

FORGEWORLD

by Sean Patten

Sean's talented hands have created the following superb industrial terrain. We hope to feature some more of his work in future issues of Gang War or the Journal. Here is just a selection of terrain pieces, including 2 large double-sided Bulkheads, a set of gangways and interlocking towers and a forge. You can see his work in full colour on the inside and back covers. To follow there is still an entire factory, a generator, a large stamping machine, habitation blocks and a chemical processing plant, busy man!

We think you'll agree Sean's terrain captures the gothic and grim atmosphere of Warhammer 40, 000 very well.

BULKHEADS

The Bulkheads (shown on the back cover and inside front cover) are designed to cover a big area in the background and really give the impression of a giant dividing wall inside the Necromundan Hive or Forge World complex. Both started life as printer cases.

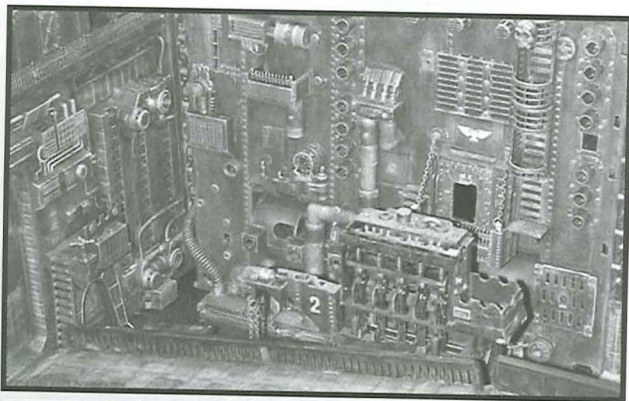
Bulkhead 1, a massive chunk of scenery, is more than just a nice backdrop for Necromunda or urban games. Ladders, balconies, and doorways make it a fully traversable piece of scenery. This is the second

piece of "scene-o-rama" I have built, where the reverse side details the interior (the first being a monstrous Chaos Necropolis). The basic shape is the top half of a printer case, but so much detail has been added it could have been anything. The vents at the top are parts from a fish tank filter. The cage around the ladder on the right is made of hair curler pieces.

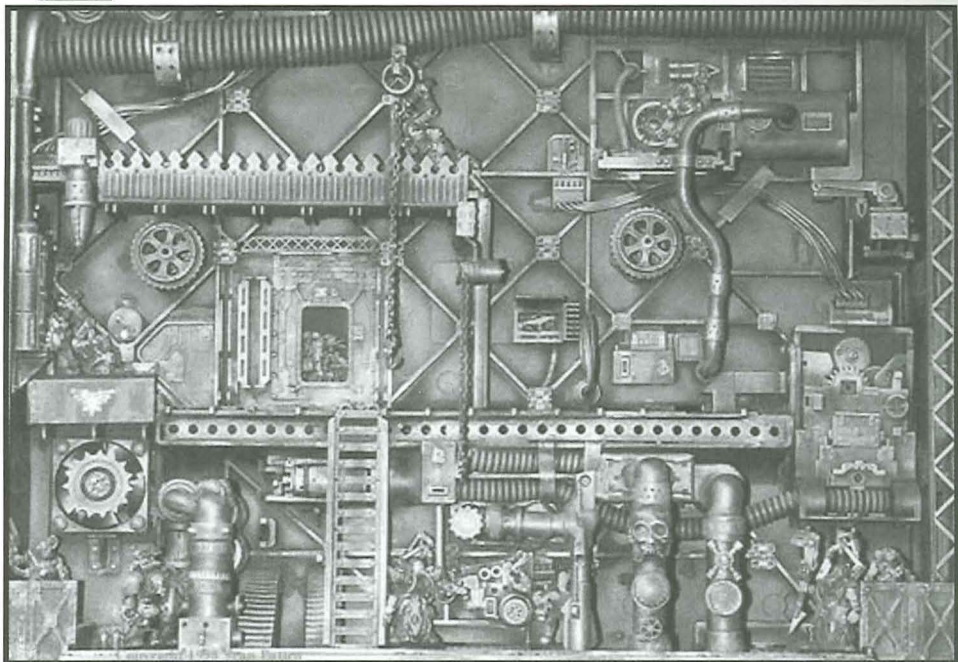
On the appallingly CLOSE closeup of the bulkhead door, (thanks to the zoom on a friend's digital camera) you can clearly see the Necromunda

bulkhead inset into the piece, with the top clip cut off. The ladder steps on the bulkhead have been shaved off, and a hatch from the Chimera kit added in it's place. The balcony is made of a toy with some N scale train fencing added to form the spiked railing. The support chains are attached to skull beads. The ladder is made of HO train track, with parts from hair curlers forming the cage. Just a couple of decals really help the Gothic look. If you add a bit of brown wash after putting the decals on they blend in nicely.

