, to get a glimpse into another person's perspective on this universe. We can never feel another person's feelings, but we can build bridges where perhaps we can meet for a moment, and share the human condition. I've always lived more in my imagination than in the real world. My friend says I move through the world with a Veronica filter over my eyes, like a never-ending story that's unfolding in my mind's eye. I don't see what is there – I see what could be. There is a 'what if' around every corner, and more is always more!

FLORESCENTIA IS LATIN FOR  
FLOWERING, AND GROTESQUE  
DOESN'T NECESSARILY MEAN  
SOMETHING SCARY BUT SOME-  
THING 'EXTRA' — SOMETHING A  
BIT OVER-THE-TOP, SURREAL,  
RISQUÉ... SPRINKLE IT WITH  
HUMOUR AND THERE YOU HAVE  
THE RECIPE FOR MY ART.



# KATE GALDAMEZ

Greetings, I am Kate! I am a beginner in the wargaming and hobbying world, having painted my first few models about three years ago. My first real try at painting started with Drycha Hamadreth, one of my favorite minis to this day. For this first addition to my Sylvaneth army, I wanted bright luminescent feelings, experimenting with transparent or contrast paints.

After painting Drycha, I was immediately hooked and eager to continue painting. My partner was the first to introduce me to this vast and enriching hobby. He is a phenomenal mentor who taught me painting techniques, rules to games and will even offer to assemble my models for me!

I continued to paint more and more miniatures, expanding my Sylvaneths, Escher gangers and Lady Justice crew from Malifaux. I painted a set of fairy models I found on Etsy, added maggots to their bases and played them as Shadow Warriors in my Mordheim warband during the New England Mordheim Open 2024 (NEMO).

My recent experience at NEMO was overwhelmingly positive, welcoming, and so much fun. Perhaps it was related to the type of crowd that typically gathers around Mordheim that brought so much creativity to the forefront. I cannot begin to describe how incredible the scratch-built terrain and warbands that were present are. This creativity gifted me a great deal of inspiration to say the least.

Additionally, the weekend-long event was seamless in both organization and planning, allowing up to one hundred people to play Mordheim that day. This deserves a hefty nod to the Under the Dice and Hive Scum podcast crew. This band of misfits have welcomed me, and many others, into their community with so much kindness, heart and creative expression. Playing, building and painting with them is one of my favorite things to do in this hobby and my largest motivator to keep creating!







On a personal level, I have found through the practice, culture and community of this hobby many opportunities to learn more about myself and how I interact with the world. For instance when my competitiveness begins to show itself during games, this reminds me of some insecure and critical thoughts I may have about myself in times of doubt. These particular gaming experiences have allowed me to recognize, learn and heal from the pressures that can surround the ability to create and connect with others. I feel more confident in taking chances and trying new things, especially when feeling supported by those in the miniature community who help uphold this hobby.

It feels unique being a woman in the male-dominated culture of miniature wargaming. While the commercial focus seems to be the competitive side of gaming, there are so many other dimensions of this hobby and the people within it. Many of these people are breaking thresholds and redefining limits made from previous generations.









**ABOVE: DRYCHA**





ARTIST FEATURE //

## FIGURATIVELY SPEAKING MINIS

Hello, my name is Courtney and I am Figuratively Speaking Minis. I started hobbying in 2018 when a friend reached out and offered to lend me some paint to paint a figure for the board game we were playing. It was an amazing outlet for my creativity. I really valued how it helped me cope with mental health issues, and still does today.

I have seen this hobby embrace the online presence of women in the hobby; when back in 2019 it felt very sparse. Now, getting to be a part of its growth and watching so many talented female artists share their passion has been nothing short of inspiring. I am so happy to share this hobby with so many talented people and I cannot wait to continue into 2024.







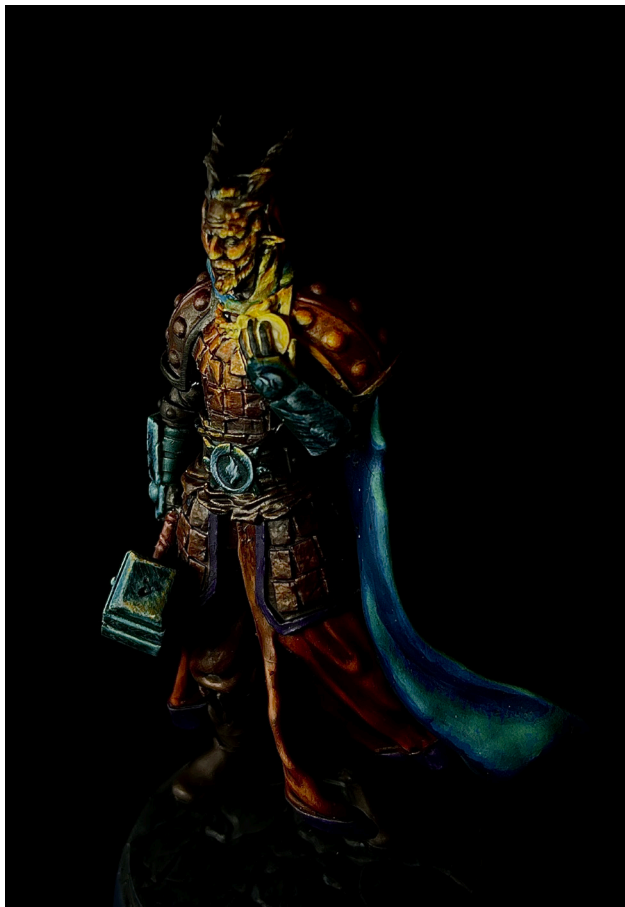
ARTIST FEATURE // FIGURATIVELY SPEAKING MINIS



ARTIST FEATURE // FIGURATIVELY  
SPEAKING MINIS







ARTIST FEATURE //

## JAMIE DAGGERS

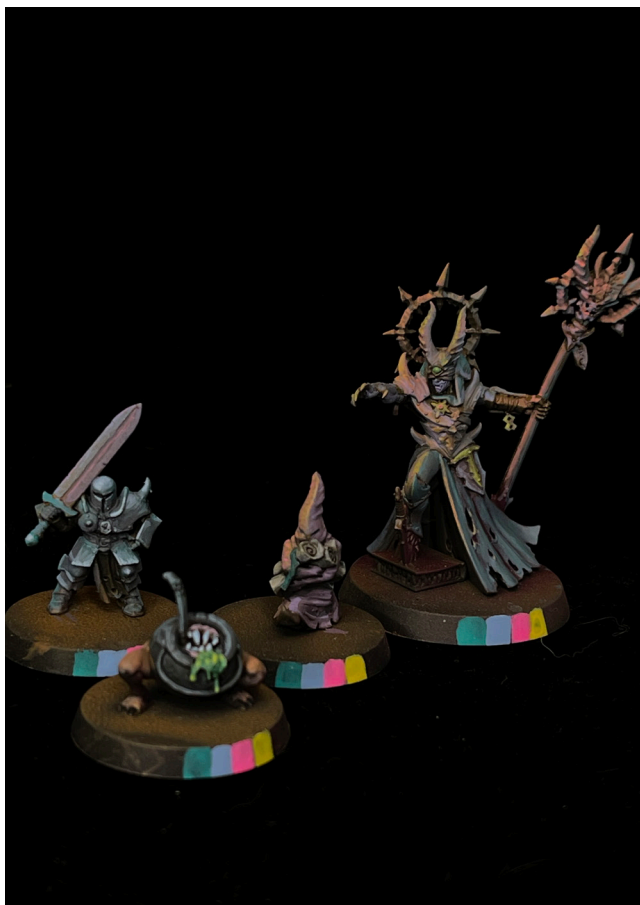
I'm Jamie Daggers: full time artist, streamer, game designer and so much more. I started painting about 5 years ago, and I'm self-taught. Prior to that, I mostly studied music, so it came as quite a surprise when I realized I wanted to pursue this as a career since I have had no visual art background.

I find that my artistic style utilizes a lot of saturation and colour, with an emphasis on non-traditional colours glazed into shadows and highlights to create an interesting palette. On stream, I do a weekly 4 colour challenge that I love using as an exercise to deepen my understanding and connection with the colours I use. You can find so much harmony and intentional dissonance in the blending of colours that you'd never think to mix.

I am inspired by so many creators in the hobby space who utilize a similar approach to colour such as: Craftworld Studios, "KAHA" Katarzyna Górska, Khromatic Miniatures and so many more. Outside of that, I find inspiration in film, nature and my own imagination that drive me to tackle ambitious and challenging visions that I aspire to bring to life with my art.

To meet some of these wonderful people I have mentioned above, please join me for a stream sometime and find me on Twitch or check out my socials, all under the handle JamieDaggers.

