

MODELLING WORKSHOP

HOW TO MAKE AN EASY WARHAMMER BUILDING

By Rick Priestley and Robin Dews

Modelling scenery and terrain for your battles is entertaining, challenging and fun say Robin and Rick. To make their point, in this month's Modelling Workshop they explain how you can make a great looking Warhammer building with nothing more than an old cornflakes packet!

OFF WE GO!

In last month's issue Rick and Robin showed you how to make a simple model of a Warhammer 40,000 Strongpoint, using nothing more complicated than a packet of cornflakes, a pair of scissors and some glue. This month, our cereal architects have turned their attention to the Warhammer World and the typical rustic dwellings found in the cities and towns of the Empire.

In this article we'll show you how to make a simple Warhammer building (looks more like a hovel to me – Ed) using the sorts of bits and pieces you'll find around the house. All the templates are provided so let's get started!



Above: You'll be able to make this model with just the few simple items shown above.

Left: This model was neatly assembled by Owen Branham at the Studio.

Below: The rough prototype Robin made while watching TV!



EQUIPMENT AND MATERIALS

In the same way as for the Strongpoint, all you need to make this model is a large cereal packet, a pair of scissors and some glue – Citadel PVA, UHU, Evostick, Bostick or any other similar adhesive is perfect. You might find that some sellotape and a modelling knife also come in handy but they are not essential. The chimney pot you can see on our model was cut from a plastic drinking straw.

USING THE TEMPLATES

If you had a go at the Strongpoint model we published last month, you'll already know how to make use of the templates printed on the following pages. If not, I'll give a quick summary here.

The templates provide you with the exact shapes for all the pieces of card you need to make your model. In order to use them, you'll need to remove the pages from your copy of White Dwarf or photocopy them before you start. You don't need to cut out the individual pieces as you are simply going to transfer the shapes onto your cereal packet or card.

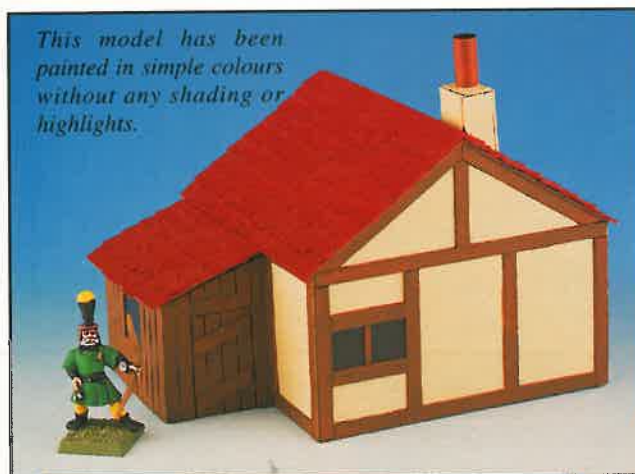
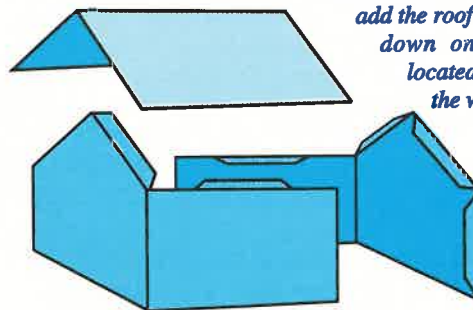
Once you've photocopied or removed the templates, lie the whole sheet on top of your flattened out cornflake box. Next, use a compass or similarly pointed object – a drawing pin would do but is a bit clumsy to handle – to prick holes through the template at all of the positions marked by a red circle. Once

you've marked out all of the corners and fold lines in this way, lift off the template sheet and simply join up all the pin holes with a pen or pencil and you'll have a perfect copy. It's a bit like doing a dot-to-dot puzzle really, except the dots don't have any numbers. If you're not sure where some of the lines connect, then a quick glance at the template should solve the problem. When you've done all of this, simply cut out the card copies with your scissors and you'll be ready to start assembling your model building.