Opposite top is a shot of the interior, where the REAL detail work can be seen! The diamond shaped reinforcers were, conveniently, already part of the printer case. I just added some track sections at the intersections. Jewelry chain hangs from crane arms in the center. A computer fan in the lower left corner has been embellished with a model tank drive sprocket and other details. Ladders were made with HO scale train track. The two circular vents in the center were made by adding wire mesh behind plastic artillery wheels, which were then



Bulkhead 1, made from a printer case!



The opposite side of Bulkhead 1 in all its splendour.

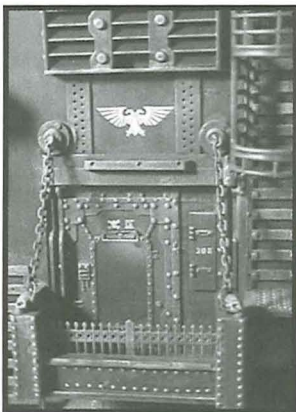
attached to short sections of plastic pipe. Several bunches of electrical wire (conveniently attached to connectors when I ripped them out of an old computer) help enhance the

tech look. The lattice pieces on the sides are Plastruct (available in train hobby stores). It seems like I could never fill all this space with detail- I can't begin to name every piece that went into this thing...

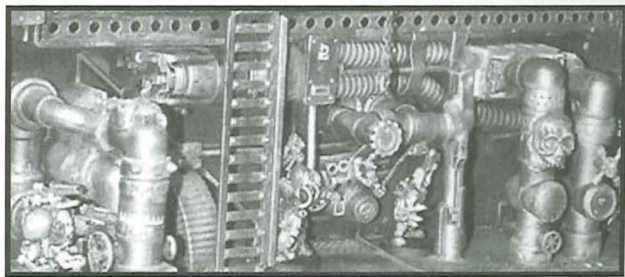
Below is a close-up of the pipes on the lower section. These were mostly made with fish tank filter parts (thanks Eric). I

added crank wheels (various parts from tank kits), plastic skulls (from novelty keyrings), hatches and plastic shields, crank arms from a fantasy artillery piece (available through mail order), bands of rivets, spikes, aaaaagh! You get the idea.

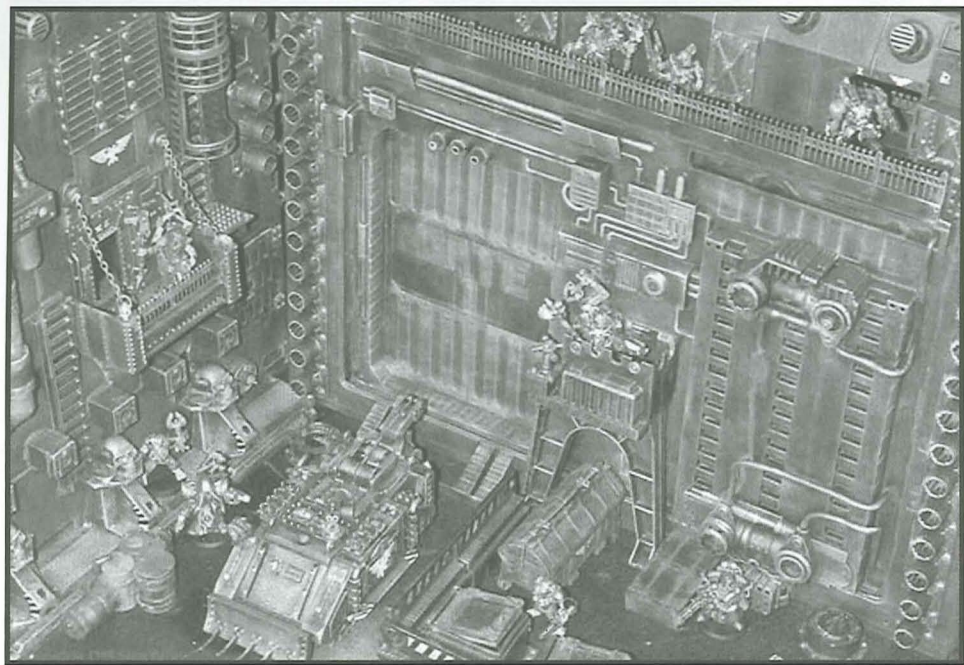
Over the page is Bulkhead 2. At ground level, you can see my



The doorway of Bulkhead 1



Detail of the lower left corner of Bulkhead 1



Bulkhead 2. Techpriests attend to the machine spirit of an Adeptus Mechanicus Rhino.

