

By Nick Davis

He's at it again! You can't turn around at the GW Studio without tripping over a piece of Nick's terrain. With only a temporary respite from finishing his Lizardman terrain and with more than a little inspiration from GW modelmaker Mark Jones, Nick has turned his attention to the WH40K ruins...

There I was, looking at the WH40K Gothic Ruins, ruminating over the idea of building a new urban terrain battlefield using loads of these plastic ruins.

At this point my fate was sealed. I've built a lot of themed Lizardman terrain for my Warhammer army (check out Jungle Fever in WD223, 225 and 232) and I use it as much as possible. As I mentioned in the final part of Jungle Fever I've played a few WH40K games over it, with my Imperial Guard and Dark Eldar armies battling across dark jungle and mysterious ruins against numerous foes, including Adrian Wood's Orks.

Now Mr Wood uses his plastic ruins without any bases and places them on his Orky desert terrain wherever he likes, making his terrain very versatile. The idea of 'place anywhere' ruins really appealed to me and perhaps, I thought, I could do a little bit more with them.

By now a grand plan was forming in the deeper recesses of my fevered mind – there are numerous stories of settlements being overrun and lost throughout the Imperium. I would build one such ruined Imperial settlement in a jungle setting, so it would be compatible with my Lizardman terrain! This meant with a minimum of effort I would have a second battlefield. I set to work straight away.

THE PLAN

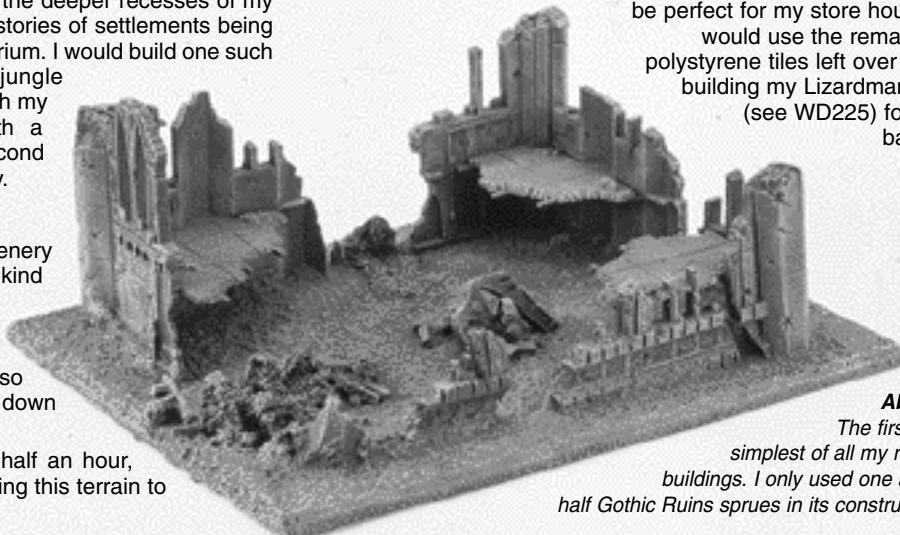
I never start working on any major scenery project without first drawing up some kind of work plan. I do this to make sure I don't go too far and start building a complete hive world that'll take most of my natural life to finish. It also helps me to break the whole project down into manageable chunks.

I sat down and scribbled for about half an hour, drawing up my plan. I would be building this terrain to

cover at least half a battlefield and I had to take into account the cost (I had a very tight budget!). I settled on three ruined buildings, a storehouse, a broken Imperial monument, a burnt out power station and a destroyed Imperial shrine. All this would have lots of crates and barrels which I could litter across the battlefield in a fairly random manner. With this set down on paper, I set about the task of building it all...

The first rule of scratch-building terrain – never throw anything out!

I dug out my Gothic Ruins sprues, purchased a few and was then given a few more (thanks everybody!). I gathered all the crate and barricade sprues I could find and found some very odd shaped packaging which would be perfect for my store house. I would use the remaining polystyrene tiles left over from building my Lizardman fort (see WD225) for the bases.