Being a woman in the hobby can be as challenging as it is inspirational. I firmly believe that you 'can't be what you don't see' so I find great motivation in being a visible, queer woman in this space to help inspire other people like me who may want to enter the hobby. I find so much support and camaraderie in my peers; a deep, often unspoken sisterhood that is built on a foundation of mutual support and

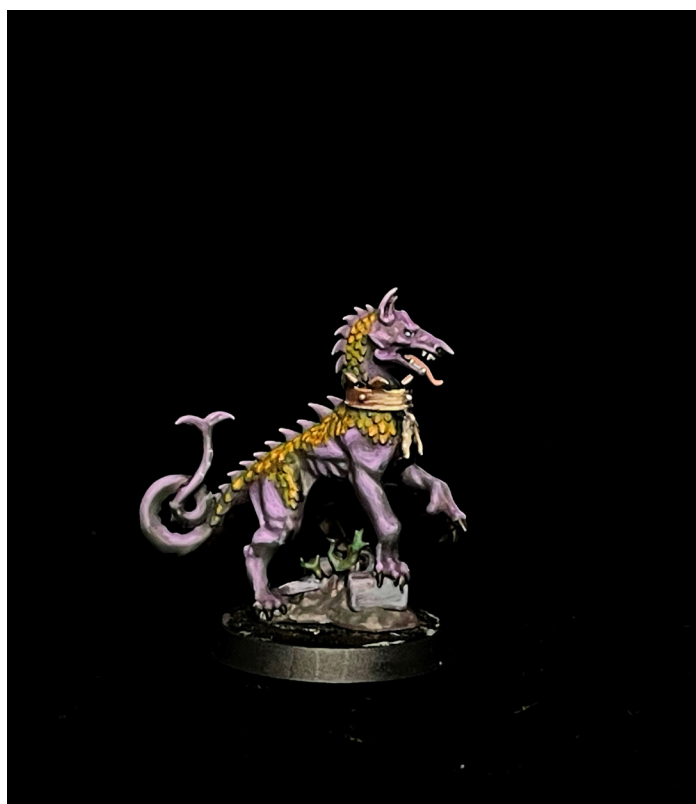






enthusiastic promotion. There's a sense of belonging and joy in the implicit kindred that we share with each other, and the many people of all identities who support our artistry. While it is frustrating to occasionally be means-tested about lore, or technique, or intent, it's made more tolerable knowing that there is always a strong undercurrent of cooperation and respect from other women in the hobby.

I'd be remiss to not mention the amount of progress and growth the hobby has recently experienced. It is encouraging to see and recognize the countless people of all identities who put in the work to make our beloved art a more inclusive and welcoming space.





# TAMMY NICHOLLS

We will all be aliens in strange lands for some portions of our lives. Of course, I mean this both literally and metaphorically. Sometimes those journeys, these transplantations, are of the mental kind for the purposes of entertainment - flights of fantasy to impossible worlds where we battle nefarious goblins, form pacts with inspiring heroes and train with quixotic wizards. On other occasions these relocations are physical, as is the case with my recent past.

For my sins I have worked in games for nearly twenty years. Some of that as a freelancer while supplementing my meagre earnings from the industry by working an unrelated 'day job', and more recently as an employee of Games Workshop, and now Riot Games. The latter is the cause of my most recent adventure to a strange land, for I am now a Brit living in Los Angeles. In the words of Sting, "Oh, I'm an alien, I'm a legal alien."

My earliest forays into alien worlds were all the fault of my father, who, while my mother wasn't looking, fed my sister and I a steady diet of Hammer Horror, Tolkien and mid-century television like *Quatermass* and the *Pit* (which I was far too young to watch and scared me witless). This awakened a yearning in me for the fantastic and the bizarre. When I encountered a curious world of tiny 28mm lead horrors in a now long-gone comic shop in Bristol, I was enthralled. Thus began my grim, dark journey into miniatures, games, and of course Warhammer. My rambling path led to me working with John Blanche as a freelancer, and then to joining Games Workshop and eventually into the world of intellectual property management which has taken me to Riot Games half a world away from where I started.







All creatives will tell you that inspiration comes to them in lots of ways, from lots of places, so I won't bore you with such predictable insights. I'll get right into specifics: my recent fascination has been with toys, and particularly the burgeoning retro-clone market of action figures that resemble 1980s goods. The elevator pitch for my current project is: what would a line of Warhammer toys look like had it been licensed by Games Workshop in the late 1980s? This has proved lots of fun and seems to have resonated with much of the community, including of course the Oldhammer fans. On a deeper level, I'm inspired by those creators working in lots of different media to make retro-clone work and who explore the associated concept of 'hauntology'. Hauntology is neologism first introduced by French philosopher Jacques Derrida that is 'the return or persistence of elements from the social or cultural past, as in the manner of a ghost'. I feel like if you are reading 28, you and I share those warm, fuzzy memories of the 'golden Oldhammer era' of Games Workshop. These are, arguably, likely to be somewhat false, arcadian memories, but the important thing is they are shared and it is this shared childhood longing for toys we could not have that I'm exploring.

This being intended for the IWD issue of 28, the editors asked me share my experiences of being a woman in the hobby. I note the (unintentional) undertones of 'alien' that sit behind this question. Intellectual bickering aside, with one caveat, I have nothing but good things to say about the community, which I have always found welcoming, progressive and supportive. That lingering caveat though... I've always been drawn to the crafting and painting sides of the hobby. The hobby is an ecosystem, and of course there are other strands to it, most notably gaming. Having worked in gaming, I'm aware of how challenging the communities can be, so I should point out I don't have much experience of what it's like to wargame (and in particular play tournaments) as a woman. But what is heartening to see is how women are now so well represented in the crafting and painting sides - with influencers like Rogue Hobbies, sculptors like Bad Squiddo, and the many, many excellent painters who are too numerous to name. I hope, and am confident, that it will not be too long before the undertones of 'alien' disappear from the hobby completely, and our gender is not a matter for comment.



**To conclude; we are all aliens, in one way or another, sometimes voluntarily, sometimes not. To combine the question of 'alien' and my beloved topic of hauntology: given enough time to assimilate, the aliens become the general population. Thus would the words of Professor Bernard Quatermass ring true, "WE are the Martians!"**

ARTIST FEATURE //

**TAMMY NICHOLLS**

*Tammy Nicholls AKA Tears of Envy*





ARTIST FEATURE //

# AMANDA DRENTWETT

Greetings, dear readers! I am Amanda Drentwett, and you can find me on Instagram with the handle bearing my name – not the most creative choice when I first joined. I have always considered myself a creator, having dabbled in various hobbies until recently.

My journey into the world of miniature painting began in 2019, born by a desire to share a common interest with my partner who is an enthusiast of RPGs and board games. As the maker and painter, I attended a 'how to paint D&D characters' class. Inspired by this experience, I suggested to my partner that we delve into this hobby together. The rest, as they say, is history. Since then, I've found joy and continuous growth within this hobby and its vibrant community.



Like any journey, mine has faced challenges. Being a woman in the hobby has brought about its share of obstacles, including moments of jealousy. Yet, I have come to realize that these challenges are not unique – any hobby with a substantial following encounters similar issues. What matters most is not just the engagement itself but how you navigate and respond to it, whether positive or negative.

For me, the heart of miniature painting lies in community interactions. Engaging in painting competitions, participating in monthly hobby challenges, joining kitbash swaps and connecting through Discord have all played pivotal roles in fostering connections with countless talented and wonderful individuals. I am extremely thankful for this hobby and all the people I have met over the years. I hope there will be more wonderful years to come.







# OF PERILOUS ADVENTURE

Hi! My name is Mathia and I am a 34-year-old Scandinavian woman. I painted my first miniatures back in the late 90's, at which time I was obsessed with Wood Elves - and those horrible plastic mono-pose archers became my first victims. However, having the skills and patience of a child, I quickly lost interest. Shortly after I picked up Warhammer Fantasy Roleplay (WFRP) 1st edition and I have played/game mastered for over 20 years. About 7-8 years ago INQ28 briefly caught my attention but I eventually moved into classic 'oldhammer' miniatures. I inevitably ended up spending far too much money and hours on eBay collecting these classic miniatures, and they have kept me painting ever since.

Seeing how other people paint up their 'oldhammer' miniatures inspires me, but the miniatures themselves are what captivate me the most. Some of them I rarely see painted and so their unique details just call for a good story to be told. Besides that, my own WFRP Games Mastering (GM'ing) and listening to Carrion Company from TOA Tabletop podcast brings me deep into the dark and grim world of Warhammer.

I mostly play and completely love Mordheim; it hits all the right buttons for me. In my opinion the rules are solid with a few adjustments, and the game's narrative theme helps transform terrain boards into visually stunning scenes. This allows me to create fantastic narrative stories with my friends. I have 6 complete warbands, a few half-done and several ready to be painted.











As to the future, I just started painting eyes, so I am still coming to terms with that. I also have a 3rd edition Bretonnian warband I would like to paint up in a 'grimdark' style; I just need to better understand what that vision looks like to me. I am also considering delving into Necromunda with some Scavvies and Steel Legion.

My experiences as a woman in the hobby have been primarily positive. On Instagram I have not had any negative experiences regarding my gender. In person, I am fortunate to have great friends to game with. Once miniatures hit the table and conversation flows, any judgment dissipates. However, despite the inclusive atmosphere, it can sometimes feel like a bit of a 'boys' club' with banter and the phrase 'guys' being tossed around.





ARTIST FEATURE //

# JEWEL KNIGHT JESS

Hello! My name is Jess (aka JewelKnightJess) You may know me as the person who has been running PaintSlam for the past 7 years or so. PaintSlam is a no-pressure painting community project which includes a printable hobby log to keep at your hobby desk and a friendly and welcoming discord group. (You can see [Paintslam.com](https://Paintslam.com) for the details)

I am also a commission painter and painting has been my main job for about 5 years. I do not play tabletop games much so I like the satisfaction of seeing miniatures I have worked on for other people hit the tabletop in tournaments and casual games. My own miniatures tend to just go onto shelves or in my cabinet to stare at me accusingly for a decade or two...

I got into this hobby in the mid 90s, when a friend at school introduced me. They had the 2nd edition 40K starter set and the 4th edition Warhammer Fantasy Battle set, as well as Warhammer Quest, Battle Masters and various other bits and pieces. At first I used to just help paint their miniatures and played at their house.

Later in 1996 I bought my first *White Dwarf* magazine, the one which introduced Orion, King of the Woods. I immediately fell in love with the Wood Elf army; the magical natural-world feel of the miniatures really spoke to me and ignited my passion and I started my own collection of miniatures.







