



MODELLING WORKSHOP

Epic Fortifications by Gareth Roach & Robin Dews

The battlefields of the 41st millennium are a deadly place where survival depends upon moving fast and staying low. Many varieties of battlefield fortifications have been constructed and deployed over the centuries, both to provide protection to the defending troops and to hamper and disorganise the attacking forces. In this article, we provide some techniques for constructing the most common types of fortifications and defences for use in your Epic games.

Elsewhere in this issue of Fanatic Magazine, Jervis Johnson has provided new rules for attack and defence scenarios in Epic. In these games, the defender can purchase a variety of battlefield fortifications – entrenchment, razor wire, minefields, bunkers and fortresses – with which to disrupt the enemy attack. In this article, we show you how to create Epic scale models of these fortifications that will look great on the tabletop and add a lot of excitement to your battles.

It goes without saying that, like any other miniature, these models deserve to be assembled and painted to the best of your ability. We all know of the psychological advantage that comes from laying out a really well painted army on the tabletop. Imagine the expression on your opponent's face when he comes to plan his assault against your detailed miniature fortifications. It could well mean the difference between victory and defeat!

Part of the fun of the Games Workshop hobby lies in the fact that there are as many different ways of making a model as there are modellers! The ideas and techniques in this article are just a few suggestions as to how you can set about making your own fortification models.

Tools and Materials

We used the following tools and materials to make our fortifications. 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.

Card: We used foamcard for the bunkers and fortifications. This is a foam sandwich with thin card on

the outside. It's available in different thicknesses but we find that the 5mm (1/4") is the most useful and works well in almost all modelling situations. Foam card is available from art shops or graphic suppliers. In place of foam card, you can use any stiff thickish cardboard. Thin card, like cereal packet card, is a bit too flimsy, but if it's all you've got you could try gluing two sheets of card together to make a stiffer, thicker card.

Mounting board: Thick card for the base which can be bought at most art shops.

Cocktail sticks: Used for the supports on the razor wire. Available at most supermarkets.

Modelling knife: With replaceable blades (remember to always work with new sharp blades, because they're much safer than blunt blades).

Packs of modelling clay: This can be bought in most art suppliers. Make sure you get the self-hardening variety which sets without being heated.

Steel ruler: A plastic or wooden ruler would be ruined very quickly.

Sand or flocking: This is easily available from DIY stores or model shops for texturing the base.

PVA glue. This is the white glue used for woodworking, available from DIY stores and hardware shops.

Emery board: Fine grade sandpaper or a nail file.

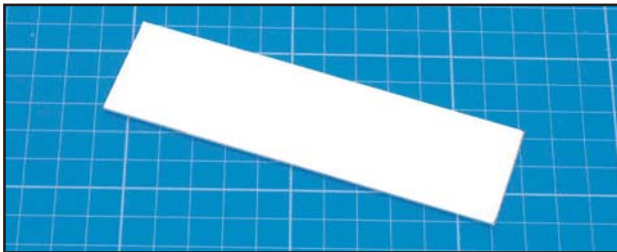




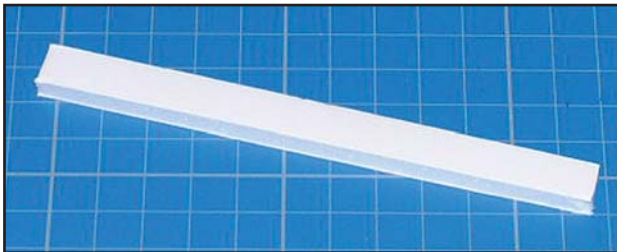
Trenches, Redoubts and Fortifications

Trenches consist of a long channel dug into earth with barricades made from the excavated soil thrown up on both sides. They are designed to conceal groups of infantry and provide them with protection from the worst effects of barrages and other incoming fire. Trenches can vary widely, from a hastily dug hole in the ground, to a sophisticated system of strongpoints, reinforced with concrete and protected by razor wire.