ASSEMBLING THE WALLS

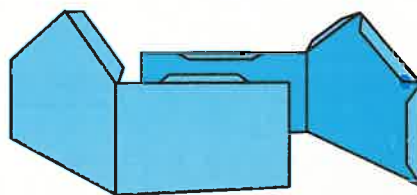
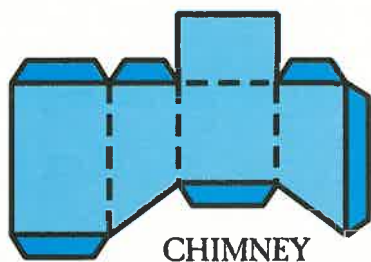
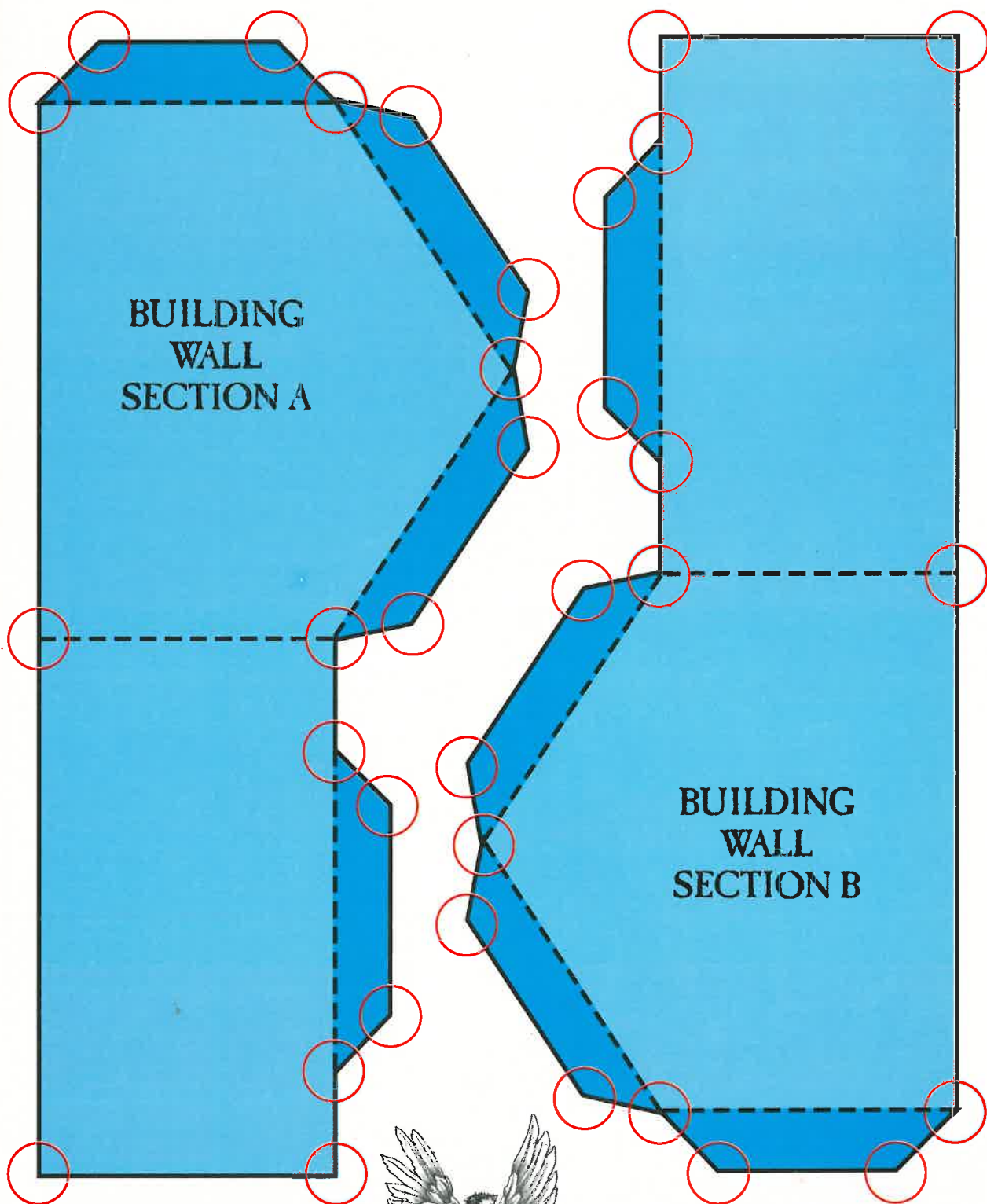
Cut out the two wall sections and gently score along the dotted fold lines with the point of your scissors (of course on your card copy you'll have drawn the lines in yourself so check against the template to see where the folds are). Once you've got the two pieces in front of you, simply glue the two wall sections together and hold them in place until the glue begins to set (see Diagram 1). The roof can then be added by spreading some glue along the tabs located on top of the walls, and pressing the roof down onto these. You might find that you need to stick a piece of sellotape across the back of each of the tabs, just to hold things firm until the glue sets.

