

MODELLING WORKSHOP

WARHAMMER 40,000 ORK BUILDING

BY DAVE ANDREWS AND PHIL LEWIS

This month, Dave and Phil are showing you how to make an Ork building for your Warhammer 40,000 tabletop battles. If you're an inexperienced modeller and you want some advice on any of the techniques described, or if you want to know where to get hold of the tools and materials you'll need, call in to your local Games Workshop store and they'll be more than happy to help you.

TOOLS AND MATERIALS

We used the following tools and materials to make our Ork building. They're all easy to buy and fairly cheap. If you have a problem finding any of these items, ask the staff at your Games Workshop store for the best place to find them locally.

All-purpose glue or epoxy gel suitable for card, plastic, balsa wood etc

Modelling knife with replaceable blades (remember to always work with new sharp blades – these are much safer than blunt blades).

Steel ruler (a plastic or wooden ruler will be ruined in a very short time) and set square.

Cutting surface, for example a thick piece of card or hardboard, to make sure you don't end up digging great chunks out of your best dining table.

5mm thick foam card – a foam sandwich with thin card on the outside. Foam card is available from art shops or graphic suppliers at around £6.00 for an 800mm x 1000mm sheet.

Mounting card which can be bought at most art shops for around £1.50.

Thin cardboard (the sort you get from cereal packets is just right).

A sheet of balsa wood 1.5mm thick which can be bought from modelling shops.

Plastic tubing or thin balsa dowel also available from modelling shops.

A small plastic pot or tub such as an old yoghurt or cream tub.

Plastic sprues from kits, games or sets of plastic Citadel Miniatures (the sprue is the plastic frame that holds the models or kit parts).

Coral sand available from pet shops.

Textured wall covering (such as Polyriple) which can be bought from most DIY shops.

SAFETY FIRST

It's worth reminding you that modelling tools can be dangerous if they're carelessly used. Remember, they're sharp and they cut – and it's so much easier to make these models if you've still got fingers.

The most important safety rule is: **make all cuts away from your fingers.** It's much safer to cut through a sheet of card or polystyrene with several light strokes than with one heavy stroke. You're far more likely to slip when pressing too hard so you'll find that you actually get a much straighter cut with light strokes.

Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt ones which you have to press very hard to cut through anything.

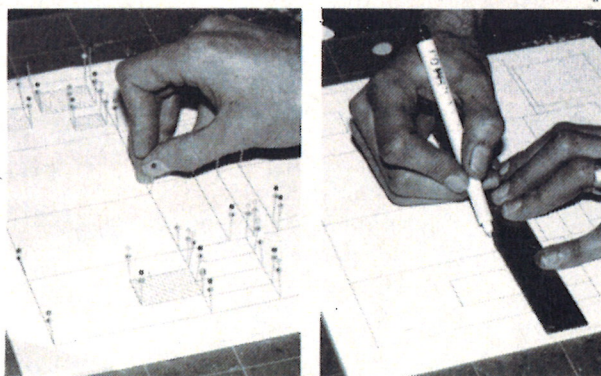
If you're unsure of what you're doing, then ask for some help, especially if you're a young modeller.

ORK SETTLEMENTS

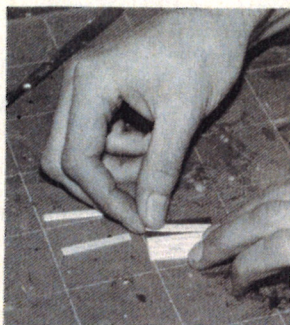
The building that we're describing in this article is a typical Ork house that might be found in most Ork settlements and outposts. Ork settlements are made up of the homesteads of Ork families clustered around the stronghold of their warlord. A family contains several households and each household builds its own solidly-constructed hovel jammed next to those of the other households facing into a central defended courtyard. The only way into a family settlement is through a single gateway. The courtyard is the centre of activity for the Ork family. In the courtyard are the drops and next to the drops are open areas cultivated with small forests of fungus. Here the Snotlings frolic and the Gretchin go about their tasks while the Orks laze around and sharpen their weapons.

Each household builds their own hovel, blockhouse or shack out of the most durable materials they can find. Typically, they search for the biggest rocks and boulders in the locality and roll them to the site to make the foundations. Gretchin and Snotlings fill up the gaps between the boulders with clay, mud and other sticky materials which are allowed to harden, creating a solid blockhouse for the household to dwell in. The basic structures can be large or small, one or several storeys high, and may incorporate grubbed-out bunkers and cellars. This method of construction is the norm in Ork settlements and would be used for the sort of building we're describing in this article.