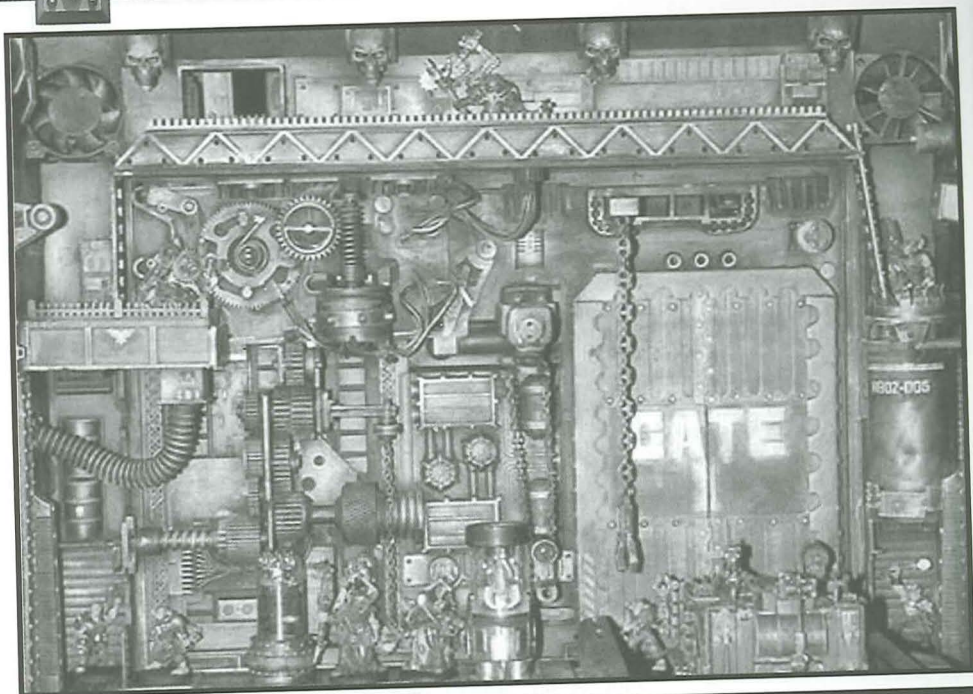
Tech Rhino (along with several Tech Priest miniatures). Bulkhead 2 consists of another printer case that had a large opening in it. I filled the opening with a panel from a Robotech Factory model kit that has a massive door with "Gate 1" molded into it, along with other appropriate details (unfortunately, this kit is now very hard to find). A balcony runs the upper length of Bulkhead 2, trimmed with some nice, gothic looking fencing made for 'N' scale model trains. The rows of short pipes that run along both sides are made from bits of an old keyboard interior. Each hole held the switch for a key, so I trimmed off entire rows of the holes and mounted them, for extra gratuitous detail. Old keyboards are a great source of

detailed parts, by the way!

Yes, Bulkhead 2 also has an interior! This time, I spent less work on pipes, concentrating on gears instead. The main gear cluster is part of the stepping motor from an old dot-matrix printer (love those printers, chock full of parts!). Other gear parts are from broken cassette tape players. Two computer fans frame the top of the piece. The balcony that runs along the top connects to the one on the front through the door in the upper left corner. The Skull shaped vents were made by cramming cool skull key rings into square sockets. More wire, oil drums, rubber tubing, chain, and other madness fill in all the blanks so that even the 'simpler' of the two bulkheads looks frighteningly industrial.

In addition to the typical gritty paint job, a few well placed decals really help make the scene. Be sure to 'dull down' your decals and stickers with some matt finish varnish- I mix in some brown to make them look even dirtier. One thing kept me going as I worked on all this madness- the jes Goodwins illustration of two Techpriests conversing in front of a big tank holding a Tyranid head. I love that picture- as you can (hopefully) see by the Hive Tyrant head in the tank at the center bottom.

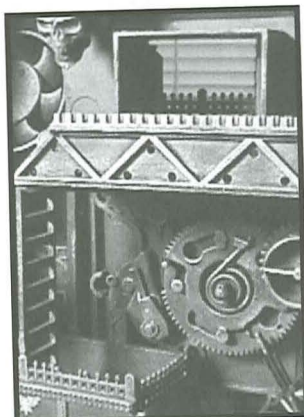
A close up shot of the lower left corner. You can clearly see the plastic skull keyring. The upper balcony is made from Plastruct support beam, backed with sheet plastic and topped with some edge trim that I found in



The interior of Bulkhead 2.

an electronics surplus shop. The lower balcony is a toy train car that I cut up, and added some more model train fence for the railing. The gears are

from a tape deck. If you use real electrical wire, select several colors. That way you won't have to hand paint them! The wires seen earlier were spray painted when I primed the whole piece black, but I wiped them down with a rag before the primer dried. They look quite grungy as a result.