Diagram 1: Fold the two wall sections and then glue them together along the tabs to make a box shape. Once the glue has started to set, you can add the roof by sticking it down onto the tabs located on the top of the walls.



The fully assembled model, is now ready for painting.





Fold the two wall sections to make two right angled pieces and then simply glue the two halves of the building together.



The finished model, fully painted and ready for use in a game.

Well that's it! You should now have in front of you a simple model building. Everything else we're now going to do just adds extra detail to this basic structure.

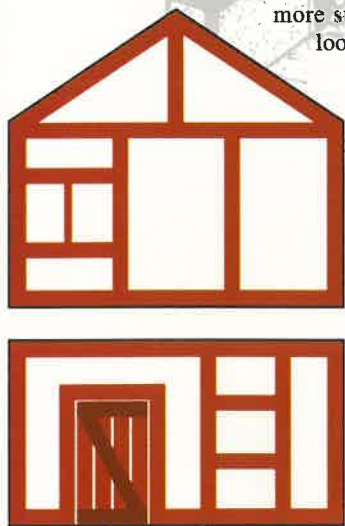
THE OUTHOUSE

We decided to add a simple timbered outhouse to our building using the templates provided on the opposite page. First of all mark out the template onto your cereal packet card in the same way as before. On our model we attached the outhouse to one of the long sides, but where you place yours is entirely up to you! Once you've glued it into place, you can simply stick the flat roof down onto the tabs

DETAILING YOUR MODEL

Once you've finished assembling the basic shape, you can begin to add more detail to your model. First of all we cut out some thin strips of card and glued them to the sides of the model to build up a timber frame. We also used this technique to mark out the door and windows frames.

The door was then filled in with four more strips of card that made it look like rough-hewn planks of wood.



These two diagrams should give you some idea as to how to do this, but feel free to vary the pattern to suit your own model.

Once we'd finished working on the main building, the whole outer surface of the outhouse was covered with more strips of card to give it the appearance of a rough wooden structure.

ADDING A CHIMNEY

In a moment, you're going to tile the roof of your building. Before you do that, you might want to add a chimney pot to your model like the one you can see in the photo.

You'll find a template for the chimney on the previous page. We didn't bother marking on all of the red circles, because by now you should have got the hang of how this works. In this case, the template is so small the circles would have just looked really messy and confusing.

Mark out the template in the normal way, fold it into a box and glue it onto the roof of your model. As a final touch, we stuck a piece of plastic drinking straw to the top of the chimney on our building, but this is entirely up to you.

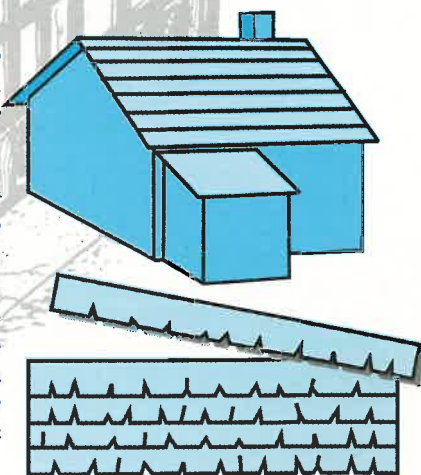
TILING THE ROOF

Adding tiles to the roof of a model makes it look really good and is very simple to do. It's true! Don't be misled by appearances. Tiling is dead straight forward.