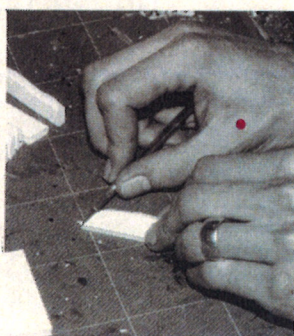
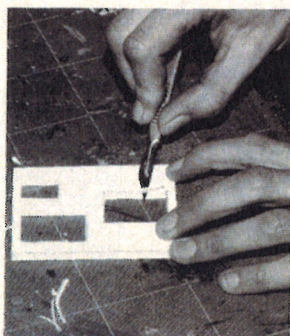
MAKING THE ORK BUILDING



1. The first thing you need to do is transfer the building plans onto your foam card. Photocopy the templates and attach the photocopies to the foam card – masking tape is ideal for this. Push a pin through each of the corner points on the templates making a hole in the foam card underneath. When you've finished, remove the templates and draw in the lines between the holes with a pencil – you should now have a perfect copy of the originals.

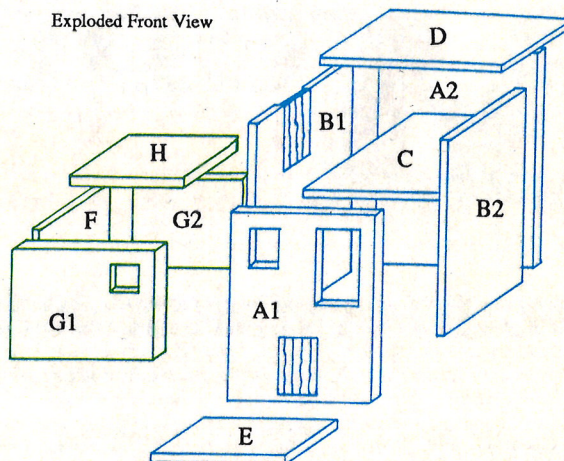


2. Before you start to glue the pieces together, there are several things you need to do. First, the doors need to be able to fit behind the door openings. You'll need to make 2 doors for this building, the third entrance being left open for the time being. For each door, cut a piece of thin card slightly larger than the door opening (use the door opening as a stencil if you like). Next, to get the effect of wooden planking, cut a few strips of balsa 4-5mm wide and stick these on the card, leaving a slight gap between each strip. If you cut the strips without using a ruler you'll get a rough Orky feel to the door.



3. While you're waiting for the glue to set on the doors, round off all the edges of the doorframes, windows and buttresses. You're not after any sharp edges on this building because you want it to look like it's been made with clay or mud. Only trim away the front surface of the foam card as you don't want to alter the size of these holes. By the time you've done this, the doors should be dry and can be stuck to the insides of the walls.

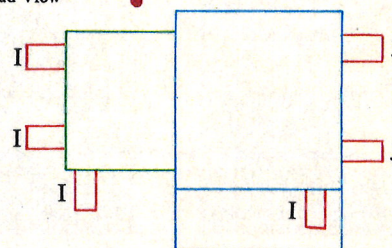
Exploded Front View



4. Referring to the exploded diagram above, start to assemble the building. Attach the building to a base of mounting card about 140mm x 190mm. Note that the side walls (B1, B2 and F) are not as wide as the front and back walls (A1, A2, G1 and G2) - glue them inside the front and back walls so that the square roofs (D and H) fit neatly on top. When you're making the taller section of the building, remember to stick the first floor (C) into place before you stick the last wall on.

When the glue has dried, firmly round off all the edges on the building in a similar fashion to the doors, windows and buttresses.

Overhead View

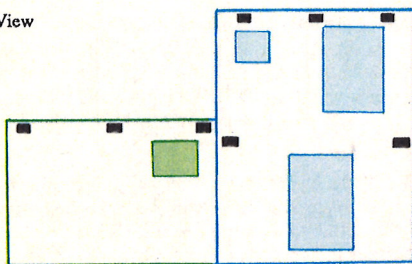


5. When you've finished rounding everything off, stick all the buttresses (I and J) onto the main building. The plan above shows you where each buttress should be positioned.