Above:
The first and simplest of all my ruined buildings. I only used one and a half Gothic Ruins sprues in its construction.



MAKING RUINS

Now I could have made ruins complete with rubble, broken pipes, craters – the full works. While this would look absolutely fantastic, I would have one small problem – the ruins would be so cluttered, none of my miniatures would be able to stand up on them! Making my Lizardman scenery has shown me that you have to compromise between effect and realism. Since I use all my terrain for gaming, effect took precedence.

THE FIRST ONE

It's always on the first piece of terrain that I find out what I can or can't do. First I made up the two basic wall sections and placed them on either end of the polystyrene tile base I had made for this piece. Using a pair of clippers I cut up two spare wall sections, leaving the corner pillar free-standing and then glued them all into place on the base in a rough resemblance of the two complete wall sections. I used a floor section to secure this haphazard corner construction.

I wanted the final corner of the building to be completely ruined. To do this I cut some of the window frames off the two complete wall sections and used some of the sprue rubble (see box) to make a little overgrown ruined section. I also used a little coarse turf flock for that extra overgrown effect (see WD232 for details of how to do this).

I used textured paint to cover the base and to half bury some of the collapsed ruin pieces. I added some more sprue rubble and

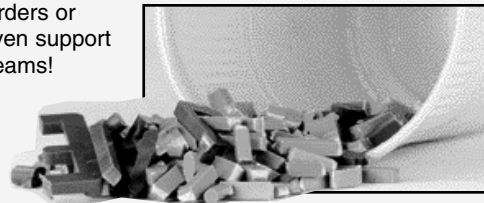
a few pieces of coral gravel, and then left it to dry.

Once dry the entire model was painted black to make it easier for drybrushing. The initial drybrush used Codex Grey. I also drybrushed half the base in this colour (I wanted it to look like the grass had grown onto the concrete). The remainder of the base and coarse turf was then drybrushed with Goblin Green. To finish off the ruins I drybrushed them with Skull White and the Goblin Green areas were highlighted with a light drybrush of Sunburst Yellow. I had finished my first ruin.

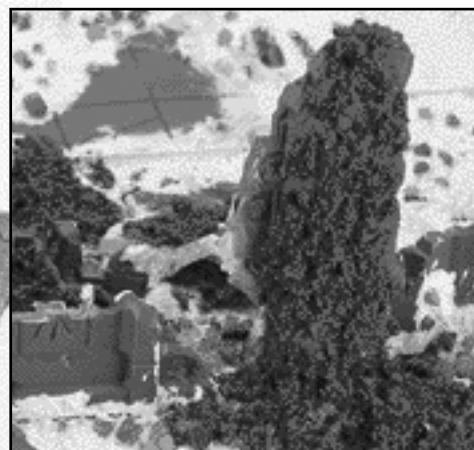
The first construction took me less than two hours and it was all pretty easy to build. I had found the secret to making ruins. They can be really roughly constructed and look great. I started on the next two ruins...

SPRUE RUBBLE

Here's a quick tip straight from GW Modelmaker Mark Jones: if you clip the plastic frame the buildings come on into small pieces, it makes great rubble. You can also clip down any interesting bits of plastic frame to make bent girders or even support beams!