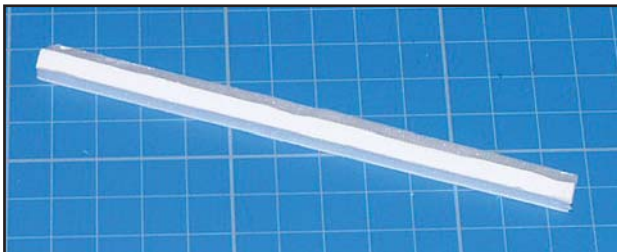
First cut the base out of fairly thick cardboard or 1mm thick plasticard. As you'll probably want to make a number of fortification sections (four 12.5cm sections will provide you with 150 points worth) it's worth cutting all of these out at the same time so you can work on more than one model at once.



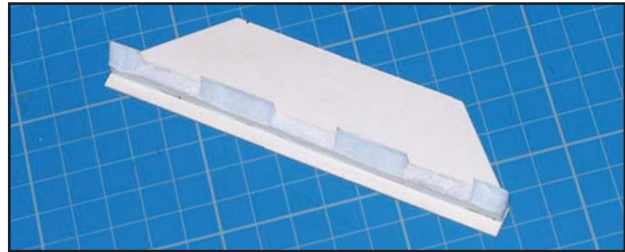
Take your 5mm foamcard and slice it into 10mm x 125mm lengths like those shown on the template and mark out the areas that you're going to cut out to make the battlements.



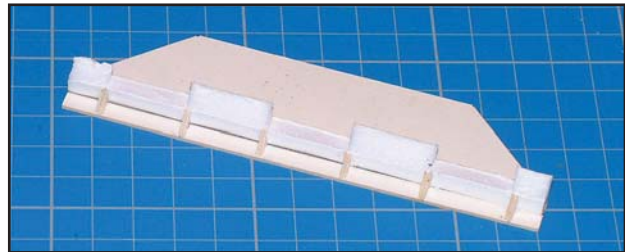
Now place your foamcard on your cutting mat or on a well protected surface and shave the foamcard at a 45° angle along the length of each strip. Don't press down too hard, and make sure your fingers are well clear of the blade as you do this. Finally, carefully cut away the marked sections to make the battlements.



Glue the foamcard to the base with the slope facing outwards. You should leave a gap of about 5mm between the foamcard and the edge of the base for the buttresses to fit into.



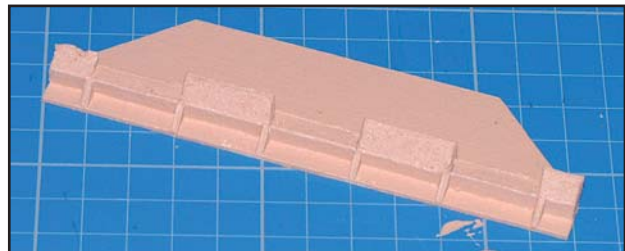
Now cut out a number of triangular pieces (you'll need 6 for each fortification section) and carefully glue these to the front of the wall. This can be a bit fiddly as you tend to get glue all over your fingers, but I found the best way to do this was to spread the glue onto the baseboard and up the front of the wall and then press the buttress firmly into place.



You should now put the whole model on one side to dry. You can see now how it makes sense to work on a number of models at the same time so that you're not sitting around twiddling your thumbs before you can move onto the next stage.

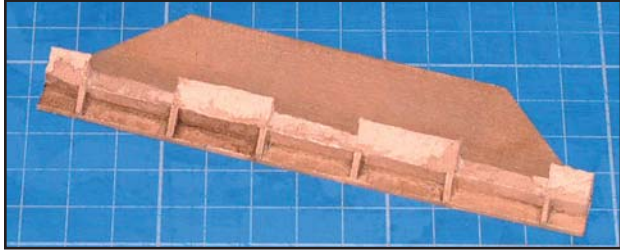
Once your fortification models are thoroughly dry, you can move onto the final stages – texturing and painting the models.

We decided to paint the models so that they would match the Epic boards that Mark Bedford made during the production of Epic: Armageddon. So, to begin with, we used a sand coloured textured masonry paint to basecoat everything. If you want to paint them to match your own boards then you may want to undercoat the models after applying the textured paint.

