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# Miniature Hero

by William Keyes

## Photographing Your Miniatures

“Hey guys, check out the photo of this great miniature I just finished!”

“Ooh, that’s cool. Are your players going face-to-face with the dreaded MudMan next week?”

“Um... actually, it’s a picture of the mini I did for Witchcraft....”

So you’ve modified and painted the perfect miniature. The pose is dynamic, the skin tone is perfect, the colors are dramatic, and now you want to show it off to your friends across the country. Maybe you want to put a picture up on your website or enter it into an online contest – but every single photo you take is either too dark, too blurry, has too much glare, or it misses the great details you’ve included.

I get asked this question a lot. How do you take good, clear, detailed pictures of a miniature? It’s a tough question, but with more and more miniature artists wanting to show off their work, it’s one that I think is important to address. What follows is a brief tutorial on the steps required to take really good, near-professional quality photographs of your figures. Be warned, though – taking great pictures of your minis is almost as much work as painting them!

## Equipment

Obviously, you’re going to need a **camera**. Though you can certainly get by with a 35mm film camera, most people these days are moving to digital photography. I recommend digital cameras because I like to see what the picture will look like before I take it. Digital pictures are also good when you want to manipulate your photos on the computer (though almost all film processing centers will put your pictures on disk if you ask them to).

Your digital camera needs three features: **manual settings**, an **LCD viewer**, and a **macro setting**. Manual settings will help you adjust lighting and color of your pictures. LCD view – much better than a simple optical viewfinder – let you preview exactly what your photos will look like. A macro setting allows you to get extremely close to the miniature and take fine detailed pictures. You can of course make do without these features, but in miniatures photography (as with everything else), you get what you pay for.

Next, you’ll need a **tripod**. For the type of photos you’ll be taking, your hands just aren’t steady enough to hold the camera properly. I bought a decent tripod at Best Buy for about

\$30; you may also be able to get them at discount stores like Wal-Mart for a little bit less. You certainly don’t need an expensive, high-end tripod (though they can be worth the investment if you’re planning to take a lot of pictures), but you do need one with adjustable height, to which your camera will firmly attach. Most modern cameras have a hole on the bottom that the tripod can screw into.

In addition to the tripod, you’ll need to find a place to take your pictures. Holding the miniature in your hand isn’t conducive to good photography. A sturdy table or workbench works just fine, as long as you can get your tripod and camera close to it.

Next, you’ll need good lighting. I recommend using at least two lights; three lights are better. I use 60- or 75-watt daylight bulbs. Others prefer OTT-LITES ([www.ottlight.com](http://www.ottlight.com)), which give off simulated natural light – though these are expensive. You can use normal light bulbs, but these tend to be too yellow and don’t show off the true colors of your miniatures. Be careful when you set up your lights, because they get very hot! I’ve burned myself many times reaching for a miniature that was too close to a light bulb. Plastic miniatures can get soft if they get too hot, and I’ve heard stories of paint-jobs and conversions melting, so use caution.



Flexi-Foam

# Project: PREDATOR

by Ed Hastings

## PROJECT: PREDATOR

PARANORMAL RESEARCH EXPERIMENTATION DEVELOPMENT  
TRAINING OPERATIONS AND REGULATION



*Project: PREDATOR* is a modern “mutants on the run” *Champions* adventure.

### Using This Adventure

Project: PREDATOR is a short one-shot adventure designed to be run in tournament style play, with these key points:

1) It will most likely be observed by non-HERO players, and it might be their only experience with the system; so the aim is instant action and excitement.

2) A common complaint about HERO is that combat takes too long; this adventure shoots for very fast paced play.

3) Since not all players will be HERO veterans or even superhero fans, the characters are as clean and archetypal as possible without being boring.

The plot is nothing new: Government secret agency kidnapping young paranormals, subjecting them to brainwashing and training them to be covert agents. PCs break their conditioning and escape. Chase ensues. The difference is in the details, but the plotline is purposely familiar as the players don't have time in a one shot tournament game to try to figure out a Machiavellian convolution. The government base can be put in any remote area as long as there is an airport or a national border within a few hours distance (preferably both), or some other reasonable way to evade capture.

Provided in this adventure are full character write-ups for 10 pre-made PCs, 6 government paranormal antagonists, and normal human agents. There is also sufficient information for this organization and these characters to be incorporated into an existing gameworld and campaign with just a little bit of development.

The key to remember is that during the course of the adventure as written, the PCs have no memory of the “real” world, but possess full intelligence and awareness, so that everything appears new to them. Intelligence and PER rolls are appropriate to see if the PCs can make intuitive guesses about various things that they encounter, like cars, phones, airplanes, etc.

### Background Information

In 1972, the External Security Committee (E.S.C.) was formed under the cognizance of the N.S.A. to ‘...*monitor activities, conduct research, collect intelligence, make threat assessments, develop scenario protocols, plan and conduct experimentation for the purposes of exploitation, and assume cognizance of and full presidential authority in all matters pertaining to the paranormal...*’

The Paranormal Research, Experimentation, Development, Training, Operations, and Regulation (PREDATOR) Project Office was established in late 1974 to implement Project: PREDATOR, a bold endeavor whose premise was that if it takes a thief to catch a thief, then it takes a mutant to catch a mutant. The plan as set