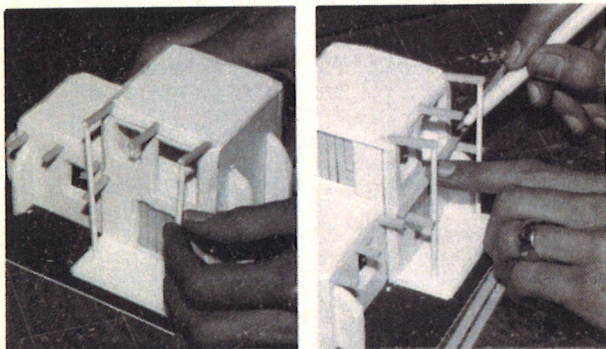
Part of a Warhammer 40,000 battle - an Imperial Guard army fights a Goff force for possession of some Ork buildings

Front View



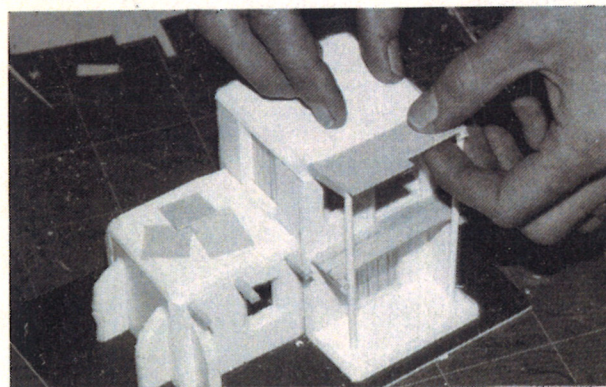
6. You can make the supporting girders poking out the front of the building from offcuts of sprues – we used the ones from the Ork Battlewagon cut to a length of about 30mm, but any similar-sized scraps from your bits box will do just as well. Carefully make holes in the foam card with your modelling knife, as indicated in the diagram, and push about a third of the girder in, fixing it in place with all-purpose glue.

Unless the sprue you're cutting is very thin, never try and cut through it in one go by using a lot of force – it's all too easy for the modelling knife to slip or for the blade to snap and fly off in a random direction. We tend to favour chopping the sprue into lengths slightly longer than we need with a pair of wire cutters, neatening the ends later with a modelling knife.

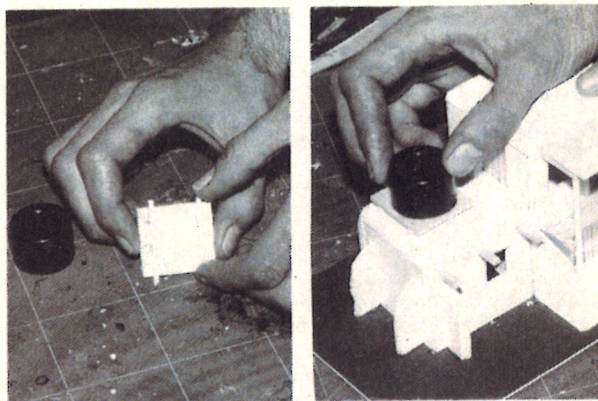


7. The scaffolding is put into position next. You can make this from sprues, thin balsa dowel or plastic tubing. If possible, glue the scaffolding to the underside of the top girders and the insides of the girders on the first floor. The foam card step by the main doorway, seen in the photo, can be used to support the scaffolding at the bottom if you make holes in it and glue the poles into place.

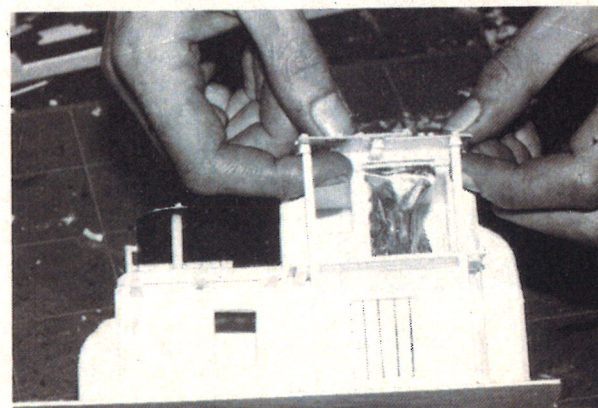
The balcony is made by cutting some more strips of thin balsa (about 5mm wide). Check the length by placing them over the first floor girders and mark where to cut with a pencil. When the planks are cut to the right size, glue them into place.



