

MODELLING WORKSHOP

WARHAMMER FANTASY TOWN HOUSE

BY DAVE ANDREWS AND PHIL LEWIS

Following on from last month's Fantasy Cottage article, Phil and Dave demonstrate how to make another building for your Warhammer Fantasy Battle, Warhammer 40,000 and Epic battles.

This month they'll be showing you how to build a town house for Warhammer Fantasy Battle. If you're an inexperienced modeller and you want some help with 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 you local Games Workshop store and they'll be more than happy to advise you.

STAGE 1 - USING THE TEMPLATES

The first stage of making the town house is to transfer the outline of the building onto your foam card. Photocopy the templates you'll find later in this article. You'll have to make more than one copy of some of the templates - check the notes on the template page to see which ones you have to copy more than once.

Fix the photocopies to your foam card with masking tape and prick holes through all the marked points with a pin. Carefully remove the template - if you draw lines between the holes in the foam card, you should have a copy of the town house outline.

Finally, cut the building plans out using your steel ruler and a modelling knife - remember to cut away from your fingers.



TOOLS AND MATERIALS

You'll need **foam board** – a foam sandwich with thin card on the outside. We've found the 5mm card is the most useful and works well in almost all modelling situations. Foam card is available from art shops or graphic suppliers at around £6.00 for an 800mm x 1,000mm sheet – you'll be able to make at least 8 small buildings with this size.

You can use **thick cardboard** instead of foam card but foam card's big advantage is the ease with which you can cut it. There's a temptation to use too much force when cutting thick card and that can be dangerous.

The other two main materials are **thin cardboard** (the card from cereal packets is just right) and **balsa wood** (about 1/16th of an inch thick available from model shops).

All-purpose filler or contour putty such as Tetrion or Polyfilla – from a DIY shop.

All-purpose glue or epoxy gel suitable for card, plastic, balsa wood etc and **PVA glue** – from DIY or stationery shop.

Modelling knife with replaceable blades – from a DIY or model shop.

Scissors, especially if you're cutting thicker card.

Steel ruler and set square.

Masking tape or cellotape.

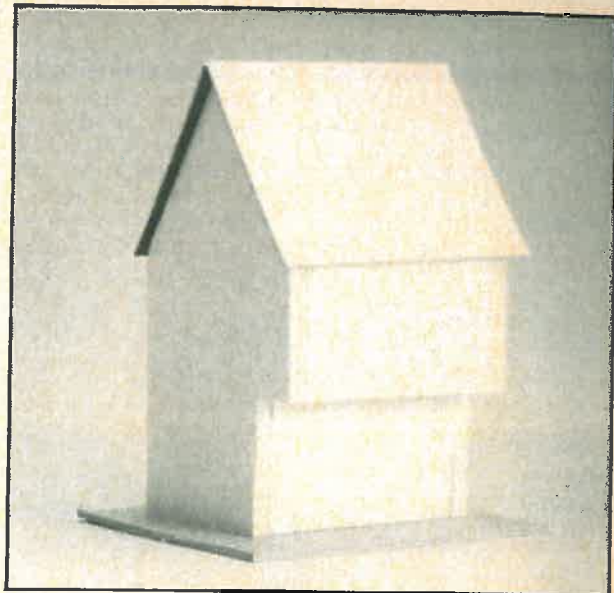
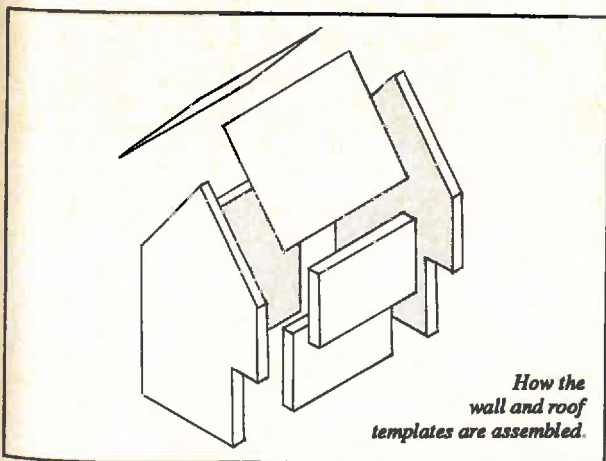
Pins for marking out the shape of the templates.

Cutting surface, for example a piece of thick card or hardboard – the main thing is to make sure that you don't end up digging great chunks out of your dining room table.