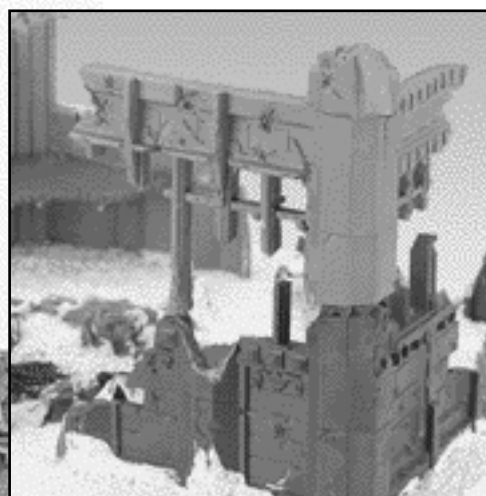
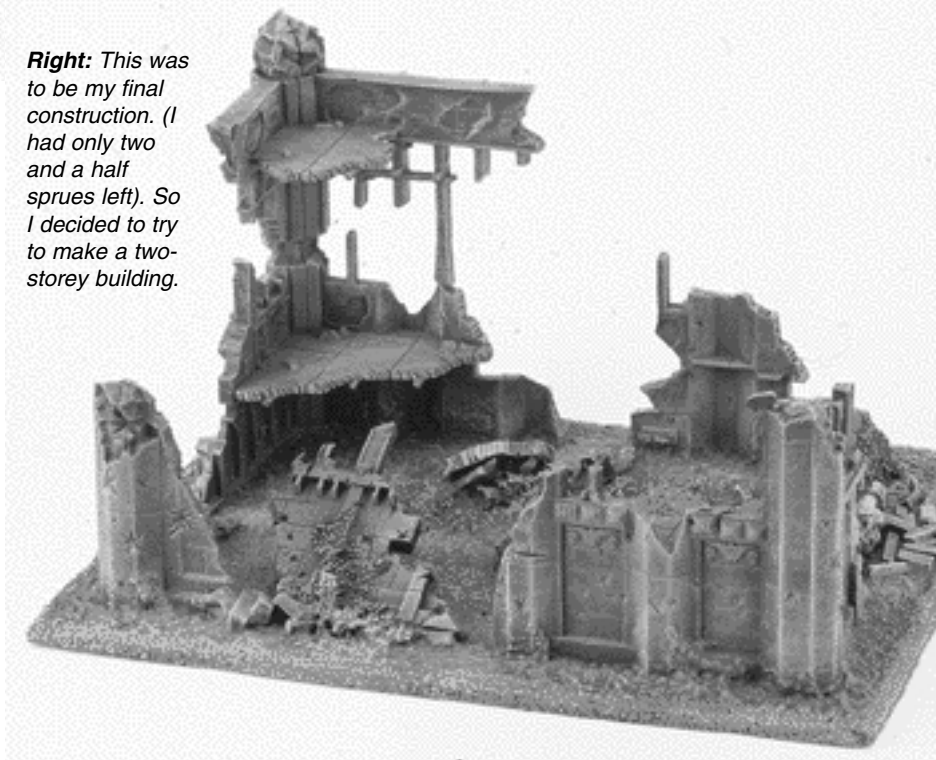


Right: I wanted one ruin to be an administration building. This was the largest of my constructions (it used six Gothic Ruins sprues).



Above: I wanted one part of this ruin to be completely overgrown. Again I cut out a single column, and went crazy with coarse turf flock, sprue rubble and coral.

Right: This was to be my final construction. (I had only two and a half sprues left). So I decided to try to make a two-storey building.



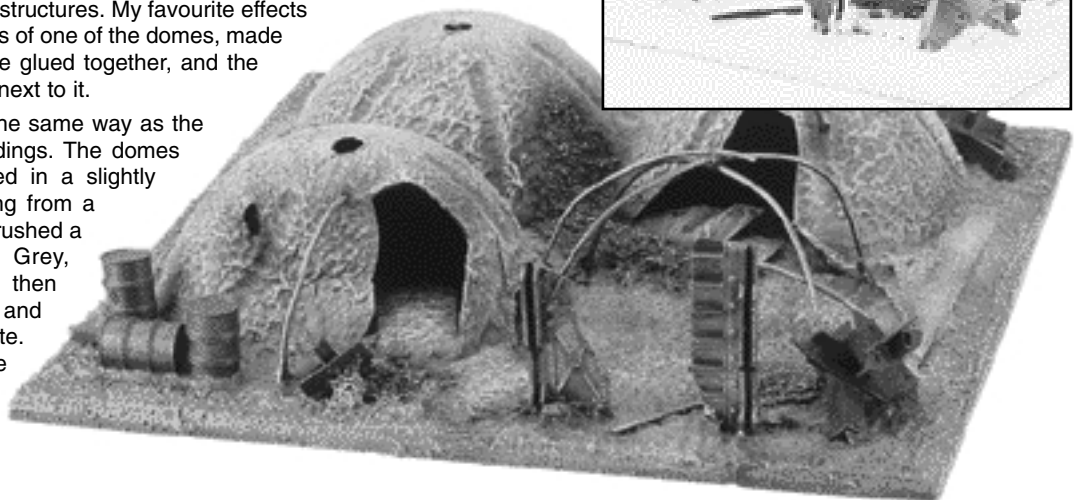
Above: Making the second story was a lot easier than I expected. I simply built a corner piece, cut the top off it, turned it upside down and glued it to the top of another corner piece. It was really that simple...