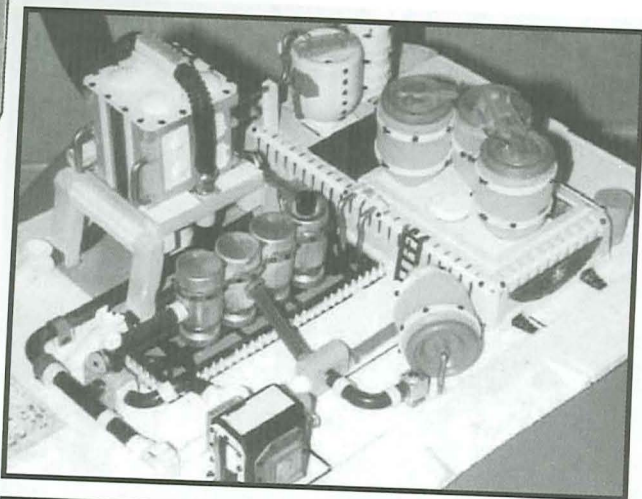
Details, and more details...

Elevated scenery includes things like multi-story buildings, elevated roadways, catwalks, gantries, stairways, and anything else that gets games off the ground. The hardest part of elevated scenery is setting it up so that it looks good. You'll find yourself adjusting entire city blocks just to get the gangways to fit properly. Two things help a lot here - one is to have a wide variety of lengths on your

catwalks. The other is to build a couple "mini" towers that can be used as terminals or connectors for catwalks, or used to bridge small gaps. I strongly recommend using lots of catwalks, towers, and multi-story buildings - despite the hassle, they really make a game 3-dimensional and interesting!

REFINERY

The refinery is not your typical building- more of a sprawling chunk of cover, with lots of pipes and tanks to hide behind. The pipes were made from a plastic Pants hangar (nice for T shaped intersections). Plastic hangars are great for pipes because you can add bends in them by heating them up without them kinking or melting away. I used plumbing



The refinery under construction, note the rivets on everything.

solder, wire sheathing, and tube styrene for other kinds of pipes. The tanks are made from hotel shampoo bottles and asthma inhaler cartridges. Unlike most buildings, I primed this one with grey spray paint, painted base colors on, and grunged it up with lots of ink washes. Above is a shot of the refinery before being painted, below is one of

it finished.

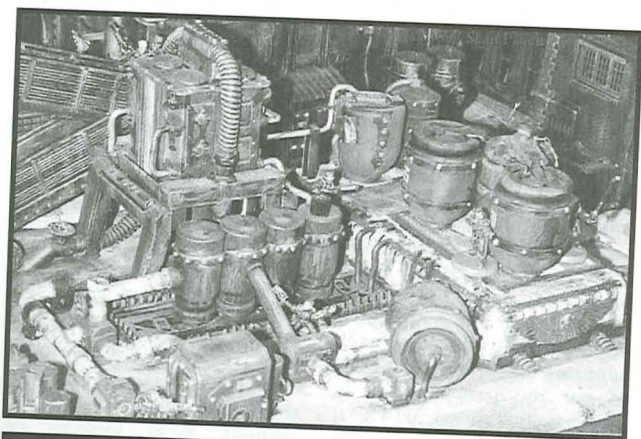
GANGWAYS

On the opposite page is a nice shot of my custom catwalks and towers, with some of my elevated road sections in background. The catwalks are made of an HO trestle kit, and I cut the kit into several different lengths to bridge various gaps between

buildings. I put solid looking railings on all my accessways to ensure the models get good cover. Notice the gothic arrowpoint detail along the walls of one of the gangways. This was done by cutting paper thin sheet styrene (available in hobby shops) with a pair of pinking shears (you know, the zig zag ones for sewing), and then punching holes in the "valleys" with a hole punch. I then glued strips of this detail onto the walls.