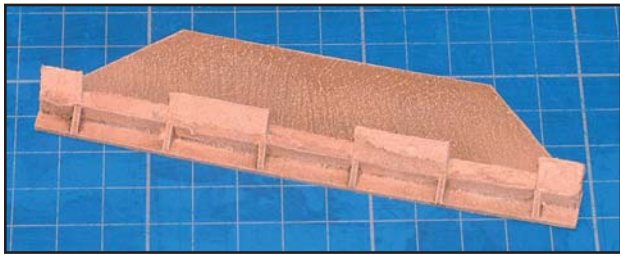




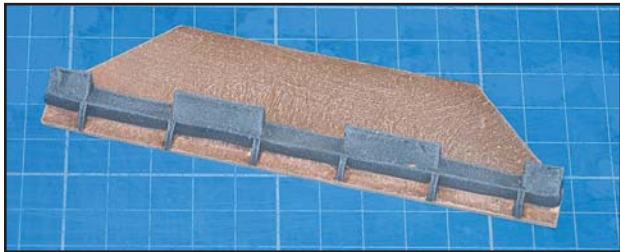
The next step was to give the models some shading, so we washed them down with Brown Ink.



Then they were drybrushed with Elf Flesh.



Next we painted the walls with a mix of Codex Grey and Chaos Black, which was then drybrushed with Codex Grey.



Bunkers

Bunkers are specially strengthened fortifications designed to protect infantry from the worst effects of bombardment and attacking fire. The new rules in the Baran Siegemasters Article allow bunkers to be purchased by the defending side before the game starts. These bunkers can then be placed anywhere in the defender's half of the table.

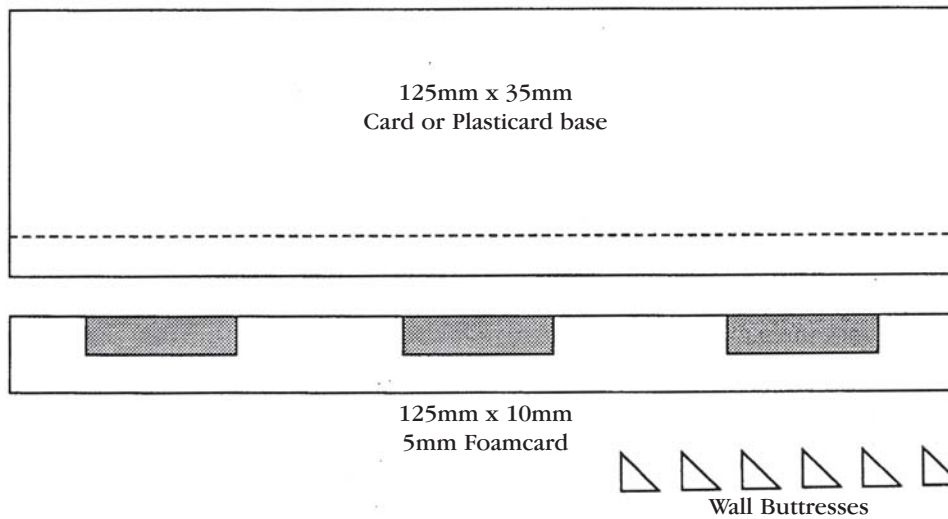
You can make bunkers in a variety of different ways, depending upon how many you want and your level of experience and modelling skill.

Like the fortifications, we made our bunkers out of 5mm foamcard, some scraps of cardboard and a 25mm x 50mm Citadel cavalry slottabase. We wanted the bunker to fit in with the style of the fortifications so they'd look really impressive together on the tabletop.

Each bunker was really simple to build. The templates over the page give you the sizes for all the separate pieces. Depending upon which Space Marine armies you have in your collection, you might have to adjust the height of your bunkers to make sure that your infantry stands will fit inside. We made ours so that any Imperial Guard or Space Marine stands would fit inside them, but we later discovered that they only came up to chest height on an Ogryn!