First of all, cut yourself some strips of card about 10mm wide and the same length as the roof section. Then with your scissors, make a series of snips and cuts along one of the edges of each strip. Starting at the bottom of the roof, glue the tiling strips into place, with each one overlapping the strip below it. Although this is a bit complicated to explain, it's actually very simple to do, as Diagram 2 below makes quite clear. When you've finished tiling one side of the roof, turn the model round and do the same to the other side. To complete the job, you'll need to add a special 'capping strip' to the apex of the roof. This is just a strip of card that's twice as wide as the normal ones (20-25mm should be fine). Fold this down its centre line before snipping the edges and gluing it firmly into place.

Diagram 2: On his model, Owen cut each roof strip into smaller sections before gluing them down. This takes a little longer to do but gives the roof a more varied look.

When you come to the bit of the roof where you attached the chimney, simply trim your strip a little shorter or cut a notch to make it fit.

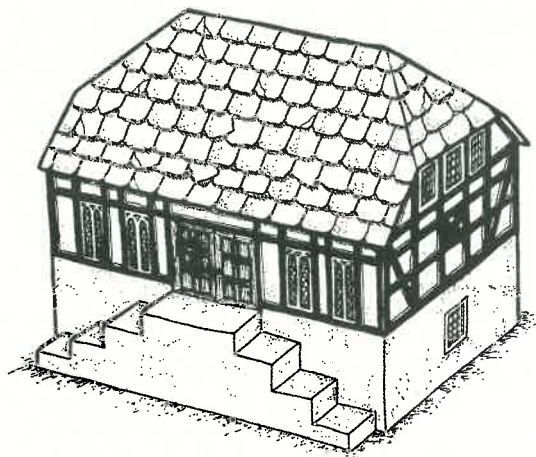


Once you've finished adding these extra details, you'll find your model is much more rigid. And, when the glue has all completely dried, your building is ready for painting.

PAINTING YOUR MODEL

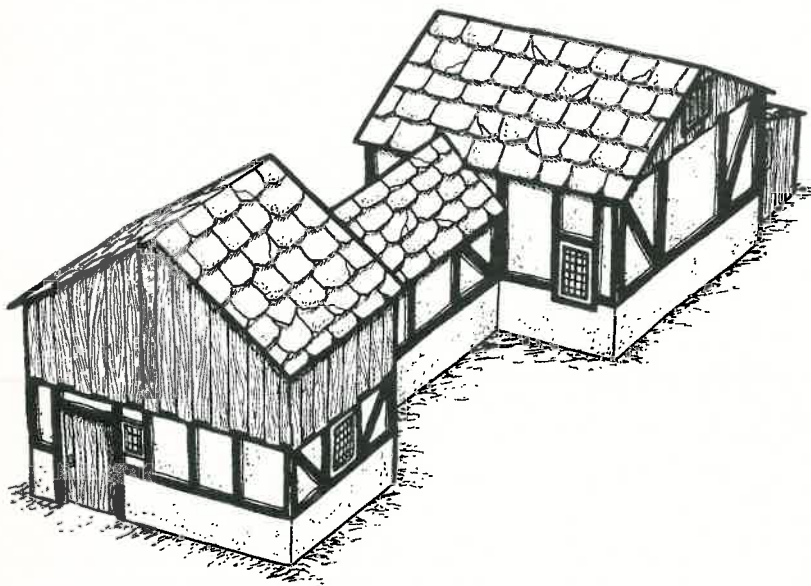
Well that's about it. When we'd finished fiddling about, we sprayed our model with Citadel black undercoat and gave it a simple, clean paint job. All the techniques that you normally use when painting a miniature – base coat, colour washes and drybrushing, etc – work fine on model buildings. In fact it's probably much easier to get a decent looking result because of the larger surfaces. Drybrushing is particularly effective on the roof and wooden outhouse, where the tile edges and planks really pick up the highlights and come to life.