Over the decades since I have collected many more and painted more miniatures than I could possibly count, although I did have the usual break from ages 18-28 or so; getting back into the hobby in around 2011 after around a decade's break. I think many others in their 30s and 40s had a similar hiatus.

For me this hobby is easily 99% about the painting and collecting aspects. I have never been one to dig deep into the background or play games and I have always been quite a shy person in real life so I have played very little in person. I am the kind of person who can happily while away an entire day painting in my cosy little corner of the living room with some quiet music in the background and lose myself in the experience.

I am definitely no competition-level painter. I have always been happy with a decent tabletop or regular display standard. I try to paint with fairly bright colours, but I did paint the new Nagash miniature recently and got to try experimenting with a spookier, darker style which was quite fun!







I do not talk about it much, but being a trans woman in the hobby, you might expect that I have experienced harassment, but I think I have been fortunate in that the vast majority of my experiences have been pleasant both in person and online. People have been kind to me in supporting me and accepting me for who I am, which has been really nice. Perhaps it is because I am quite quick to block haters though. I try to very much not engage with people like that. I found my local Games Workshop store manager to be really nice and supportive too.









# NIGHTINGALE HOBBIES

I am Steffani, a 35 year old trans woman from Wales, UK. I have a degree in fine art and I love weird art and body horror.

My art is mostly through my miniatures. I like having something that is unique and really enjoy building an army so that I have the only one like it. I take huge influences from Trent of Miscalc, Laurence (Old Paint) and Wilhelm Miniatures, as well as more traditional artists like Rothko, Caravaggio and Blanche.

I like a solid colour palette with a bright focal point. I usually pick a set of three colours to do a whole project. I have fallen in love with Forge World and Liquitex inks since I have learned to use an airbrush. I am always in awe of the colours you can get out of layering subtle shades of ink.

I initially got into miniatures when I was about ten, but I think all kids get a mini painting phase and then it dies off. I forgot about miniatures until university and then really got back into it after my 30th birthday.

I quickly realised that unless I had a set goal for a miniature, I would just buy random models and they would rot in a pile of shame, forever.

My way to avoid this was, and still is, to follow 'Stillmania'; Nigel Stillman's method for collecting and painting an army for wargames. This basically boils down to:

1. Write a list;
2. Paint those models, base them and name them;
3. Write a backstory.

You do not revisit any of these steps or change it; you are done. That is the finished army.











I think what initially got me into painting miniatures and what keeps bringing me back is seeing old school illustrations and paint jobs. I buy a lot of 90's *White Dwarf* issues just to look through and find the red period minis; the flock hills; foam terrain and Blanche drawings.

Engaging in the hobby has also been a great way to keep myself occupied and make friends. I have met some amazing folk via Instagram and tiktok, by sharing images and videos of my projects. Seeing [Apocrypha](#) now's *TONKS* game and his handful of non-combat games made me really put some work into making a tabletop game of my own. I have developed a test ruleset and some demo pieces made for my game 'Truffle hunt' and a short set of rules for Rubik28 (a game played with 2 Rubix Cubes and a d8) floating about on my Instagram.





Being a woman in the hobby has its issues. I often get told I do not know rules or understand a concept despite quoting direct rulebook references. People have spoken down about my work-in-progress photos and concept ideas; something I do not think would happen to a cis man. You also see how little a woman's opinion on the models themselves actually matters. Trying to explain why producing naked female 'slave' models or 'sexy' 40K miniatures is problematic simply gets ignored. There is also a great deal of gatekeeping. In a similar vein to gatekeeping in music; women get quizzed on Warhammer lore, or whether we paint for enjoyment or just for clout. Luckily the positive, pro-diversity voices in our hobbies are louder and for the most part it is a nice place to exist.

*ARTIST FEATURE //*

**NIGHTINGALE HOBBIES**





ARTIST FEATURE //

**SAMANTHA**  
**MOLLY**





I am Samantha, a 25 year old trans-woman from Aotearoa New Zealand. My brother introduced me to the hobby when I was a kid through Warhammer 40,000 and the Middle Earth Strategy Battle Game.

I came back into the hobby in 2017 with an Empire collection for Warhammer Fantasy Battle, but I have recently shifted towards spending more time on individual pieces rather than working towards a collection. For most of my hobby-career I would paint just for the sake of having my hordes of models painted. However, after finally sitting down and watching painting tutorials and researching all about the techniques and colours and exploring other artists' art, I find joy in taking time to paint individual pieces.

I think the mini-painting community is incredible. It feels like a space where everyone is welcome. Being able to share your art and engage with others' work is an amazing way to learn and grow. Having a community where you can connect with so many different people in such a supportive way cannot be taken for granted!



ARTIST FEATURE// PAINTCHANTRESS

# PAINTCHANTRESS







My name is Kelsey, better known online as Paintchantress, and for long as I can remember, I have been an artist and lover of all things miniature. It started when I was young - I remember playing with Barbie dolls, but I was always more interested in modeling Barbie's house and accessories instead of the dolls themselves. As I got older I discovered model train dioramas and I was hooked ever since. There's just something amazing to me about creating a miniscule version of a slice of the world, one that you can hold in your hands!

I have always been an artist in many forms, exploring a lot of different types of media but nothing catches my attention quite like miniature versions of big things. I remember walking through the local mall with my mom and being fascinated by the Games Workshop store, with tons of brightly painted models in the window cases, but I never worked up the courage to actually venture in until much later in life.

In 2017, I stumbled upon some diorama crafting and Warhammer painting tutorials on YouTube and was hooked all over again. I picked up my first box of Warhammer minis in 2018, and I've been painting ever since. I pretty quickly abandoned batch painting armies in favor of competition painting after discovering a love of working with detailed resin models, plus more and more amazing miniature companies creating new and unique designs.





These days, I am a studio painter for Creature Caster and a content creator. I enjoy attending conventions like Adepticon and painting classes and competitions; I have won a finalist pin at Golden Demon, placed in 3rd in the Large Model category at Resin Beast in 2022 as well as placing in several other online and local competitions. I love competing, as it gives me a clear and measurable goal to work towards and to see how much I have improved over the years. It is also incredibly fun to meet other painters competing and talk shop! I hope to keep pushing myself and increasing my skill set for many years to come.

I love this hobby and the constant inspiration it gives me; I can't wait to see what the future has in store!







## ARTIST FEATURE //

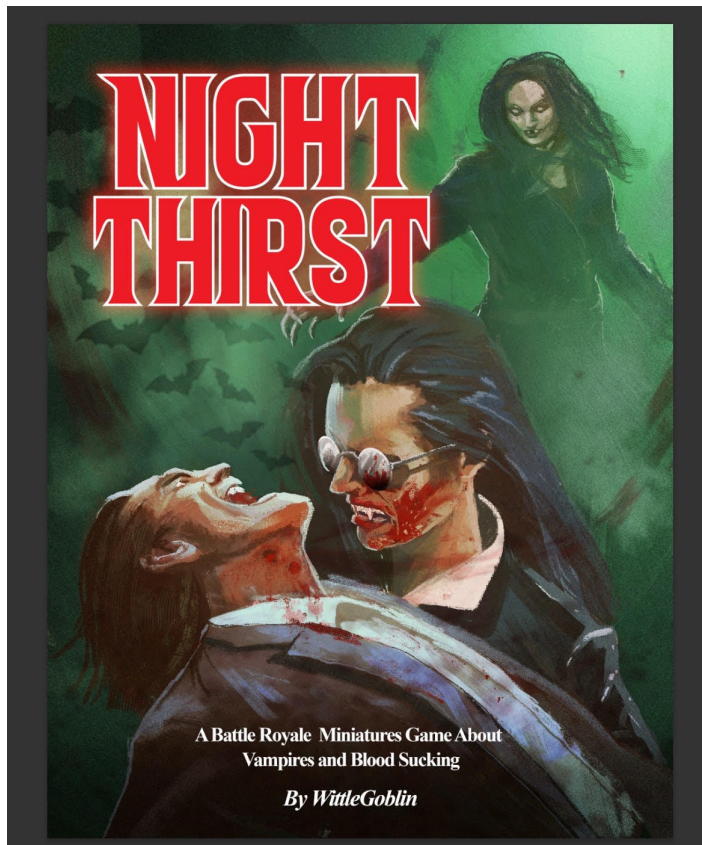
# WITTY

My name is Witty (also known as WittleGoblin) and I have been in the hobby for around four years or so now, almost three of those as a full time hobby/variety streamer and YouTuber. I love vintage miniatures, and my absolute favorite thing to do is to kitbash and sculpt. I am also recently a first time game designer- I made a game about Vampires called Night Thirst!

My brothers and I used to play a lot of make-believe games, and once we found a Dungeons and Dragons monster manual we started basing games off of that. Over twenty years later my brother and I started our first D&D campaign! I learned people played their games with miniatures, decided to paint the party, and that was where my path into the hobby began. I started streaming and posting projects as a way to connect with people through trying new things and revisiting what made me happy as a kid- I had no idea when I started how transformative it would be.

I am constantly finding inspiration around me. I have always been taken with small things, tiny worlds and dioramas (you get it). Whenever I'm at a museum I always find myself staring at the cases of miniatures made with care. It's just such a human thing to love them.

I also love investigating what's underneath or inside things. People, animals, monsters, and combinations of them. The concept of the body functioning as a machine disturbed me as a child and has always stuck with me, finding its way into things I make or write.