First of all, you should cut out all of the parts for your model. The base and buttresses were made from plasticard or stiff cardboard and the walls were cut out from 5mm foamcard. Like the fortifications, it's a good idea to work on several models at the same time, so that you can get on with the next stage of construction, while the glue or paint is drying on the other models. With this

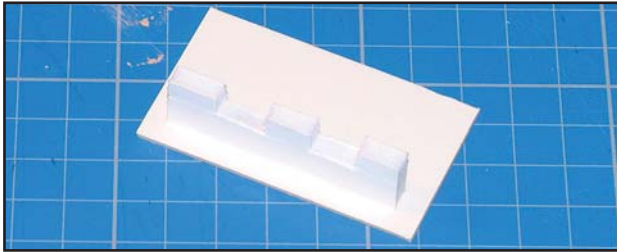
Epic Entrenchment Template



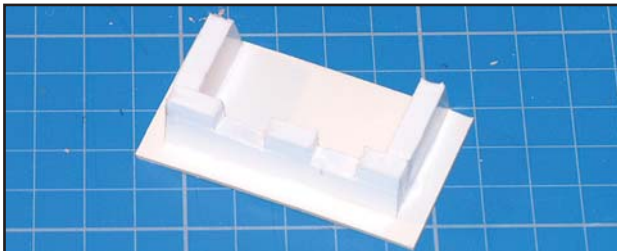


in mind, it's a good idea to cut out enough pieces for several models at the same time. If you want to, you can use the 'dot-to-dot' technique we've described before for transcribing the templates onto your building materials, but, to be honest, the templates for these models are so simple that you should be able to easily adapt or copy them onto your own preferred materials.

First of all, glue the front of the bunker to the base. It should be located about 5mm back from the front edge. When working with foamcard, avoid using a solvent-based glue as it will melt the polystyrene and cause the cardboard sandwich to collapse.



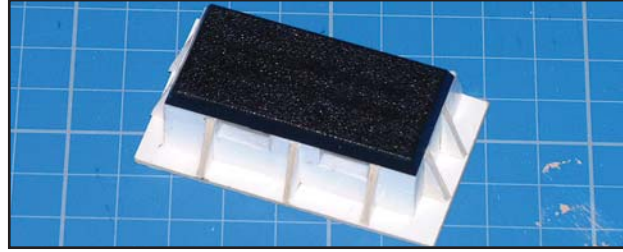
Now glue the sides of the bunker to the base. Make sure that the corners butt up neatly against the front wall. Place two Epic infantry stands inside it to check they'll fit. Once you're certain you have everything in the right place, put this model on one side to dry and move onto the next one.



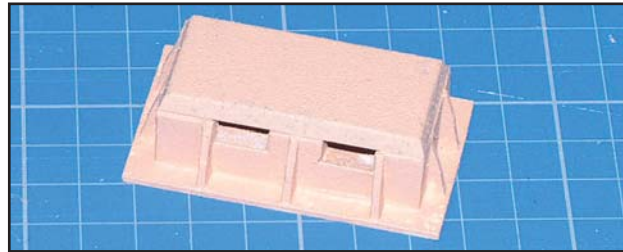
The next stage is to attach the buttresses. The easiest way to do this is to spread the glue onto the model and carefully push the card into place. We attached seven buttresses to each of our models – three along the front and two on each side, but you can vary this in any way you choose.



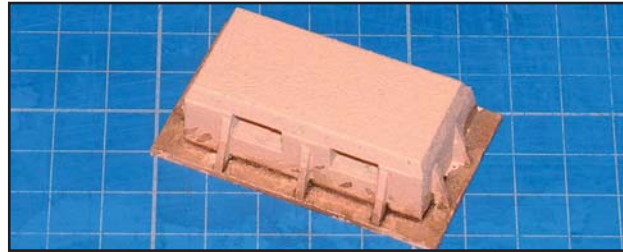
The final step before texturing and painting the model is to attach the roof. We made this quite simply from a 25mm x 50mm Citadel cavalry slottabase. If you've only got the cavalry bases with the slots already cut out then cover them with some masking tape.