Finally, we also attached our model to a cardboard base to make it a little more durable. The base was painted green and then coated with PVA glue before being dipped into green Citadel modelling flock.



GETTING MORE AMBITIOUS

Once you've made your first building, there's no reason to sit back on your laurels. Modelling is a whole hobby in itself and we've hopefully demonstrated just how easy it is to turn a few simple materials into a perfectly good building. On these pages we've illustrated just a few ways in which you could vary the basic shapes to create almost a limitless range of models for your games.



The thing to remember is that all buildings are basically a square or rectangular box with a few bells and whistles added. The farmhouse shown above is simply three buildings joined together to make a more complex shape. The model on the right has been modified to make a tall thin building with a balcony added. The large building at the top of the page has a slightly more complicated roof shape, but this really shouldn't cause you any difficulties.

Designing a flight of stairs might take a little more thought, but the only thing you really have to remember when adding features like stairs and balconies is to make sure that your models fit on them!

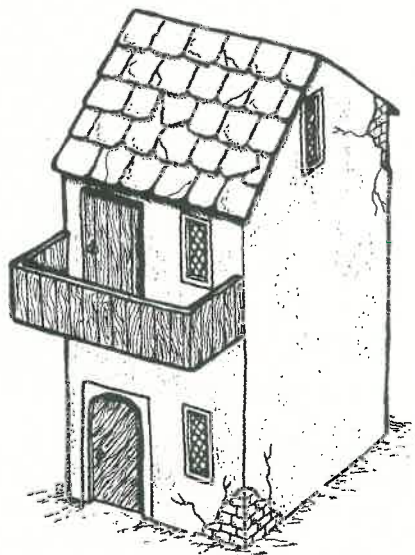
AND EVEN MORE...

