

Paul Rudge joined the White Dwarf team back in January and has taken up the dubious mantle of terrain bloke.

Over the next few months Paul will be explaining how easy it can be to make a whole battlefield full of great looking and detailed terrain.



# SCENERY WORKSHOP

## Building an Inquisitor battlefield, part 1

### WHAT YOU WILL NEED TO BUILD YOUR CHEMICAL STORAGE TANKS:

- Rabbit hutch wire (available at pet shops)
- A tub, tin or tube
- Dressmaking pins
- Cotton wool buds
- Corrugated card
- Green stuff
- Thin card
- Your bits box
- Chaos Black spray paint
- Boltgun Metal Citadel paint
- PVA (White) glue and superglue

### YOU WILL ALSO NEED THE FOLLOWING TOOLS:

A small drybrush, tank brush, detail brush, cutting mat, steel ruler, modeling knife, small hammer, metal file, pin vice, clippers & pen or pencil.

**T**he brief: design and build a 6' x 4' battlefield for Inquisitor which will be used in a future Inquisitor battle report.

Before joining the White Dwarf team I spent my time working for Games Workshop at its Sunderland and Middlesbrough stores, endlessly creating new terrain. I have always enjoyed building scenery, but when I arrived at White Dwarf I had to fight off stiff opposition to become the new terrain bloke. Feeling secure in my new role, I was excited to find that my first project would be to design and build a whole battlefield and, even better, it was to be in a whole new scale. The finished board would need to be packed full of new and exciting terrain for Inquisitor, although I was confident that my basic techniques and ideas for making Warhammer 40,000 scenery would apply equally well.

The 'Eavy Metal team had already created two themed sets of terrain for the new game, a heavily industrial hive setting which you will have seen featured in the WD257 battle

report, and a badlands, Mad Max style setting, and I was set the task of creating a third. Luckily the theme had already been chosen: a Chaos cultists' hideout. All I had to do was come up with a plan.

My original ideas and sketches seemed to be very sci-fi orientated and clean, but after talking with Inquisitor designer Gav Thorpe, John Blanche and Dave Gallagher, the artists responsible for the visual image of Inquisitor, ace terrain builder Dave Andrews and, of course, Paul Sawyer, a very dark and sinister picture was beginning to form. What was needed was a bit of horror.

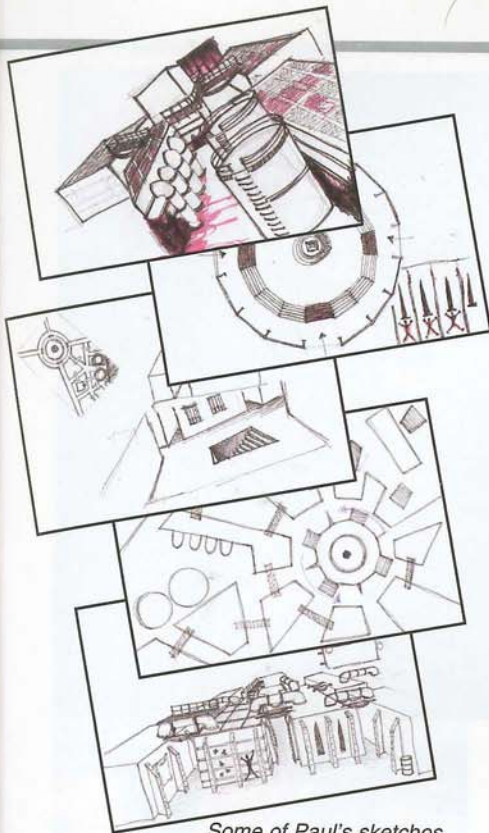
Just how to add the element of horror to a battlefield was the question. The obvious ideas sprang to mind: cover the buildings with daemonic heads and the floor with skeleton sprues and noxious ooze. However, it was just too obvious, and it would

require far too much time. What was needed was something more subtle. I have recently finished reading several of the Black Library novels (*Ragnar's Claw*, *Hammers of Ulric* and, of course, the exploits of a certain mad Dwarf Slayer) concerning the followers of Chaos, and the general rule is that cultists prefer to hide their inner sanctums deep within dark and vast underground mazes, places built by men but now long forgotten. It's deep

within these labyrinths that the influence and power of Chaos begins to grow and radiate ever outwards, transforming everything with its' subtle taint.