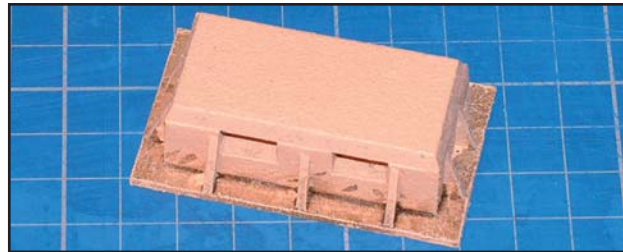
We painted the models in the same way as the fortifications. So, the first step was the textured paint.



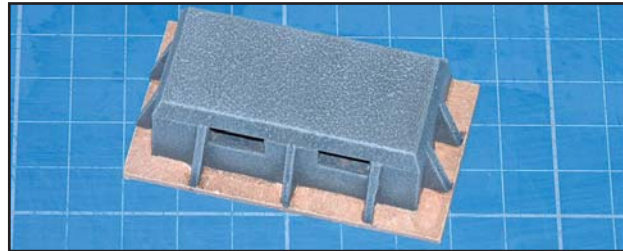
Then came the shading with Brown Ink



Then they were drybrushed with Elf Flesh.



Finally we painted the walls with a mix of Codex Grey and Chaos Black, which was then drybrushed with Codex Grey.



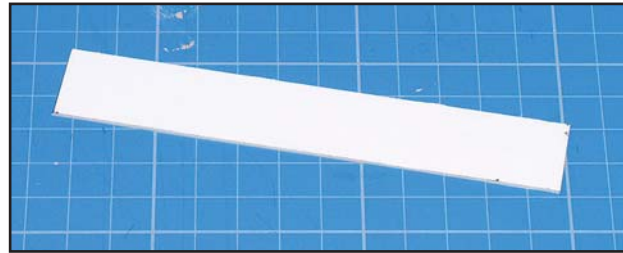


Razor wire

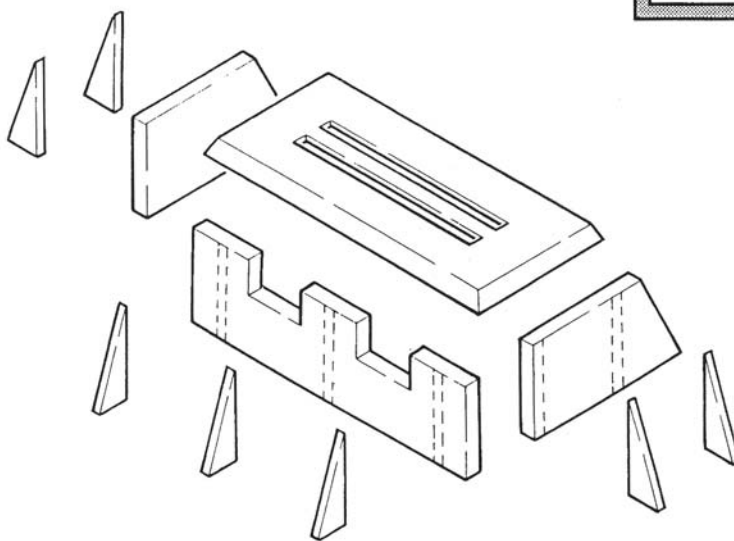
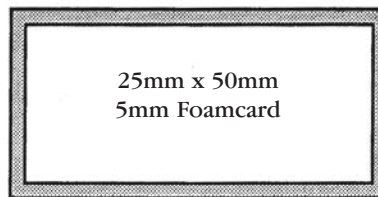
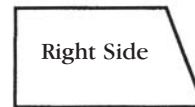
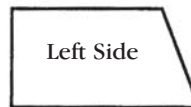
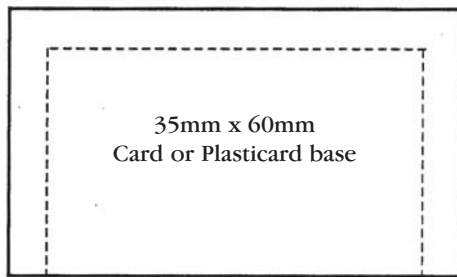
The third type of defensive fortification we modelled for our Epic games was razor wire. As you can see from the new rules, placing razor wire in front of your units makes it difficult for the enemy to attack you as they have to make a choice between risking losing units as they attempt to move through it, or moving very slowly. Either way it's a good result for the defender..