The question of what it's like to be a woman in this hobby is a complicated and sometimes exhausting thing to consider. I really envy men in this space. The way they can connect about their interests without wondering if someone has ulterior motives, or being questioned and quizzed. The way no one speculates on their personal lives or comments on their bodies. The way they can stream without random people making clips of them stretching or standing up. It all just looks so relaxed and fun, like creative hobbies are supposed to be.

I'm also envious at how accessible this hobby seemed to be from such a young age for a lot of men. Often I meet men who remember building models with friends or family members, pouring over *White Dwarf* magazines or planning their future armies. That was never a thing for me. I feel simultaneously so new to the hobby but also like that I am finally hitting my stride. I think that feeling is telling me that I am getting to a point of feeling comfortable exploring anything and everything I want to without worrying about what anyone else might think.

I'm no stranger to weird looks in a LGS, people asking if I'm buying things for my boyfriend when I buy hobby supplies, or people saying that I don't actually like what I do, that I just like attention. Or to more outright, direct hate from people who make me nervous to publicly announce when I'll be at conventions. When I get a rude comment, I used to feel this knee-jerk reaction to want to say something to feel validated in what I do, it would trigger a fear of being misrepresented. Not so much anymore, though. For every unkind person I've met, I've met far more uplifting, kind people. I focus on them. I've made the best friends I've ever had in this hobby, bonding with other women over our experiences and meeting men who taught me that meaningful friendships with men are actually possible.

I really do feel like I'm just getting started.



FEATURE CREATOR // GARDENS OF HECATE

# GARDENS OF HECATE







*They were manufactured by an ancient inter-planetary civilisation to guard their dead and the lavish riches in their tombs. Even though their masters are long extinct, Grobniiks still protect the Nekroplanet from spacefaring grave robbers.*

Nekroplanet Grob is my long term world-building and crafting project with a tabletop skirmish system in development. It has a simple sci-fi premise to serve as a core while I really go to town with imaginative visuals.

The project's starting point was a single 28mm miniature sculpt, but by now I have an entire range of resin Grobniiks available from Ramshackle Games. A set of space tomb raiders is in the works next. I also regularly expand my personal collection of Nekroplanet's denizens with various trash-bashes, toybashes, and kitbashes.

As always, I want this world to have a consistent and recognisable visual identity. I'm pulling inspiration from a number of sources: the art of H R Giger and Zdzislaw Beksinski, sci-fi book covers of the 70s and 80s, vintage children's toys, Oldhammer, Star Wars, history and archaeology...

In order for the Grobniiks and the galactic thieves to have environment for their encounters I've been scratchbuilding custom scenery. I use scrap packaging, toy parts, nail art greebles and jewellery bits to model high-tech structures and details, while plaster and foam are convenient for eroded stone architecture. I document whatever I build and paint on my website in the form of blog posts. Always happy to share my process with other modellers.





The thing that really makes the Nekroplanet come to life is scenic photography. I like to set up temporary dioramas that depict scenes from my made up alien world, and capture them with my camera. The advantage of their impermanence is that I can tweak the composition any number of times until I get it just right. I have a strong preference for soft worldbuilding, so there is and will be very little defined history and geography of Nekroplanet Grob spelled out. Establishing the world is being done through these scenic pictures and short paragraphs that accompany them. I find that overdeveloped lore kills the mystery and wonder of an alien place.

I was already deep into sculpting miniatures and shaping the setting, when I felt I should have a skirmish game to go with it all. Once again I started a collaboration with my brother Ivan. The system we came up with is asymmetrical, with one player commanding the Grobniiks and the other the Raiders - which are the only two factions in the game. Each has their own selection of troops and their unique mechanics. A typical game of Nekroplanet Grob will have players engage in a scenario where each player aims to achieve specific goals while making sure the opponent fails at theirs. We're play testing it now.

My dream is to publish a physical Nekroplanet rulebook with eye-catching design and illustrations, a proper hobby section, and enjoyable rules - a game I'd personally like to own.



**NEKROPLANET GROB**

AVAILABLE FROM:  
**RAMSHACKLE GAMES**  
shop.ramshacklegames.co.uk

SCULPTED BY GARDENS of HECATE  
gardensofhecate.com

Tomb raiders from far corners of the Void land on Grob to pillage its treasures. But the treasures are guarded! Grobniks - an army of androids built by the ancient extinct civilisation that buried their dead on the inhospitable Nekroplanet, still watch the sepulchres of their former masters.

**GROBNIK ANNIHILATOR**  
**GROBNIK DEATH RAY**  
**GROBNIK SENTRY**  
**GROBNIK ASSASSIN**  
**GROBNIK BULWARK**  
**GROBNIK ENFORCER**  
**GROBNIK DRAGON**  
**GROBNIK SHARPSHOOTER**  
**NEKROPLANET GRAVES**  
**NEKROPLANET ARTEFACTS**

28mm SCALE HIGH QUALITY POLYURETHANE RESIN  
MINIATURES. EACH SOLD SEPARATELY. UNPAINTED.  
SOME ASSEMBLY REQUIRED. AGES 14+  
MANUFACTURED IN THE UK

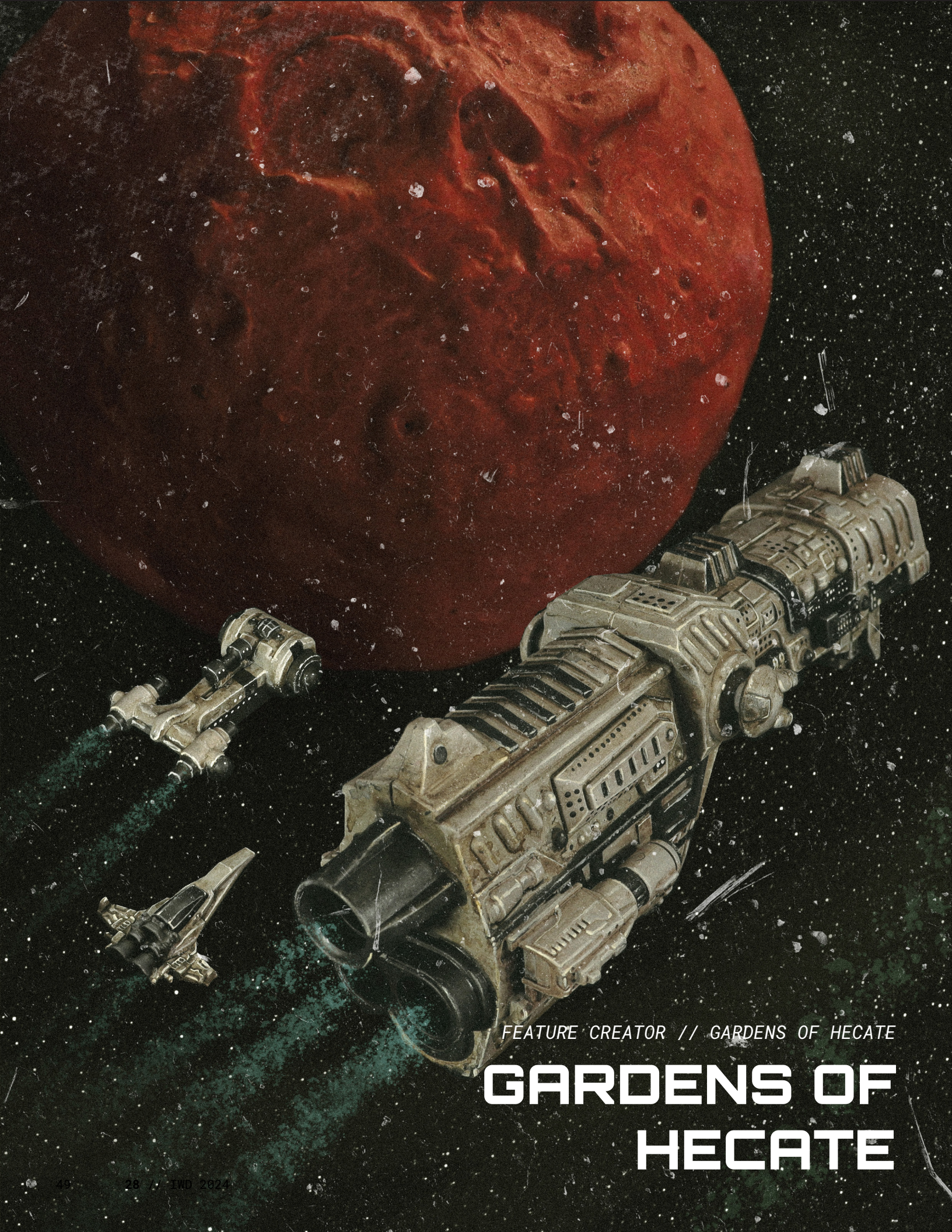
**COLLECT THEM ALL!**

Ana is a professional miniaturist focused on creating grim, immersive worlds through her tabletop miniature projects. This includes everything from modeling, sculpting, painting, building scenery and crafting gaming paraphernalia, to lore writing, game design, graphic design, and miniature photography. You can visit her website at [gardensofhecate.com](http://gardensofhecate.com).