STAGE 2 – ASSEMBLING THE HOUSE

When the main parts are cut out, glue them together as shown in the diagram. Glue the four walls onto a base of fairly thick card, ensuring a medium sized overlap all around the building. Note that the side walls fit inside the end walls.

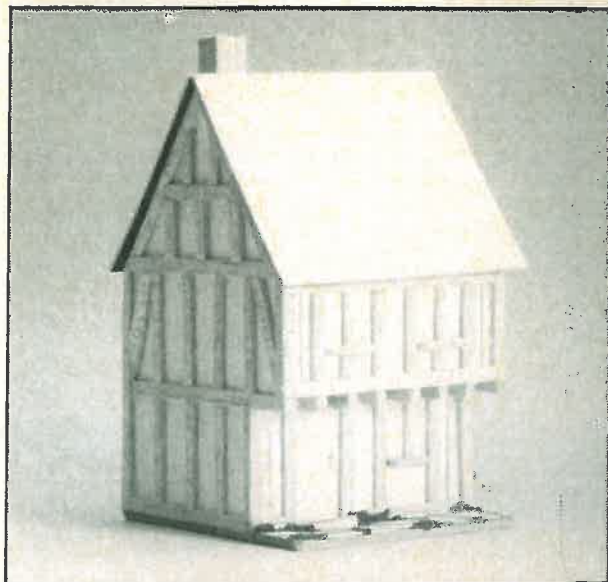
While you're waiting for the glue to set on the building itself, the roof can be assembled. If you want it to be permanently attached to your town house, it can be simply glued into place. If, however, you want it to be removable, a couple of small triangular supports can be traced onto foam card using the templates from the end walls, cut out and glued to the inside of the roof about 25mm from each end.



STAGE 3 – TIMBERING

Although the timbering effect looks difficult it is, in fact, fairly simple. Cut the balsa wood into strips about 3-4mm wide and cut them to the correct length. Now glue these in place with multi-purpose glue. The next step is the chimney. This is cut out of 10mm balsa wood or 2 pieces of foam board stuck together.

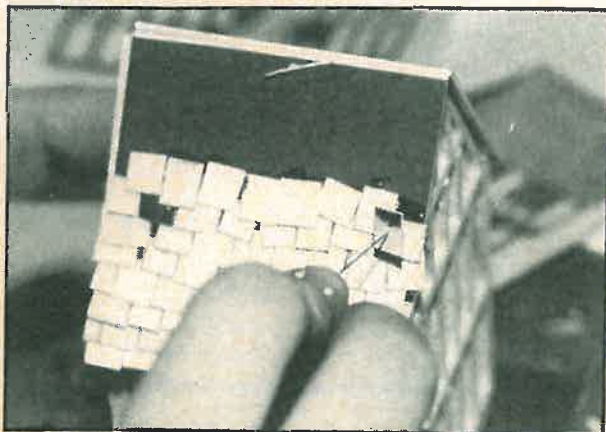
Add a chimney pot with a square of card and a short length of plastic pipe.



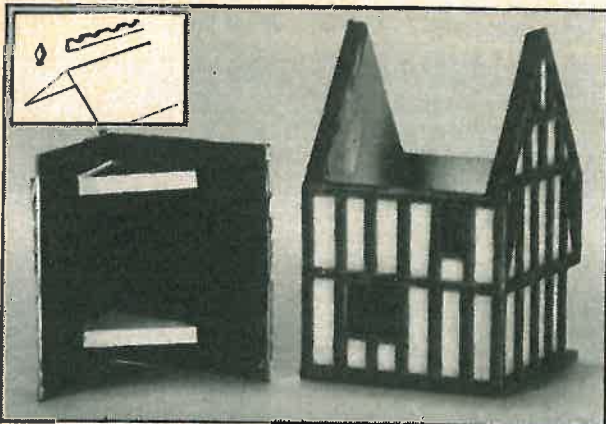
The completed timbering

STAGE 4 – ROOF TILES

Cut out the individual tiles from the thin card. These should be about 6-10mm square but don't make them all the same size – that way you won't have a uniform effect. Glue them in rows, starting at the bottom on both sides and overlapping them up to the ridge. Make the ridge tiles slightly longer and score them down the middle, bend them in half, then stick them over the ridge. It's a good idea to use a pin to help positioning.