IMPERIAL STOREHOUSE

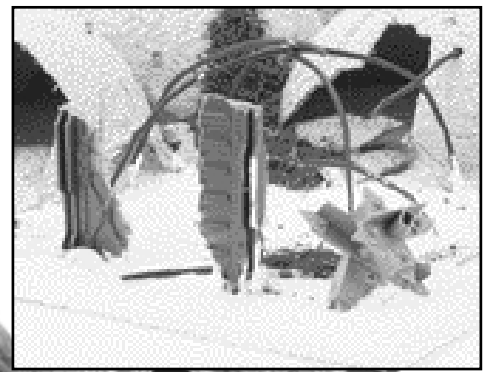
As you can see, I used some really unusual packaging to build this Imperial storehouse. Whatever they were in a past life, they make perfect domes now.

I wanted this piece to look like it was the reason for the raid on the settlement – also making it a perfect objective in future games of WH40K. So a lot of heavy fighting would have taken place around it (and will again). This fighting would in turn damage the storehouse and this is reflected in the damage to the domes' structures. My favourite effects are the skeletal remains of one of the domes, made out of bent garden wire glued together, and the slightly deflated dome next to it.

I painted the base in the same way as the rest of my ruined buildings. The domes however were painted in a slightly different colour. Starting from a black undercoat I drybrushed a coat of Shadow Grey, followed by Ice Blue, then Space Wolves Grey and finishing with Skull White. This effect makes the piece stand out from the rest of the ruins.



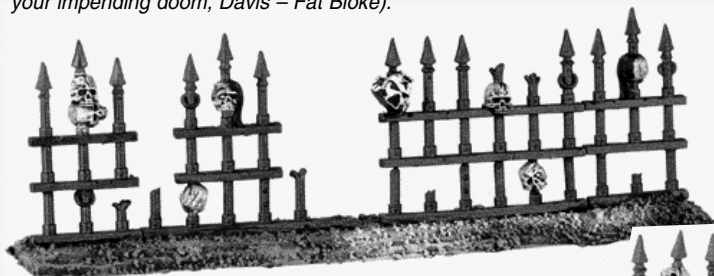
Right: The storehouse's gateway is made out of an old Necromunda bulkhead cut in half.



RUBBLE AND RAILINGS

I wanted loads of rubble and obstacles that I could place all over my ruined settlement. To give myself maximum flexibility I made small strips of rubble. I gathered up all my spare plastic bits and started to work on some random strips of rubble, fences and railings which I could scatter around the settlement.