We've made our razor wire using the kind of aluminium mesh used for filling holes in car bodies. This is available from shops like Halfords or garages and costs about £2.50 for a large sheet. This should be more than enough to make all the wire you'll need for your games.

To begin with cut a base of whatever length you feel appropriate for your gaming needs from some card or plasticard, – ours are 12.5cm x 2 xm.



Epic Bunker Template



Epic Bunkers and Entrenchments

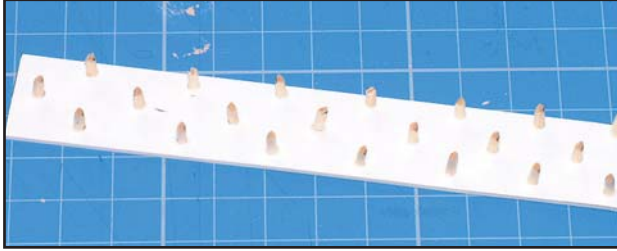
Photocopy or cut out the templates and place them on top of your foamcard or cardboard. Press a compass point or needle through the corners of the templates so that shapes are transferred onto your material. Remove the template and join up the dots. You can now cut the shapes out of your card or foamcard.

Both of the model templates shown on this page can be readily adapted to suit your own Epic army.

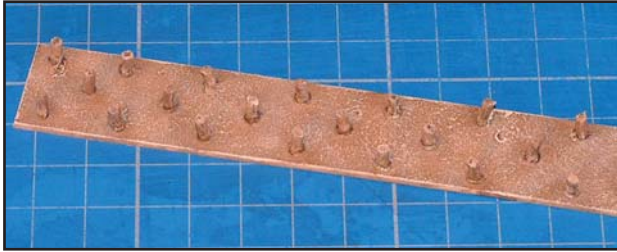




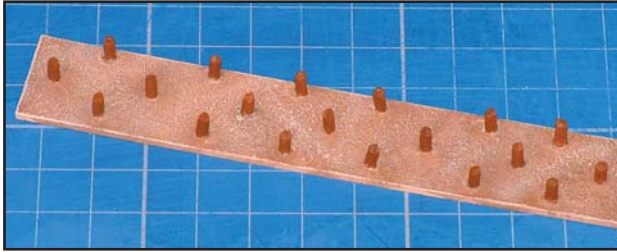
The next step is to add the wire supports. These are made from match sticks or cocktail sticks. Cut them into 5mm lengths and attach them to the card using some PVA/woodwork glue.



Next paint the base using the same method as you used to paint the fortifications.



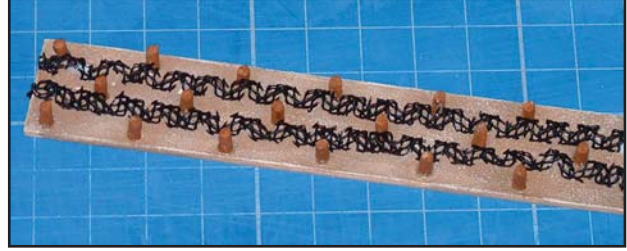
Then paint the wooden posts using Bestial Brown.



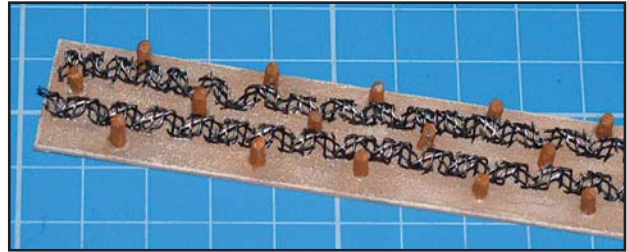
To make your wire, cut long strips of car body mesh and then bend them round a tube to produce the coils. (I used a round needle file). You can cut the mesh very easily using a modelling knife. Slice the mesh diagonally, cutting two strands at a time. The barbs created by the cut ends of the mesh make for a very realistic effect.