FEATURE CREATOR // GARDENS OF HECATE





FEATURE CREATOR // GARDENS OF HECATE

# GARDENS OF HECATE



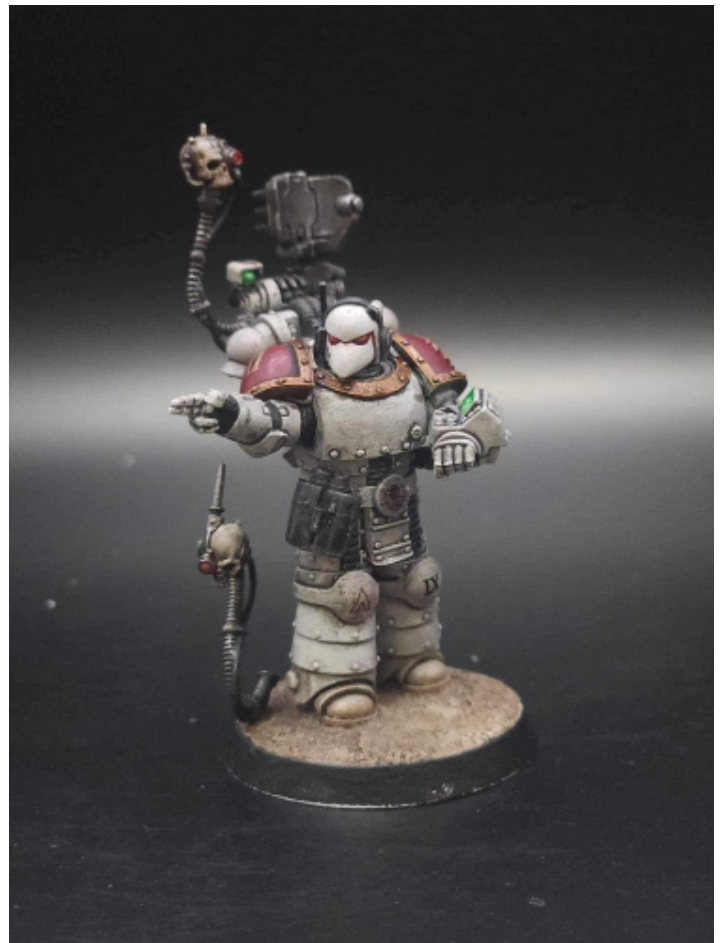




Amy Sprich here, and these are my Heresy era World Eaters. This has been and continues to be my favorite project I've ever worked on in the hobby. A lot of people like to complain about how annoying it is to paint white armor; but I think white armor is a joy to weather and texture.

Depicted here are the World Eaters 9th Siege Company; bastard sons of the planet Bodt. This miserable lot is responsible for cracking open the enemy fortifications to let the berzerkers and glory boys in for the kill. I really like the idea of an irritated force of World Eaters, chomping at the bit to get into the enemy, but they can't because they have a job that they must do. Sure I could have painted Iron Warriors, but these guys have it worse in my opinion!

I got into the hobby as a young lass, exploring the warhammer novels, conan comics, and heavy metal magazines of my uncles place. I was probably way too young to be reading and looking at that stuff, but little me was completely captivated. I havent looked back since! I owe my love of the hobby to him. This army being what it is, is dedicated to him. Thank you Uncle Matt - for exposing me to the ruinous powers and a lifetime of joy.











ARTIST FEATURE //

**8FOLDWITCH**



# SENORITA.IMP







Senorita\_Imp is exactly who you think she would be, a Latina little demon. I chose my username for many reasons: I'm proud of my gender, my age, my sexuality, and my heritage- as these are all things that define me and have morphed me into the person that I am today. Senorita means Miss or Lady and I have imp-like traits, extremely mischievous and quite obnoxious- some would swap the wording in that sentence.

I never considered myself an artistic person and for a long time I honestly believed I wasn't good; I was told by a teacher in high school that I would flunk her class because she thought my art was so bad. My parents supported her. So I took the word of my peers and never tried again, until fifteen years later. 2019 I began my hobby journey with a miniature from Shadow of Brimstone. I had no idea that a single miniature would change the trajectory of my life. Fast forward 5 years, I have painted dozens of miniatures, built armies for multiple different games, created kit-bashes from my own imagination, built terrain from scratch, made sculpts with a variety of materials, and made some incredible and beautiful new friendships.

I gather my inspiration from everywhere, including history, film, music, literature, nature, and from the many wonderful people all over the web. Some of my artists favorites are Frida Kahlo, Jose G. Posada, Beksinski, Adrian Smith, John Kenn Mortensen, Edward Gorey, H.R. Giger, John Carpenter, Stan Winston, and so many others.





Picking a favorite piece is quite difficult for me, but I do have a few and all for different reasons. The first warband I painted was for Warhammer: Underworlds and I didn't watch a single video or lookup painting schemes, I just used cheap paints from Walmart and tried to copy the image on the box. Was it the best? No, but if I had let that stop me I wouldn't be here now. Another favorite of mine is my first terrain piece. I began it the week before I found out my estranged mother had stage four cancer and I found myself spending many hours alone with that terrain. It was then that I realized that this hobby was more than just a hobby for me, it was therapy. I have several favorite kit-bashes, also for personal and emotional reasons, but my first favorite kit-bash was for 28 magazines Female Space Marine Challenge and my most recent favorite is my tank and my carnival of chaos warband. Some of the "techniques" I experimented with make me want to go back in time to stop myself, but lessons were learned and most importantly, fun was had.

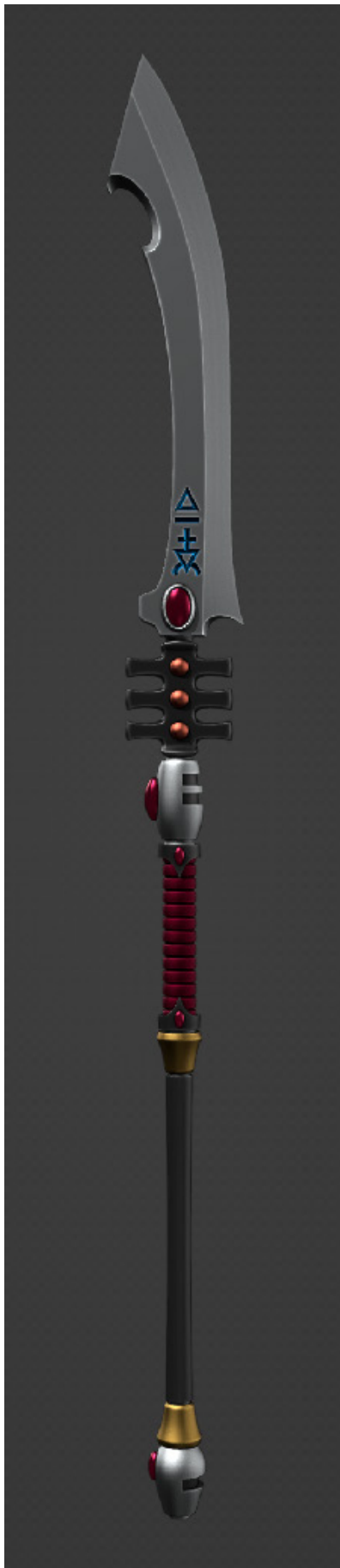
I am grateful for this community and most of the people within it. As Bilbo Baggins said, "I don't know half of you half as well as I should like and I like less than half of you half as well as you deserve."

All jokes aside, thank you for showing me and my work the slightest bit of love- without going into detail, it has pulled me out of dark places and kept me going. If you like anything I've done, it's a reflection of what you all have given me. Hearts, arts, and farts forever.









ARTIST FEATURE //

## EBONRAIMINIS

Hiii! I'm Kae Ebonrai, of @ebonraiminis, 3d Artist, Bitzmaker, and Pirate Queen (Admin) of the Aeldari Corsairs Discord!

I'm a trans woman elder, former internet radio DJ, Gothic Queen in my non-binary finery, a polyarmorous, disabled, queer leftist activist and advocate, and importantly to all of these different aspects of myself tying them all together, a lifelong artist.

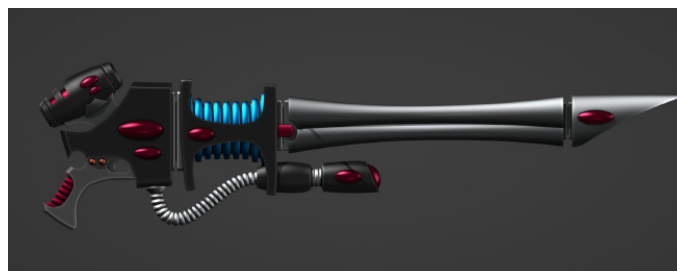
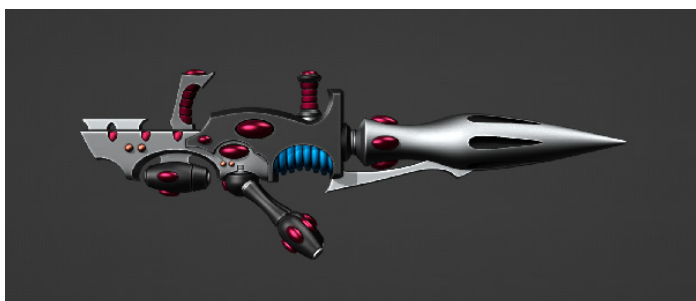
As a wee child of 9, in 1996, I got my first codex, 2nd Edition 40k's Codex Eldar, and that cemented my love for them! To this day the Aeldari are my true love in 40k! Though the Dark Angels follow close behind!

I've been a 3D artist for probably 2 decades now, and I've been using Blender for the majority of that time. I started experimenting with 3d printing in around 2016 or so and got my first resin printer in 2020. I didn't have access to official models to make my Corsairs so I was encouraged by my friends who also made 3D printed bitz to start making my own!

I've spent a long time pouring over Eldar models, converting, kitbashing - referencing the concept art, for my own general interest and enjoyment, and if I'm honest, Jes Goodwin was incredibly influential in my art practice from a really young age: He was my hero as a small child! ( I even met him on my 11th birthday! He was genuinely the nicest guy, I'll forever be thankful for his kindness on that day! ) - and his works, especially his Eldar Runes, really informed part of the DNA of my art practice.