For an alternative ridge, like that on our model, you can use a strip of plastic card which has had small scallops filed out of it using a half-round file. This gives a more decorative effect to the building. The ends have been finished off with small card 'diamonds'.



Rear view of house showing separate roof. Inset shows alternative ridge assembly.

SAFETY FIRST

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

The most important safety rule is: make all cuts away from your fingers. It's also much safer to cut through a sheet of card with several lighter 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 lighter strokes.

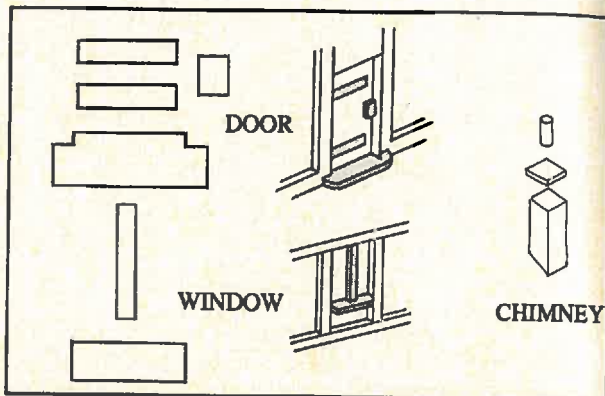
Always use a new sharp blade – sharp blades are a lot less dangerous than old blunt blades which you have to press very hard to cut through anything.

STAGE 5 – DETAILS

The door is simply made by sticking two card hinges and a handle directly onto the foam card walls. The timbering provides the door frame. A doorstep can be added from card or balsa wood and window sills can be made to protrude slightly if you wish by cutting the balsa wood wider and rounding off the corners. You can make a chimney pot from a square of card and a short length of pipe.

Give the chimney and walls a thin wash of watered down Polyfilla and leave to dry thoroughly. Add small areas of moss to hide any gaps. Use PVA glue for this as it can be watered down – spread it thinly with an old brush before you sprinkle the sand on.

Tiles can be given an aged look by cutting corners off or scoring them to represent chips and cracks while others can be left out altogether.



Door and window templates

STAGE 6 – THE BASE

The base may either be trimmed away as mentioned earlier or textured to match your models. You can enhance your building greatly by adding paving stones cut from thin card or sprinkling sand to represent moss or grass following the same procedure explained in Stage 5.

STAGE 7 – FINISHING OFF

If you wish, you can now consider your town house finished and ready to paint, but a couple of quick extra stages here can help disguise any slight errors you've made and add that final special touch.

A thin wash of Polyfilla or Tetron painted onto the panels of the building give it a nicely textured look and hide the cut edges of foam card that may be visible in one or two places. Use an old brush (size 2 or 3) and thin the filler down with water until you get the right consistency (about the same as acrylic paint).

STAGE 8 – PAINTING

As with the Citadel Miniatures that you paint, the first thing is to give the building an undercoat. A white or light grey colour is ideal, sprayed on sparingly with an aerosol.

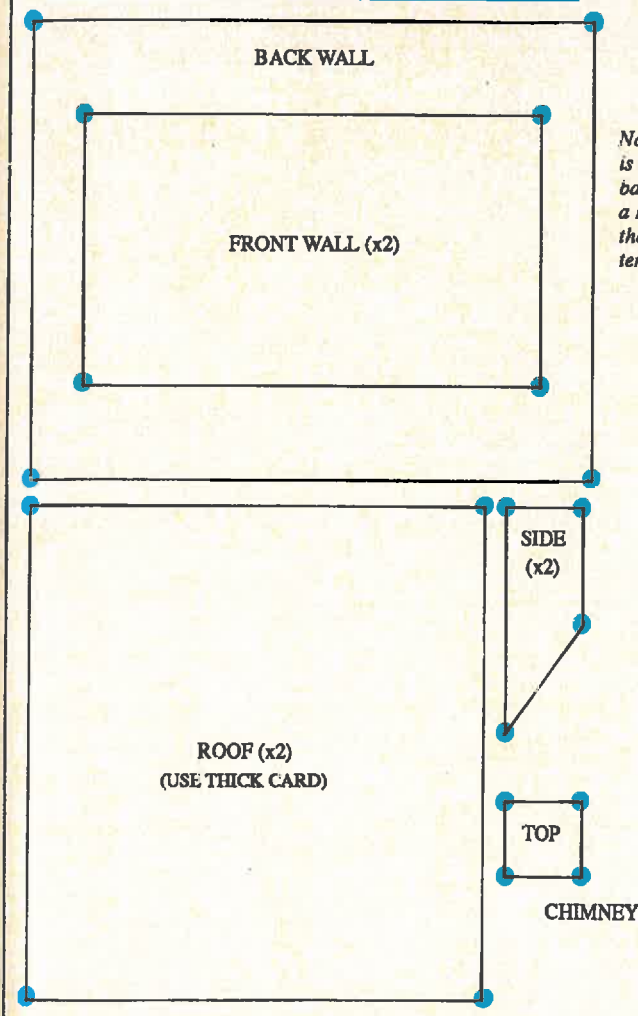
Using a largish brush (size 2 or 3 should be sufficient) make sure each panel is well-covered without getting too much surplus paint over the timbering. You need to paint the panels in a pale yellow and highlight with a little white.