THE FORGE

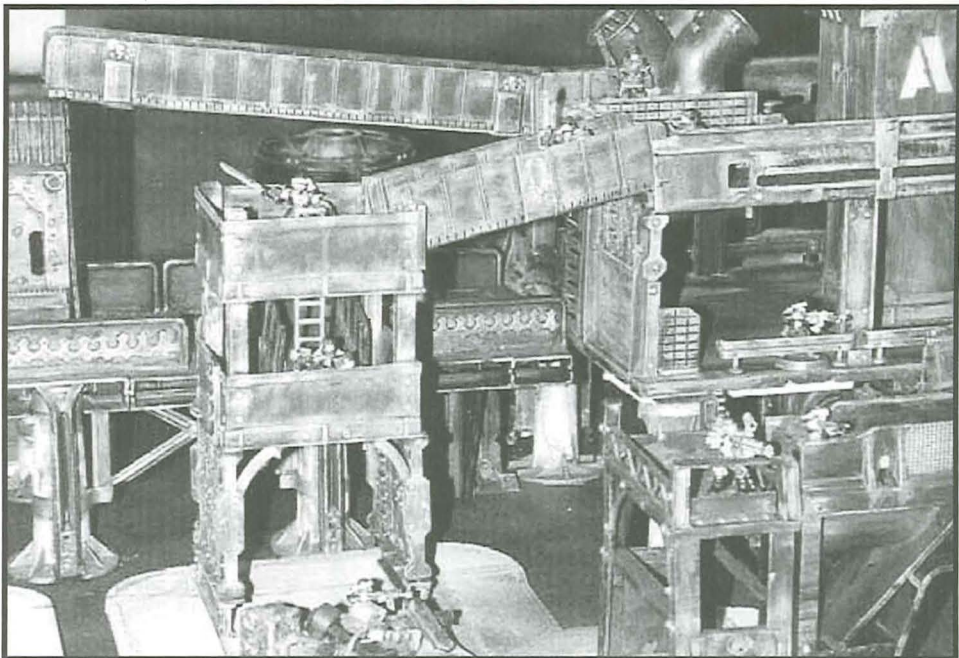
This building started out as a Hot Wheels Car Crusher toy! I completely stripped it down and re-detailed it, including adding the brick paneling along the base to cover up holes in the original toy. Although the Forge is an earlier model and has a more primitive paint job, the details are still strong. The Junk pile was built up with various toy and model parts, including bits from the original crusher toy. The eagle is actually a pewter badge that I picked up from a Games Workshop store, but I don't think they have them anymore. Plastruct girders were added to the pylons (along with rivets) for that reinforced look. Plenty of pipes on this one- mostly copper and plastic tubing. I used some stickers and decals from toys to add character to the base paint job. Again I painted over stickers with a matte finish so they aren't so glossy looking.



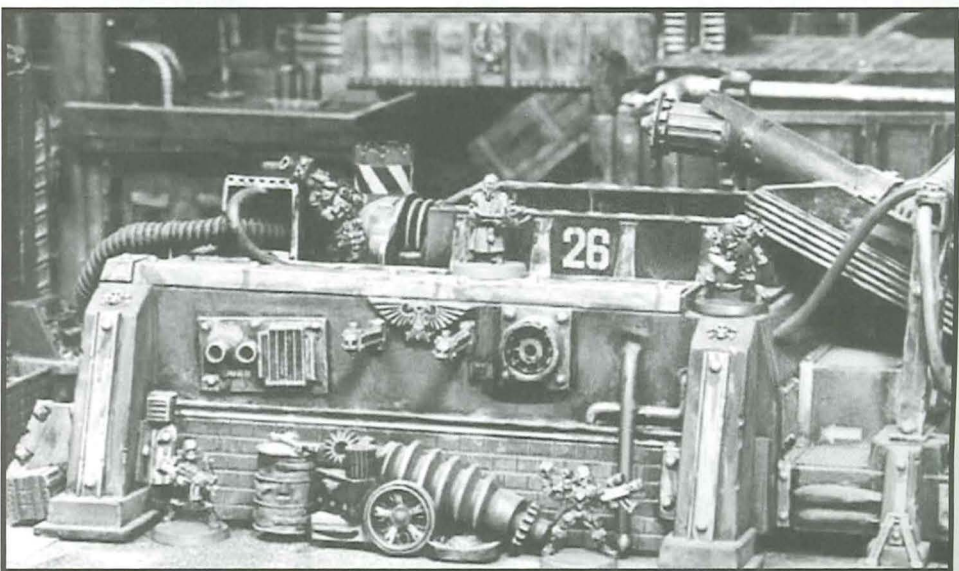
The finished refinery.

For more of Sean's terrain checkout his website at:

<http://members.xoom.com/bluemax/necro.htm>



Gangers make use of the excellent cover provided by the gangways and connecting towers.



Techpriests and servitors man their forge. Note the piles of old gear wheels and drums.