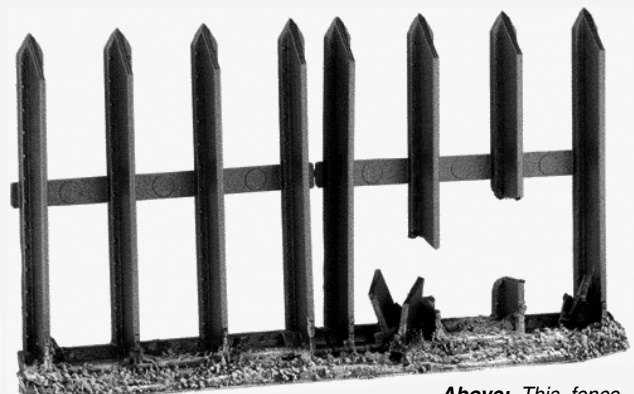
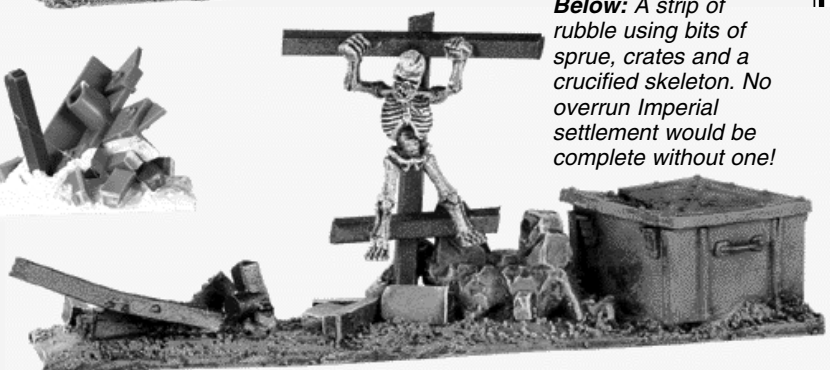
Below: The railings are made from the spike rows taken from the Chaos Spiky sprue. All I did was glue them on top of each other, after cutting off the spiky bits on the bottom row. The spiked heads make a gruesome decoration (it appealed to my Dark Eldar nature) and it's a complete coincidence that the Space Marine helmet is in White Scars colours (as is your impending doom, Davis – Fat Bloke).



Right: The railings will be going all the way around my monument (I just need a couple more Chaos Spiky sprues to finish it off), with a gateway at both ends. The unfortunate individual on this piece obviously fell defending the gate.



Above: The great thing about making rubble strips is that you can use anything. For this one I used half a Necromunda bulkhead, a tank trap, loads of sprue rubble and bits of clipped sprue. This was then all covered in textured paint to give it a buried look.



Above: This fence will be going around the power station, and is made out of the spiked rams from the Barricade sprue. This was inspired by Mark Jones' fence (see opposite).

Below: A strip of rubble using bits of sprue, crates and a crucified skeleton. No overrun Imperial settlement would be complete without one!

IMPERIAL MONUMENT

The fallen monument was inspired by a tumbled down column with a statue of Commissar Yarrick stuck on the top, which I saw at Games Day about four years ago. It was made out of a square polystyrene strip, covered in texture paint and painted grey. I wanted to do something similar, but using a round column.



Cake pillars come in all shapes and sizes.

After two aborted attempts at making a round column out of polystyrene, I had to admit I was stumped. Then I remembered something from an old White Dwarf – Dave Andrews built a ruined

temple using plaster cake pillars (broken in half). These would be perfect, and after a very long search I finally found some in the local cake shop that Fat Bloke often frequents.

The construction of the fallen monument was very easy. The base is made from thick cardboard and the paving slabs are made out of thin card cut into 2cm by 2cm squares.

I had a little more trouble breaking up the plaster pillar. What I suggest is to use a metal ruler and a small hammer. Place the ruler (edge down) diagonally across the pillar and carefully tap it with the hammer. Then using the small hammer I chipped bits off the pillar here and there, for a weathered look.

I broke the pillar into three parts and glued them to the base. I then covered the base with textured paint and added sprue rubble, all the chipped off bits of the pillar, sand, coral gravel and coarse turf flock for that overgrown effect.

I painted the monument black and then drybrushed the base and coarse turf the same way as the rest of my Imperial ruins. The column however was first drybrushed Bleached Bone, followed by Skull White. This, I hoped, would give a nice, clean, marble-like finish to it.

I painted a Space Marine (I couldn't think of a more definitive symbol of the Imperium) in a weathered bronze effect (see right), which I then glued to the end of the column. And the monument was finished. Phew...

Well that's it for now, I've still got the power station and Imperial shrine to go. Hopefully I will get to tell you about them in a future issue of White Dwarf. Until then – get building!