Carefully paint all the timbering including the windows and door frames, dark brown with a light grey drybrush – use a size 0 or 1 brush for this.

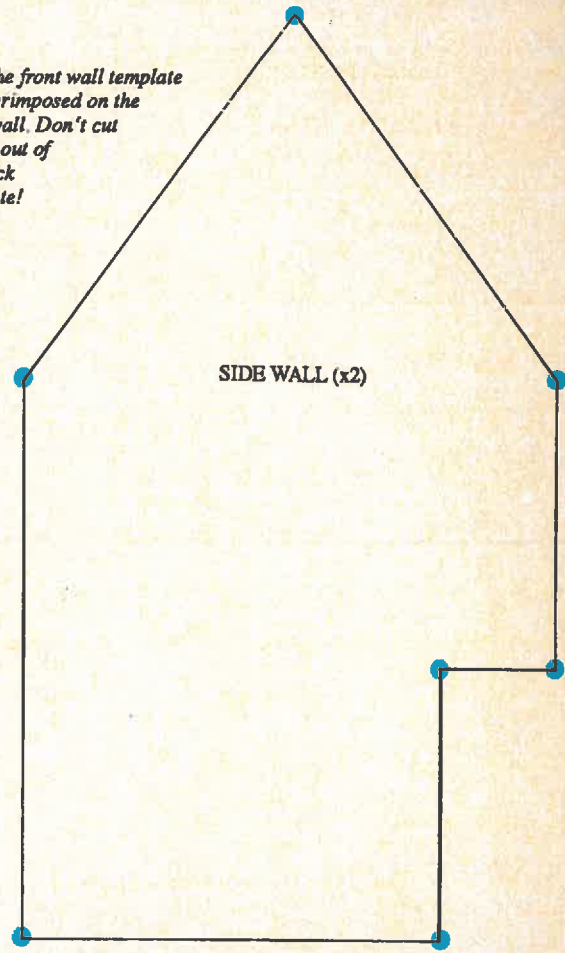
Remember when drybrushing to make sure you take as much paint off the brush as you can otherwise you're likely to get very streaky finishes. Don't worry about giving the building more than one drybrush if necessary – you'll almost certainly get a neater finish this way and you'll be less likely to get paint onto the panels.

TOWN HOUSE TEMPLATES

WHEN YOU'VE CUT THESE OUT, YOU'LL HAVE 5 WALL TEMPLATES, 2 ROOF TEMPLATES AND 3 CHIMNEY TEMPLATES.



Note the front wall template is superimposed on the back wall. Don't cut a hole out of the back template!



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To give the impression of shade, stipple your chosen colour into each panel, gradually fading to the edges of the timber surround. The windows should be black with a dark blue highlight.

The easiest way to paint the roof is to use a 1/2" or 1" wedge brush. The secret is to drybrush from the base of the roof to the ridge. The roof and chimney pot are best painted in dark grey as a base colour, drybrushing with a pale blue.

Grass and moss can be started with a relatively dull green base coat (such as a mix of Woodland Green and a little Chaos Black) and then highlight with successively lighter greens such as Goblin Green and Biliious Green – avoid bright greens or your grass will look unnatural.

All the Games Workshop stores are becoming involved with every aspect of terrain building, so if you need some advice or information on where to get materials, or you just want to share ideas about making terrain, don't hesitate to drop in or give them a call – they'll be only too pleased to help.

Happy modelling.



David Andrews



Phil Lewis