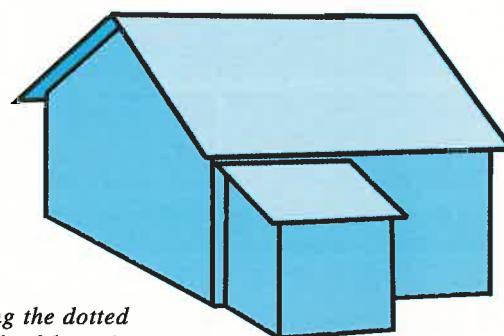
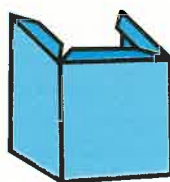
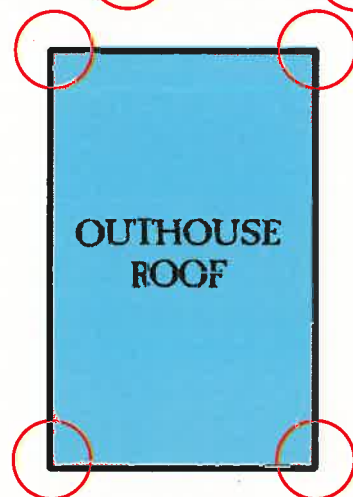
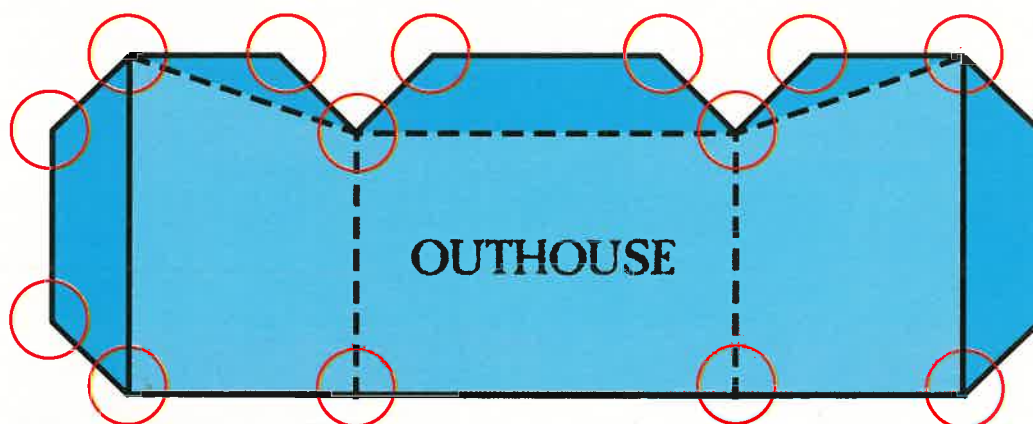
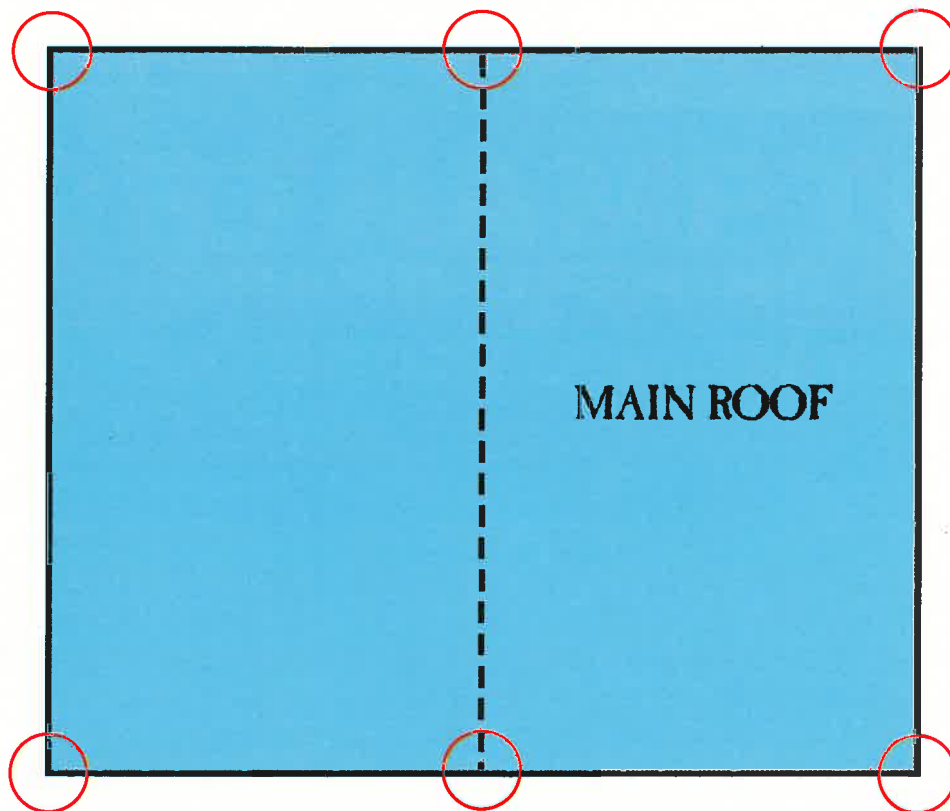
By now, you should have either turned the page or started to scoff several bowls of cornflakes! In previous Modelling Workshop articles, we've made reference to whole lists of model making materials and equipment such as foamcard, lineboard, balsa wood, etc. All of these are useful materials that you can use to enhance the look of your models, however

none of them are essential. The buildings and other terrain we make at the Studio are constructed by our expert model maker Owen Branham. They all have to be designed and built to stand up to the rigours of almost daily use in the various games and playtests that go on in the Games Workshop Studio. They are also built and painted to a standard that enables us to take close-up photographs of them for White Dwarf and other books and publications.

For most games, all you really need is a reasonable collection of different buildings that you can use to vary your gaming terrain and so create different tactical challenges for your Warhammer battles.

For this purpose, these simple buildings are just great. So what are you waiting for... get to it!





Fold the outhouse along the dotted lines and glue it to the side of the main building. Once it's in position, you can add the flat roof.