PAINTING WEATHERED BRONZE



1. Spray or paint the statue with Black. When the undercoat is dry, paint the whole thing in Jade Green.

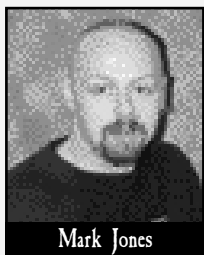
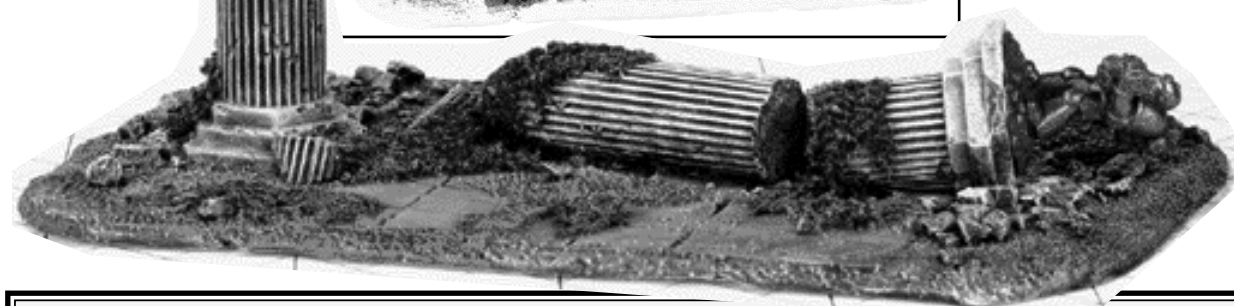
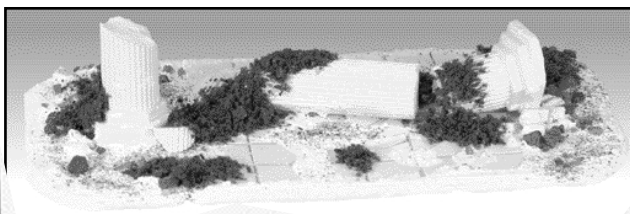


2. To give the bronze a weathered look, drybrush the statue with Tin Bitz.

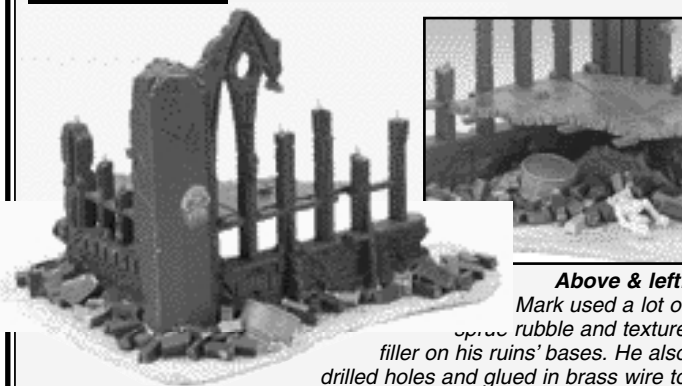


3. To finish off the bronze look, a final drybrush of Shining Gold is applied to the statue.

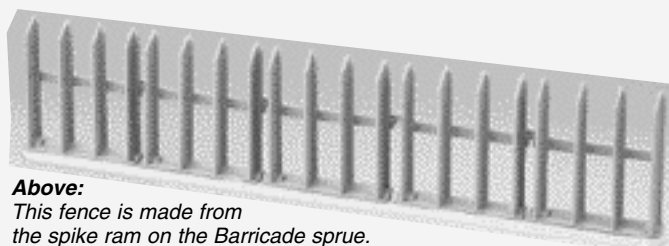
Right: I used coarse turf modelling flock glued onto the broken pillar for that overgrown effect that you always see in old Tarzan movies.



Mark Jones



Above & left: Mark used a lot of sprue rubble and texture filler on his ruins' bases. He also drilled holes and glued in brass wire to represent the metal reinforcement rods you find in smashed concrete.



Above: This fence is made from the spike ram on the Barricade sprue. Glued on their end to a piece of plastic card, they make a fantastic fence.



Left & below: Rubble strips – another simple idea, using his bits box, old crates and plastic sprue.