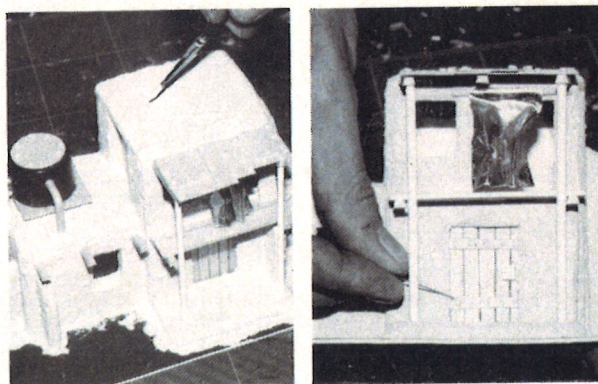
8. The roof plates are made from sections of thin card cut out and glued into place. It's a good idea to make the first piece long enough to cover all 3 girders. If you cut away a small section of this it gives the impression of two separate plates when the other sections of card are stuck on top. For extra detail, you can glue rivets made from small sections of round sprue on to the plates.



9. The platform for the tank on the lower roof is made out of thin strips of balsa about 5mm in width held together by 2 sections of balsa glued across the strips. You can make the tank itself from any suitably-sized plastic tub, bottle top, lid etc (we used a cut-down 35mm film container). Glue the tank onto the platform, which in turn you glue to the roof top. You can put extra detail on the tank by the addition of pipes (made from sprues) and a lid (a circular piece of card with rivets made from sections of round sprue as before).



10. The second floor door can be left open or you can add a simple curtain as we've done. We made this from a short section of round sprue for the rail with a sheet of paper folded slightly and wrapped over the sprue at the top.



11. You now give the surface of the building a coat of Polyripple (or similar self-texturing wall covering). This serves two purposes: it textures the flat surface of the foam card and it helps to cover any gaps or sections that have been left when trimming the edges of the building. Try not to get any of the texturing on the doors, girders, planking etc. Don't use a new brush when texturing the building as it's bound to get damaged.

At this stage you can add any final details like hinges, rivets and handles for the door. The hinges and handles have been cut from balsa scraps with the rivets being made as before.

PAINTING GUIDE

If you want to follow our colour scheme to paint your Ork building, details are given below – of course, you're free to create your own colour scheme. We've chosen shades of light brown and ochre so that our building looks like it's got a natural mud or clay finish.

Paint the main body of the building with a Skull White/Orc Brown/Bestial Brown mix to achieve a creamy-yellow colour. Shade it by adding more Bestial Brown to the original colour and then highlight by adding more Skull White to the original colour. For the wooden parts like doors and planking, use a base coat of Chaos Black and, once this is dry, drybrush with Bestial Brown. Give the metallic areas a base coat of Chaos Black and then drybrush with Chainmail. For the rust effect on the roof plates, add washes of Orange and Brown Ink until you get the desired effect. If you want to add rusty streaks to the tank like we have, paint a thinned mix of Terracotta and Blood Angel Orange over a wash of Orange and Brown Ink.

A vital part of the decoration of any Ork house are the glyphs painted onto the walls. These may boastfully announce the prowess of the occupants, advertise their services if they are Oddboyz, speak of their wealth or notable victories in battle, and generally belittle their enemies. There may also be clan symbols and decorations appropriate to the clan – for example, Goff houses may sport a black and white checkered pattern around the doors or along the top edge of the walls.

Households often paint their insignia on a front wall of their dwelling – this insignia is the same design as the backplates worn by the household's Boyz. Some households also display captured backplates taken from enemies who have fallen in battle. The more fearsome a household in battle, the more enemy backplates it will have to show off.

If you find painting the glyphs or backplates intimidating, you can use photocopies of the glyphs and insignia in Waaargh the Orks and stick these directly onto the wall of the building after you've finished painting it. We find it's best to paint the photocopied glyphs before you cut them out to stick them on the walls.

Once the paint has dried, trim the base to shape and give it a covering of PVA glue. Sprinkle the coral sand on the base and allow it to dry properly before painting the base to match your own terrain.

If you've got any questions on making buildings and scenery, or on modelling in general, why not write to Dave and Phil at Games Workshop Design Studio, Enfield Chambers, 14-16 Low Pavement, Nottingham, NG1 7DL. They'll answer the most commonly-asked questions in forthcoming Modelling Workshops. If you want some specific advice on the buildings or terrain that you're making, drop into your local Games Workshop store and the friendly staff there will give you expert tips on modelling and painting.