A big part of my process is doing a photobash concept, creating new things or redesigning existing things - often with respect to the history of the 40k setting - obscure rules, unused concepts, old vehicles from side-games from before the current era of 40k! From there I usually stick it in my big ToDo board, and eventually, when the creative spark lights up in my brain for that project, I start modelling it in a flurry of activity!





I suffer from some pretty serious, long term and persistent depression, as well as some pretty significant physical disabilities, so a lot of my process is built around achievable steps I can do, and put aside and come back to whenever, it really helps to be kind to yourself, and not give in to the popular "Grind it out" mindset a lot of people fall into. I think that sort of thing does a lot more harm than good, personally.

Unfortunately, I find in our hobby a lot of community spaces who claim to be open and inclusive, don't walk the walk. From being misgendered, to light discussions on gender diversity - standing up for myself, and others like me, is regularly flagged as political or "flamebait" and I have to choose between my morals and being banned from these spaces. That's why I founded the Aeldari Corsairs Discord, and I'm really proud of the space that we've been able to cultivate, not just a hobby space, but a welcoming space for community!



FEATURE ARTIST // ZILENTIS

# ZILENTIS



ORIGINAL FROSTGRAVE RULEBOOK  
ARTWORK



ZILENTIS RENDITION





My name's Kess, I'm 22, and I'm British. Outside the hobby I'm just a Halo nerd, more seriously though I am seriously considering Graphic Design as my career choice.

I discovered the hobby when my mate on a whim suggested we do a fun physical activity together; the brand new Kill Team 2019. I admittedly was only really going along with it, but as soon as I had the kits in front of me I instantly got to kitbashing and loved it. Unfortunately, this was in 2019 December, just before lockdown... itching to build and paint more to fill the new spare time, I bought myself a few more kits to work on myself, and it's grown from there. I have only got like 100 models or so in 4 years of doing this, but I like working extra hard on individual miniatures and making them shine.

As a kitbasher, I need a really good prompt or idea to come along, and once it does; I have to do it. No matter how hard it is, no matter how many glorious arms and heads from Northstar kits have to be sacrificed (RIP). Sometimes using a beautiful metal mini as the base, but mostly from scratch. I prefer to build minis in pairs, to really highlight a specific theme I had in mind, and getting to experiment with it by having two different takes. Once I build up a few pairs--I paint 'em, and wait for the next idea.

My most used painting technique is making a subtle OSL with tiny buttons and lights. I use speedpaint Magic Blue (phenomenal paint), put white on, magic blue, white on a few details, and make it pop with 'Ardcoat. I'm sure it's probably not noticeable, but to me it's very satisfying and properly "weights" the miniature's colour balance in my mind.





My favorite project has to be my Frostgrave wizards. I wanted to give each School of Magic a unique feel and twist; my magicians (illusion wizards) are my best. The sculpts from BadSquiddo are beautiful, and I just love my conversion so much (also the pink is glorious). Marilyn Monroe definitely fits as a stage magician, and I hand sculpted her assistant's little bunny.



This little hobby niche I've found myself in is filled with so many amazing people, bursting with creativity. It's genuinely a joy to converse with this community, or participate in kitbashing challenges like the 28 stuff. Hearing about the IWD 'zine, honestly made me feel so secure and happy. Thankfully even the wider miniatures community at large is getting much better too, with visible female miniature artists really spearheading our inclusion into gaming spaces - I feel a lot better about the community now.









## ARTIST FEATURE //

# PMCILLUSTRATION

Paige Connelly is a freelance illustrator and sculptor from New Jersey. She studied Illustration/Animation at Montclair State University and graduated with excellence in illustration. By day she works in the publishing industry and by night she creates monsters. Her illustrations can be seen in publications by Fathergoose Games, 3..2..1.. Action!, Zarfling Platoon, Geistron Zine Team and Demon Toad Games.

Starting out playing tabletop RPGs in high school, Paige was introduced to wargaming in college by a friend and began collecting Skaven for Warhammer Fantasy Battles. Post college, she kept up with the community while occasionally dipping back in with a new army project or warband. During the pandemic, she began creating her own RPG zines and connected with other creatives in the gaming community.



Paige fell into sculpting with persistent prodding from a friend. She started out sculpting large scale fantasy monsters such as Mandrake Roots, Awakened Candles, Seedlings and Mushroom Folk. Connecting her love of games with her love of sculpting monsters, Paige began to sculpt monsters for various games. Throughout the process Paige learned to embrace epoxy clays and dry brushing.

Using her background as an illustrator, Paige focuses on a strong silhouette and stylized asymmetrical anatomy. While painting is usually the most challenging step, Paige prefers to use strong colours and high contrast to enhance textures and sculpted features. Her process often begins with a simple pen sketch in her battered up sketchbook that quickly grows into a haphazard drawing. Using her sketch as a base, she uses a variety of materials to bring monsters to life including various clays, found objects, cheap animal toys and recycled materials.



Over the last eight months, Paige has immersed herself in the miniature community on instagram and discord, connecting with creatives all over the world while participating in various challenges. She appreciates the sharing nature of the community and the awesome support network.

When not making monsters, Paige likes to read fantasy/sci-fi books, play indie Tabletop RPGs and collect all sorts of little figures.

















FEATURE CREATOR // MORINDA MINIATURES

# MORINDA MINIATURES







My name is Erika Tosello. I am an Italian artist, illustrator, designer and of course miniature painter, living and working in the United Kingdom under the name "Morinda Miniatures."

I paint miniatures and work mostly as a freelancing artist for Cult of Paint Commissions Studio and as the official painter for Goblin King Games. In addition to a variety of private clients, I still make time to paint for myself, primarily for competitions.

The Askurgan Trueblades Warcry models from Games Workshop are my first commission for Cult of Paint, and are part of an ongoing Soulbright Gravelord project. It has been a very interesting and fun project. The request was to work on a monochrome palette with a hint of desaturated colour, mainly to add variety and also points of interest such as vivid red blood (in a very Frank Miller style) and to utilise a Non-Metallic Metals technique on the weapons and armour. I immediately loved the idea of the monochrome palette since I had recently done something similar on the bust "Marta" from Abyssoul sculpted by master Mujin Park that I painted to look like an old black and white photograph.



As an illustrator and amateur photographer, my favourite style of drawing and source of painting inspiration has always been black and white art. Therefore when I can work on black and white projects it is always a joy and an opportunity to develop my study and analysis of the technique, and also a moment of bliss and entertainment.





*I mostly use acrylic paints for my works. I have used many other techniques but I found acrylics more versatile and easily usable, especially when it comes to time saving. My artistic process on each of my projects, illustrations or miniatures, always starts with a vision. When I start to paint or draw I am always working from this glimpse and whichever detail that piqued my interest the most, carrying on with the rest of the project in order of my liking and interests. This free-form process means that I hardly ever draw a canvas or a concept before I start and this is one of my most artistic "cliches."*





My keen eye for details has always been strong but sometimes it can be a hindrance to the vision of the project. I have had to learn how to compromise between striving for the detail oriented job, and the overall appearance and general artistic concepts of the subject. Composition and the atmosphere of a project are important, but on the journey to the very small world, it is easy to lose yourself in the details.

My journey as a professional in the hobby industry started in 200. I found myself a spectator of a Games Workshop Warhammer 40.000 tournament in Turin, where I discovered the world of tabletop wargames and miniatures and got captivated by the art of painting little 3D models. I've been an artist all my life, artistically classically trained with my studies always focusing on my endless passion for art, scale models and craft. I was really happy to discover that my training and knowledge were perfectly fitting for the miniatures world and this more than anything made me excited to jump as soon as I could into this hobby and ultimately the industry itself.

I suppose it is still unusual for people to decide to make something that is commonly seen as a hobby into a proper Job or profession, even more so for women. I always believed in my dreams and with passion I always followed my heart and applied the natural artistic gifts I have received. The hobby community has grown a lot since I got into the industry, and it is beautiful seeing how much people have started to cooperate together to make this hobby world bigger and bigger. I have a dream of seeing people working together to make our passionate drive for this hobby, into a properly recognised industry. One that can allow those working in it to develop and to earn as recognised skilled professionals.



I find it awful and deeply annoying that people outside the hobby still watch and often judge us as “pretending to be workers” more than true professionals despite our vast experience and knowledge.





Unfortunately on top of the fact that the percentage of people who can successfully work in the miniatures hobby industry is already pretty slim, it is worth mentioning that female painters are even less common than males and this is very concerning to me. I think we as painters should work to develop better connections with each other, and to make it easier for passionate and interested people to get into the industry. I know I am constantly working on developing a keener eye to identify and to reach out particularly to females that are sadly often left outside looking into this great hobby and industry, because of the lack of information or indeed specific marketing strategies to reach them. Even more so if they are only interested in the artistic aspect of miniatures and not just on the gaming itself.

My love for miniatures grew hand in hand with my love for the games themselves. I am definitely a gamer and a proud "geek" playing board games, role play games, video games, wargames, card games, reading comics and manga, sci-fi and fantasy stories, a vast array of movies... anything that involves some kind of art, inspiration or craft aspect is my entire world. Drawing a line between my hobbies and my work is really hard because of this. I mostly spend all my time doing what I like the most and if I am not painting you can probably find me knitting, crocheting, gardening or crafting something or if you get to the kitchen at the right time of day I will be baking and cooking. I am the kind of person who is unable to sit still without doing something creative.







**Marta, a personal project.  
Bust from Abyssoul**

FEATURE CREATOR // GEORDI CRAFTS

# GEORDI CRAFTS











My name is Geordie and I run the youtube channel "Geordie Crafts," which is all about miniatures, dioramas, and crafting. My education and background, however, is in exercise physiology and physical rehabilitation so my hobby is quite a departure from my day job.

