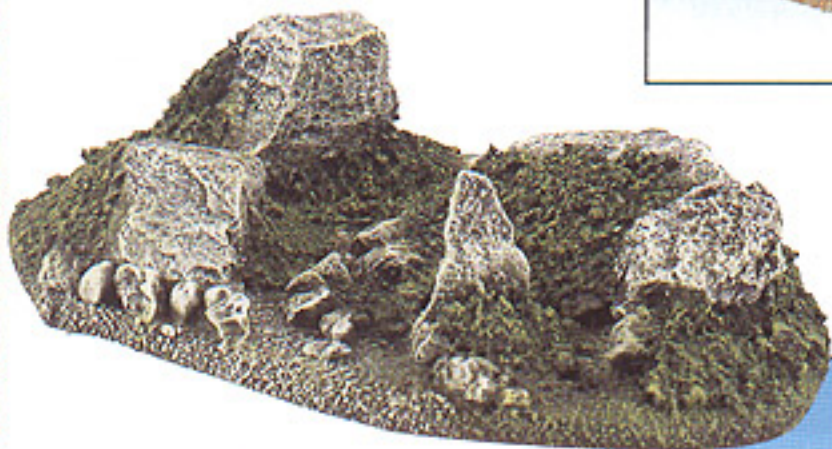


## ON DIFFICULT GROUND

I had finally built the hills and my terrain plan was starting to look complete, with only a few more pieces to make. Looking at the Terrain table I decided to make some difficult ground (I had already done the very difficult ground). Now according to the book, difficult ground is scrub, soft sand, a shallow pit, debris, an area of loose rocks or even boulder strewn ground. If I combined a couple of the above elements, making this should be easy. I decided to make the pieces of difficult ground on separate bases so I could easily move regiments through it.

All the pieces of difficult ground had to have rocks and boulders on them, so it was off into the car park for five minutes scrabbling around for suitable stones. These rocks were then glued onto thick card with a hot glue gun (a very handy tool), although two-part epoxy glue will do or even

*Right: The difficult ground is made out of stones glued onto cardboard. I added smaller coral stones for effect. The entire piece was almost covered with coarse turf. (Quick tip: wash over the coarse turf with watered down PVA. When dry this will give a stiffer surface to drybrush.)*



*Right: I got a little more creative with this piece. I added the other half of the Jurassic Park egg, broken into little pieces. This would also be a place of significance for my Lizards, so I added a glyph plate glued to a rock with a Hot Glue Gun (superglue would do the same job). I then filled in the gaps around the glyph with DAS modeling clay. Again I added loads of coarse turf to this piece.*



*Left: The finished piece. It was painted from a base of black, with Goblin Green on the base and coarse turf. I painted Snakebite Leather onto the rocks, followed by Bubonic Brown and then Bleached Bone.*



*Left: The entire model was painted from a base coat of black. The egg was painted Bleached Bone and then highlighted white. For a shiny eggshell appearance I brushed gloss varnish over the area of the broken egg. With this done, the egg was finished off with a coat of watered down PVA to add extra durability to the model.*



PVA, if you are willing to wait twenty-four hours. I added little pieces of detail to each one and then sprayed them black. When this was dry I painted the bases Goblin Green, and the rocks Snakebite Leather, followed by Bubonic Brown and Bleached Bone to finish. On one piece of difficult ground I drybrushed the rocks grey – which links in with the collapsed temple on my first hill.

## QUICK &amp; EASY

I was able to knock out these pieces in less than three hours, which quite surprised me. So I took a quick breather and then plunged head first into making a ruined temple. This would be the very steep hill or the tower entry on the Terrain table. Well that was the plan anyway.

## THE RUINED TEMPLE

A quick scan of the Wargames Terrain book showed me that the temple could be made up from layers of polystyrene. I didn't have any... so I used corrugated cardboard instead. I cut out a rough square shape and four sides out of the card. Then using my hot glue gun (PVA does the same job) I stuck these together at right angles and my base was finished. I repeated this a bit smaller for the top section, and then glued the two halves together using PVA. The gaps around the side of the temple were filled with DAS clay and then I left it to dry.

All Lizardmen temples have stone steps leading to the top. I'd never made steps before but I did have an idea! Stacking corrugated cardboard together, staggered at intervals of 5mm made great steps. I then cut some sides for the staircase out of corrugated cardboard and glued them to the stairs. The gaps in the cardboard were filled in with DAS. When the clay dried I glued the stairs to the now fully formed pyramid.

## GLYPHS &amp; RUBBLE

Before adding glyphs, I based the pyramid with a thick piece of cardboard, the edges of which I sloped by cutting at a 45 degree angle. When the pyramid was firmly attached I started to add the glyphs to it. I glued these onto the walls with superglue. I also glued a few glyphs on the base, as a few plates would have fallen down over the centuries.

With this done I added paving slabs (using thin cardboard cut into 2 by 2cm squares) to the front of the model, and sand to the base. Then I went absolutely crazy adding coral stones to the pyramid – I built up almost all the rubble in layers of small stones and lots of PVA (an entire bottle!). When the rubble dried I added loads of coarse turf – the temple had to be overgrown as well. Finally, when this was all dry I washed all over the rubble and coarse turf areas with watered down PVA glue and then left it to dry (it only took 24 hours!).

*Right: I couldn't resist adding a little detail to the pyramid temple. I decided that one side of the temple would be strewn in rubble, as if a large altar had been cast off the top of the pyramid.*



*Above: The ruined temple. I added details like the collapsed glyph plates on the side, and patches of coarse turf. And I was careful to make sure there were places for my Lizards to stand!*

## AND FINALLY...

I sprayed the model black and then painted the base with Goblin Green. The pyramid was then painted with Snakebite Leather followed by Bubonic Brown, then Bleached Bone and finally a light coat of Skull White. The coarse turf was drybrushed with Dark Angels Green, followed by Goblin Green and finally a highlight of Sunburst Yellow. I then varnished the pyramid and let it dry.

So what's next? I have completed the Terrain Generator table; I now have a piece of terrain for every entry you can roll up. However many of the pieces fill more than one entry – ie. the ruined temple counts as both a tower and a steep hill. I am now going back over my terrain and I am going to make one piece for each entry on the chart. Should be fun... Maybe I'll get to tell you all about it in a future White Dwarf.

Well that's it for now, I hope there is something here to inspire you to build themed terrain for your army. I have certainly learned a lot from my experience. I have played a few games now with my themed scenery and I must say it really brings your games to life. My Lizards are finally defending their realm from the ravages of would be conquerors (it has also improved my game).

One last thing – the terrain I have built also works extremely well in Warhammer 40,000. I played a game over it last week and the scenery fits perfectly. My Imperial Guard can now battle across mysterious ruins and through dark jungle. I have a complete battlefield for both games... great!

So grab that sticky tape, forage for stones, hoard unwanted packaging, get some PVA and make terrain!