Before attaching the wire to the base, we sprayed it with matt black paint.



Once you've stuck it down onto the base you can drybrush with Mithril Silver. It may seem a bit strange to spray silver mesh black, only to drybrush it silver again, but you'll find that if you don't paint your wire in this way it looks too shiny on the tabletop – a bit like cut aluminium mesh in fact – so we think it's well worth the extra effort.



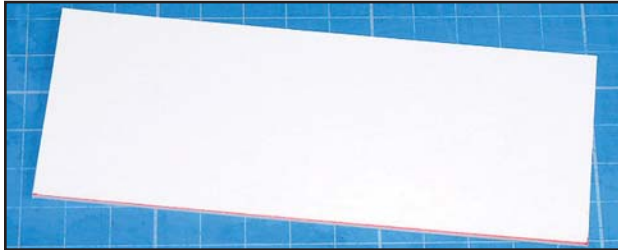
With any modelling project, you can go on adding detail almost indefinitely. For example, a thin wash of Chestnut Ink will make the wire look old and rusty. Once a section has thoroughly dried, you can add further detail by adding tiny blobs of PVA/woodwork glue and dipping this into coarse sand. The sand can then be painted and drybrushed to look like areas of stones or gravel.





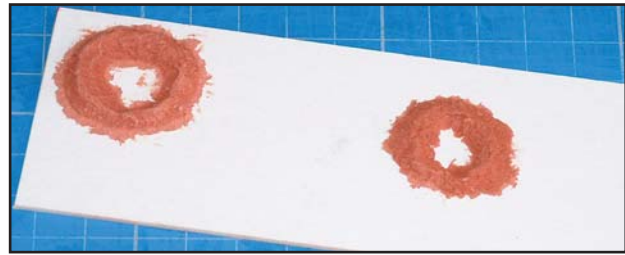
Minefields

The final scenic model we want to deal with is minefields. These were very easy and a lot of fun to make. First of all we cut the card bases into 125mm by 50mm sections. Making them in this way allows you to be a bit more flexible with your layouts on the table. Using this size, you'll be able to put two sections together to run around a wood, or follow the contour line around a hill.



The craters were made by rolling out some DAS modelling clay or epoxy modelling putty and bending it round to make a small ring. This was then stuck down gently onto the card and the edges carefully smoothed down with the end of a matchstick. We particularly like to use matchsticks for our modelling work, because their rough ends give a coarse texture to the putty. If you can't get hold of any

DAS or modelling putty, then plasticene will do just as well but, as it doesn't dry hard, you'll have to handle your finished model just a bit more carefully.



Once the clay had hardened we painted them in the same way as the other pieces of fortification scenery, starting with the textured paint.





Then it was washed down with Brown Ink and finally drybrushed with Elf Flesh




As the scenery was made to complement the Armageddon boards that Mark had made, we decided to put an Ork casualty in the middle of the minefield. After rumaging through a few old models, a suitable Ork wagon was found. The side of it was clipped away and it was then glued into place on the card base. The crater was then built around the wagon.



The models in this article are all simply designed, the materials are cheap and they are great fun to make. Best of all is the fact that you can use them all straight away in your games of Epic, by using the Fortification rules that we've printed in the Baran Siegemasters article elsewhere in this issue.

We hope that the techniques have also given you lots of ideas of your own. The bunkers and fortifications are particularly Imperial looking and it would be really fun to see what kind of models an Ork Warboss would come up with for his Boyz.

Authors Gary is one of two production guys who work on Fanatic magazine. He has been playing Epic for over twelve years and is now on his second Imperial Guard army for the system.



Further Information The Epic: Armageddon rulebook and accompanying range are now widely available from all good hobby stores. Contact your nearest Games Workshop store or visit the website for details. (See the How to Order pages on page 102).

More Epic Websites See page 24 for the Baran Siegemasters. www.Epic-Battles.com