Other than playing video games and tabletop games with friends, I never had a sit-down hobby before the pandemic started. My hobbies were all physical in nature, mostly lifting in the gym and performance arts. Like many others, I was driven to my new-found hobby by the sheer boredom of COVID lockdowns. It started with a block of clay I bought from a local craft store with the intention of making a dice tray for my partner, who DMs most of our tabletop games. My creativity spiraled out of control from there, quickly turning into an obsession for all things small. If you've seen my channel, you'll know I now have an arsenal of tools and toys for whatever my mind wants to create. I never did make that dice tray though...









I would describe my artistic process as “controlled chaos.” I start every project with a grand idea and no sweet clue what I’m doing. I always seem to choose projects that are well outside my current skill level, but my favorite part of crafting is problem solving and figuring out how I can make my idea come to life.

I’m incredibly grateful to live in a time when we have infinite knowledge at our fingertips in the form of passionate YouTube creators who just want to share with the community. Everything I’ve ever made has been built on the foundation of what I learned from other YouTubers, and I do my best to credit those whose work has helped me along the way. The miniature and crafting community, in particular, has been nothing but welcoming and helpful in every aspect. I think this hobby is here to stay in my life and I couldn’t be happier about it!









FEATURE ARTIST // BOGBODYMINIS

# BOGBODYMINIS





My name is Robyn-Phalen Rayson, or bog-bodyminis on Instagram. The majority of what I share are my two main army projects—Death Guard for 40k and Skaven for Age of Sigmar. So far, it's been painting, but I'm descending into kitbash/sculpting hell, so there will be much more of that this year, especially for skirmish games. I just finished my first Kill Team project, and now I've got multiple warband-sized projects in my head. There's a healthy Mordheim scene at my local store, but there are so many exciting indie games I want to try, too.

When I was very young, my older brother got into Warhammer, so I've always known about the miniatures hobby, but I actually got into miniatures in December 2020. I was in the market for a new hobby, but the clean paint jobs didn't do much for me. I've loved horror since I was a little kid, so the Gothic horror/dying empire elements of 40k lore hooked me.

Honestly, 28 got me into this mess. As soon as I looked at the first volume, I remember thinking "oh, this is what I want to do." There was something that felt subversive in how it put the grime, rust, and rot at the front and center. I love reading and writing, and when I looked at 28, when I saw a vibrant community making greebly little weirdos, I knew I'd finally found the "language" I could use to tell the stories I wanted to.

I've always loved horror, so horror always inspires me. Thinking back, I really owe a lot to Stephen Gammell's illustrations in the Scary Stories to Tell in the Dark books—all that spongy flesh and weird roots. I was attached to those books as a kid, and they continue to sway how I visualize frightening encounters—distortions in reality, texturally suffocating. Nicky Grillet was my first big inspiration for "miniatures that look like infection hazards." Apart from her art, it was such a relief to see a trans woman in the scene. People can pay lip service to "being inclusive" all they want, but that doesn't change the fact that it isn't fun to be alone in a crowded room, you know?











It might be fleshed out lore, or it might be a few notes I scribble, but I have to get a grasp on the narrative the miniature inhabits. My friend Zak once said that the game's just more fun when you come up with names for your goblins, and it's true. That's not just any Skaven Deathmaster—that's Pinknose, and she manipulated other Skaven into getting into this battle to provide the cover she needs to assassinate her target, a dwarf named Grumek.

What frightens me (and so, compels me) isn't rot but what rot reveals, which is how people in power value their aesthetic visions of the future (near or distant) over the common dignity of the many doing what we can to live right now.

I started out with 40K, and the tension between the Imperium's sacral aesthetics and the way materials decay got my gears turning. You have this beautiful facade espousing the indomitable wealth of the Imperium, but of course that comes from the total devaluing of human lives. Smear a little shit on that shining edifice, though, and all that authoritarian power begins to slip, and when I put a 40K mini on the tabletop, I want people to reckon with how filthy, miserable, and cruel an imperial project is. It's what I love about Death Guard, the putrid reflection of the Space Marine as an image. It's what I love about Skaven. They're horrible fascist twerps with a massive underground empire, and despite their power, there's no reward for being a Skaven—you either get tossed away for a pittance or scrape enough power together to bait assassination. Every rat, big or small, is building a personal cult of personality, which presents a fun challenge for painting; whenever I paint a rat, even a little clan rat, I have to say







"Remember, Robyn: this rat believes that he alone should be in charge of all Skaven."

Of course, the condition of being a woman navigating misogyny, transmisogyny, and homophobia influences the art I make. I think about how bodies are turned into machines and the state's stake in policing gender transgression. These things frighten me, and I make art about what frightens me. You can't always tell when someone doesn't like what I have to say or the fact that I have anything to say at all.

Whenever fashy dweebs start rattling sabers, I hear people say "this hobby has space for everyone," but that's not true. I think that misogyny in art exists, in part, in order to defend a monopoly on the production of culture. This isn't about boys being afraid of cooties. If someone is terrified of what power he will lose because I'm making my art, what concessions can I give to him? The best part about being a woman in this hobby is meeting other women in the hobby. There's so much joy there.

The most fun I've ever had playing a game of Warhammer was at an Age of Sigmar narrative tournament outside of Chicago called Holy Havoc. My teammate Zak and I (the Greywater Garbage Eaters—a goblin-rat alliance) went up against a girl and her dad. The girl was also playing Skaven. We decided that any Skaven could teleport through any gnawhole. Total carnage unfolded. Rats all over the shop. I know I had more fun in those two or so hours than any guy complaining about girls getting into Warhammer have ever had in the hobby.







FEATURE ARTIST // ALESSANDRAPLAYS40K

# ALESSANDRAPLAYS40K







## FEATURE ARTIST // ALESSANDRAPLAYS40K

I'm Alessandra, or on Instagram: @alessandraplays40k. I started my Warhammer 40k journey in late 2022 and since then, I have become known for my "Daughters of Ultramar," an all-female and non-binary army of Space Marines of the Ultramarines chapter. I am also known for posting short silly reels about various aspects of the miniature hobby, such as gameplay fails, and 40k partner interactions, often co-starring my non-40k-playing partner, Jasmine

I've played in various D&D campaigns for the past 10+ years, which has been a wonderful journey, but through it all, I've always loved the dice-rolling combat portions of the game the most: and that's when I found Warhammer.



When I first started building my army, I didn't realize that female space marines were not a part of the Warhammer 40k universe. I've always loved strong, martial female characters, especially in science fiction settings, and in particular, I really like media that also lets me imagine myself in some fantastical, futuristic setting as a powerful warrior. Some of my biggest "women in science fiction" inspirations have been characters like Bobbie Draper from The Expanse, Commander Shepard (affectionately dubbed "FemShep") from Mass Effect, or for a bit of a throwback, Mara Jade from the now-"Legends" Star Wars universe. So, I was always going to want to play space marines, and since I like feeling represented in my media, I was always going to want to make sure my army had female space marines in it. When I found out that female space marines were contentious in the hobby, I was surprised, but I'm a bit stubborn, so that only made me want to make them more.



A question that I get a lot that actually ties into the topic of female space marines is “Why did you choose Ultramarines?”—and there’s three main reasons.

The first is that Ultramarines are the chapter used on the box art. A really defined colour scheme for my first army allowed me to focus on learning painting techniques and methods rather than worrying about my paint scheme, and there were a ton of different resources. Then, when I learned Guilliman was all about organization and logistics... Rather than take it as a negative of his character, I knew I had found my chapter and my primarch. Secondly, if I was going to make female space marines, I figured they’d have the most impact if they were created in the most recognizable chapter.

Finally, when I picture my space marines, I’m really inspired by imagining them cinematically frozen in time in the midst of some epic battle—like they often are on the box art!

I’m still learning about the Ultramarines’ long and storied history and it feels like there’s always something more to learn, which has imbued my whole 40k journey with such a great feeling of discovery and connection.

As a woman new to the 40k community, I’ve found folks to be incredibly welcoming overall, and my female space marines have received nearly all positive feedback, which is really heartening. I’ve definitely gotten a bit of pushback here and there and an occasional person giving me a hard time for being a female 40k fan, but I’ve only had a handful of those interactions. The two are also usually connected, e.g., “This [my female space marines] is why we don’t need women in the hobby.” I know these folks represent a very small and vocal minority, and I just block them in online spaces. There’s also folks who







are fine with female space marine kitbashes and think that everyone should do what they want with their armies, but that female space marines shouldn't be in the lore. For those folks, I really respect the laissez-faire attitude, but I hope they might come around, and maybe seeing my "Daughters of Guilliman" helps some. Whenever I see retrospectives on 40k, I'm struck by how much it has evolved over the years to attract new players and stay relevant, and I think this is just another step in that path. As a new player who might not have found the hobby 10 years ago, I have an appreciation for the positive impact these sorts of changes can have on a space and community. And I say that even as I delve into the recent reprint of the original Rogue Trader 40k!

The in-person 40k community I've found has also been wonderful. When I first took the "Daughters" into my local hobby shop, Alpha Omega Hobby, I got instant support and enthusiasm as soon as I brought them in, which I will always feel incredibly grateful for. The shop is very welcoming and inclusive. I think that sort of culture is something that doesn't just happen and takes dedicated time and thoughtful effort to ensure, so I want to recognize that! I've made several great friends, attended great local tournaments, and been fortunate to really experience so much of the good in the hobby. I'm excited to try to get more involved in all things 40k over the next year!