*Some of Paul's sketches*

With that in mind I began to plan out my board. It would be some sort of sub-basement service level, a maze of endless corridors, pipes, cables, storage tanks: a lower level of a hive world sealed off and forgotten. The main focus point would be some form of Chaos temple with all other terrain radiating out from that point. The buildings would be very angular; corridors wide at their entrance will narrow as you move closer to the source of the corruption, creating a much darker enclosed space as the walls move closer together.

Over the next few issues of White Dwarf I'll be showing you just how I set about building the battlefield. Each month I will focus on certain pieces of terrain and hopefully inspire you to build your own terrain at home.

In this first installment, I'll begin by showing you just how easy it is to create and paint a chemical storage tank or tower using some unusual materials you probably already have lying around your own home.

Before you begin building anything you are going to need a largish flat area for you to do your modeling on. If you are using the kitchen or dining room table, make sure it's well protected before you start. A couple of layers of newspaper will protect

against spillage, but if you do any heavy cutting I suggest you use a piece of wood or a cutting board (available from craft shops) to protect the table surface. Next, make sure the tools that you need are at hand and any unneeded clutter is removed.

Before you start have a read through this article. Remember, this is only a guide to the storage tanks that I made – feel free to experiment and try your own ideas.

The first thing that I needed was some form of container to create my storage tanks from. The best place to find suitable containers was the kitchen, and I had no problem finding plenty. I recommend looking for a container that is made of card (much easier to convert and paint) and has a lid. The first job, as it was full of food, was to empty the container; eat it! There was no shortage of volunteers in White Dwarf for this job.

**1.** Once I had my container, I filled the now empty space by rolling up some corrugated card and placing it inside. This makes the structure more sturdy and helps with later stages of the modeling process.



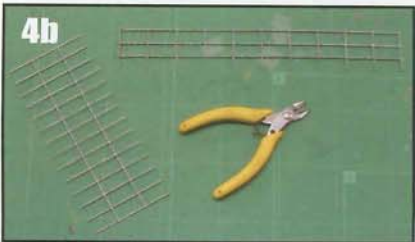
**2.** I took some thin card, again I found plenty of this in the kitchen in the form of cereal boxes, and cut strips of card 15mm, 10mm and 7mm wide, the length of the strips depending upon the circumference of my container (I found this by simply taking a piece of paper and wrapping it around my container and measuring where the paper first overlaps itself).



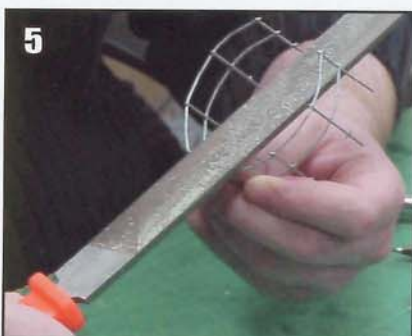
**3.** Once I had my strips of card cut to the correct length, I took three 15mm wide strips of card and glued a strip to the very top, bottom and middle. I then took three 7mm strips and glued these on top of the 15mm pieces I had just stuck down, taking care to position them in the center of the first strips of card. Looking from above the container I mentally divided it into quarters and glued eight short 10mm strips above and below the center strip, down the length of the container creating eight equally sized panels.



**4.** Now to create my safety railings and ladders, I took my sheet of rabbit hutch mesh and cut myself a section running across the length of the sheet and a section running down the height of the sheet.



**5.** I gently bent my railing to shape and then using a metal file, removed any sharp points.

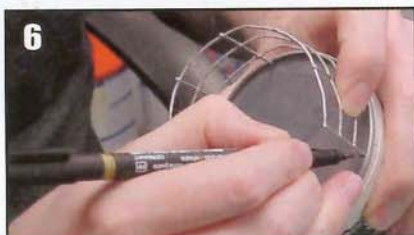






Tyros uses a high vantage point to locate his quarry.

**6.** I then placed my railing on the container and with a pen I marked out where the legs of the railing touched the top of the container.



**7.** Using a pin vice I created a set of holes for the legs of the railing.



## RIVETS

Here is an alternative way of creating rivets for terrain. You'll need a piece of plastic rod, (available in different sizes and shapes from your local modeling shop) superglue and a knife.



**1.** Using a sharp knife, begin cutting the plastic rod into slices. Try to keep the slices all the same thickness as this will make the finished piece of terrain look more realistic.



**2.** Then place a very small drop of super glue at the point where you want the rivet to be placed and using the point of the knife, gently pick up one of the rivets and place it on the superglue.

**8.** I then took the railing and carefully placed the legs of the railing into the holes I had just drilled, using small drops of superglue to secure the railing in place.



**9.** To create the rivets on my storage tank I took a box of dressmaking pins and, using a small hammer, gently tapped the pins into the centre of the card strips, taking care to position them at evenly spaced intervals. The corrugated card I had placed inside the container will hold the pins in place.



**10.** To create a ladder for my models to climb up and down, I took the strip of mesh that I cut earlier and gently bent the wire to form legs that will attach it to the storage tank.



**11.** I placed my ladder upside down onto my container and marked out where the legs would need to attach to. I then made a set of holes for the legs using a pin vice.





**12.** The following is optional and was done to add a bit of extra detail. I took some cotton buds and cut off the fluffy bits. I then cut the remaining piece of tube into half inch sections. Taking one piece and using a small hammer, I gently tapped it into one of the holes, leaving a small part of the tube sticking up above the surface for the ladder to be attached to.



**13.** I could now attach my ladder to the storage tower, carefully placing each of the legs into its correct hole. This was a bit tricky, so I took my time and once positioned I secured it in place with small drops of superglue.



**14.** After a quick look through my bits box I created a hatch for my storage tower using the lid from an ammo crate and a hand rail from an Ork Wartruk. The storage tower was now ready to be painted.



**15.** I undercoated my storage tower with a black undercoat spray.



**16.** Once my tower was dry, using a tank brush, I drybrushed it with Boltgun Metal. It was then ready for its first battle.



## DETAILING YOUR STORAGE TANKS

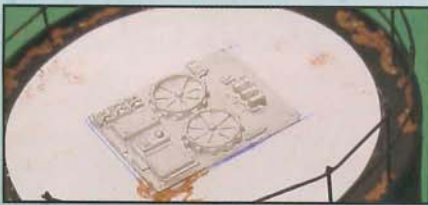
You can, of course, add extra little details to your own storage tanks. After a quick look through my bits box, I came up with the following ideas:



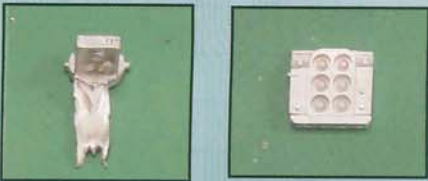
With the release of the new Tyranids, creating an evil creature was very easy.



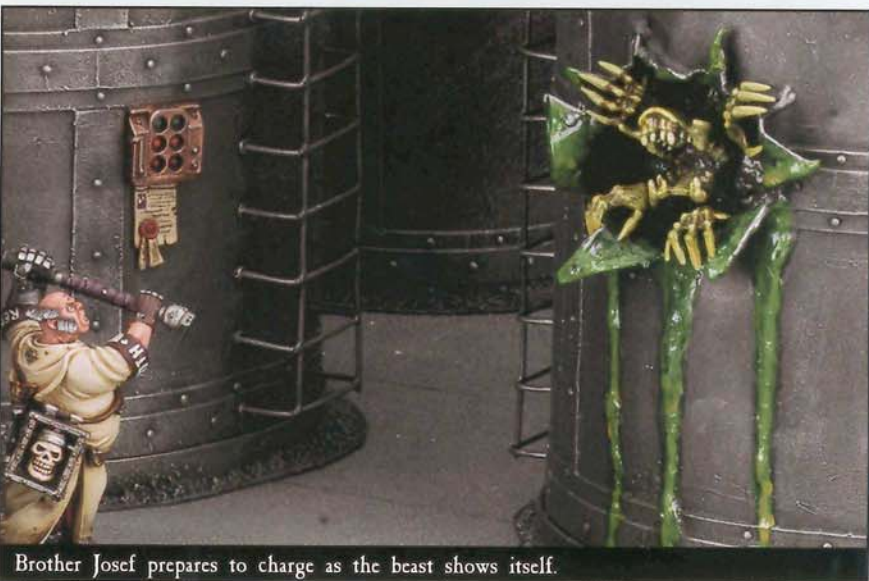
The inner hatch from the Land Raider creates an excellent security hatch.



The top plate from a Vindicator makes an interesting alternative to a hatch cover.



Here I used bits from various sources to create these small details.



Brother Josef prepares to charge as the beast shows itself.