# MOMMA NEGAN

Hi, I am Aurelia, better known by my online alias Momma Negan. I'm a 22 year old autistic trans woman and have been a hobbyist for half my life. Besides painting I am also a bit of a collector, which is probably what I am most known for at this point. Initially, when I got the offer to write for this issue my plan was to write about my current project of painting a Boshin War shogunate army, which got interrupted by a large amount of life happening all at once. As the deadline approached closer and closer, I searched my display case filled with a lifetime of the most beautiful things I had ever painted, the story of my life as told through my hobby. I start big army projects and end up painting a single perfect mini. This is a hobby after all, and if there is one person you paint for it should be you. If you're anything like me you have plenty of commitments already and I have spent too long chasing after mine. With that said, I would like to present the mini-projects that each stopped me from finishing a big one.





I grabbed a few old guard minis I had. I painted them up as a little squad of Last Chancers as I was deep into the book series at that time.



I saw the new Cities of Sigmar Command Corps. I was listening to some Discworld audiobooks at the time and my brain just went "Wouldn't that assassin make a great younger version of lord Vetinari?".

While being a month deep into painting some French infantry for a review, this Samurai fell into my lap and I wanted to try to do better than the art on the box. In particular I am very proud of the NMM.

That Krieg Heavy Bolter Team was a gift from my wife and (a year after I got them) I decided to paint them as Cadian 122nd in the classic City Fight environment.



Finally, the three little fanatics came from a flight of fancy when a friend sold me a full three generations of goblin fanatics and I really wanted to try my hand at yellow robes.





FEATURE ARTIST // *TINE FIELDLING*

# TINE FIELDLING





When I was 8, I started a drawing of a fairy world. It was a hugely intricate drawing where I made up characters, thought about what they ate, how their society worked and what adventures they went on. I was obsessed with the details and the world building. Once I filled the page, I taped another page to it and kept expanding it to make it as big as my imagination. In a way, I feel like I am still working on that project.

My main inspiration has always been local folklore and old fairy tales. Some that stick with me are the times my parents told me about the gnomes that lived in the forest or the fairies that made me lose my toys. Even Tolkien understood this truth: the richest veins of inspiration lie in the depths of old legends. While I certainly draw inspiration from Lord of the Rings, I believe that the true essence of originality lies in exploring what inspired my role models themselves. For the past 7 years I have been collecting stories. I have dug through many archives and asked people from all around the world to tell me what their grandparents told them about. My favourite stories are not those about epic adventurers or gods changing the world. In everything I do I strive to tell small authentic stories about charmingly awkward creatures.

Finding this hobby was like uncovering the holy grail for me. I could use all my artistic skills and have this wonderfully creative way of telling the stories swirling around in my brain. However, before I started making my own miniatures, I was not exactly a frequent buyer – a fact that I find a bit embarrassing, I must admit. Stepping into a Warhammer store felt like entering an exclusive club where everyone's eyes followed me around, yet no one would actually talk to me. Apart from that, the miniatures for sale at the local game stores didn't really inspire me. Nothing quite fit the bill for the whimsical stories I had in mind. I struggled to find awkwardly charming models who would get lost in their own backyard. All I could find was a bunch of guys who eat rocks for breakfast, and some











overly endowed damsels – cool for some, but not my cup of tea.

My best solution was to just make them myself. For a long time I was afraid it would not be within my realm of capabilities, but when my first miniature came out of the printer, I knew I had found my passion. There is a certain magic in bringing something from your mind's eye into the physical realm. Now that I have submerged myself deeply into the wide ocean of this community, I have found some true treasures. There are so many unique and innovative creators. By looking back to stories that most have forgotten, I hope to bring something fresh to the table. The coolest things have already been conceptualized, we just have not created them yet.



Crafting these tiny characters has become a labour of love for me. They are like my own little gang of misfits! I am sometimes reluctant to be labeled as 'a girl who makes miniatures'; I am a miniature maker and I love sharing my love for tabletop crafting. Having said that, I do believe more diversity is key in this hobby. It is what breathes life into our stories and ignites fresh perspectives. How do we achieve more diversity? I honestly do not know, unfortunately. I am just here to make little guys.













## FEATURE ARTIST //

# ZAMBIES

Hello, I am Zombies and I am a miniature artist and content creator across multiple platforms. Since I could pick up a crayon, art was the one thing that always clicked for me. It just made sense, even when it did not. I started out with drawing, and filled countless sketch books until I moved on to every other art form I could get my hands on from canvas paintings to crafts galore. I went to school for graphic design because I was told, you'll never make a living off fine arts. While I enjoy design, my love for digital arts started to dwindle under the pressure of consumerism. I took a break from art for years. It no longer felt like my outlet. The discovery of the miniature hobby rekindled my passion for the traditional arts.



I remember going to many hobby shops as a child. My brothers got model cars with enamel paints but I was not allowed to get any. So I walked around the shops just dreaming about what I could make. My favorite part was watching the model train sets go around, wondering how they made these tiny worlds. It was not until 2019 when I came across someone painting Warhammer and became wildly curious about it. I dived deep in with a fiery passion. Looking back, it made me realize my love for miniatures was always there. I was meant to find this hobby and enjoy it like my inner child would have wanted me too.

What fuels me and my art is this primal feeling of needing to create. To take something and make it into my own creation is a very empowering act. Even if it is something completely silly, it is my silly creation. This allows me to break free from the chains of everyday life and get lost in my imagination. Whether that is simply painting a few tabletop models or creating a full on diorama, I aspire to explore every aspect of this hobby; and I love to inspire others to paint and make fun things.



As a woman in this hobby I have definitely been met with my fair share of push back. Once feeling like I needed to prove I belonged, I now laugh at that idea. This is a hobby and it is for everyone. While I still get gatekeeping and misogynistic comments every once in a while, I am very thankful that I have noticed a shift since my time in the hobby. While there is still toxicity towards women, there has been a good increase of positive support from my fellow hobbyists. Women in the hobby are supporting each other more now than ever. Myself and others will continue to help curate a positive environment.

Plant good seeds.



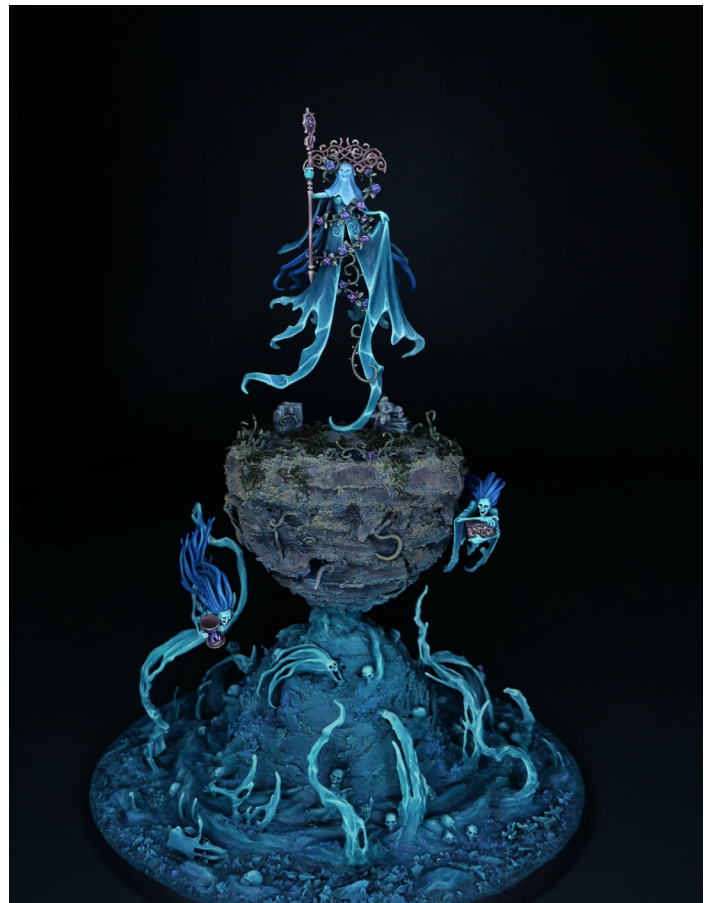




PLANT

GOOD

SEEDS





# CREDITS

Happy International Women’s Day! May the blessings of the Machine God be upon all our contributors. You are 28 and 28 is you.

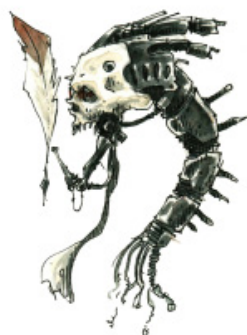
Volitare-28 // Editor

CONTRIBUTORS

8FOLDWITCH	instagram.com/8foldwitch/
ALESSANDRAPLAYS40K	instagram.com/alessandraplays40k/
AMANDA DRENTWETT	instagram.com/amandadrentwett/
BOGBODYMINIS	instagram.com/bogbodyminis/
EBONRAIMINIS	instagram.com/ebonraiminis/
GARDENS OF HECATE	instagram.com/gardensofhecate/
GEORDI CRAFTS	instagram.com/geordiecrafts/
MORINDA MINIATURES	instagram.com/morinda_miniatures/
FIGURATIVELY SPEAKING MINIS	instagram.com/figuratively_speakingminis/
JAMIE DAGGERS	instagram.com/jamiedaggers/
JEWEL KNIGHT JESS	instagram.com/jewelknightjess/
KATE GALDAMEZ	instagram.com/k8thegr8m8_
MOMMA NEGAN	instagram.com/mommanegan/
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ZAMBIES	instagram.com/zambiesdecays/
ZILENTIS	instagram.com/zilentis/

++No servitors were harmed in the making of this publication++





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