

## SIEGE

## JUNGLE FEVER 2

*Taking a break from wire trees, PVA ponds and funny shaped polystyrene (see WD223), Nick raises a fortress for his Lizardman army. You may have noticed that Nick's entire life consists of nothing more than painting, modeling and gaming. Still, we're not complaining – it means we get loads of stuff to show you!*



By Nick Davis

## A MAD PLAN

I had already built loads of themed terrain like trees, hills and even a collapsed temple (see Jungle Fever in WD223) and it seemed right to finish the project off with a major terrain piece. So, I thought, why not build a fortress for my Lizardmen...

I sat down with my copy of Warhammer Siege to find out how to go about it. The first thing the book suggests is to go and make a plan of how you want the fortress to turn out. After ten minutes of frantic scribbling I had decided the shape, the dimensions and even how to build the ramparts (or serpent's teeth as the Lizardmen call them), by gluing three pieces of corrugated cardboard together. The design was based on the Lizardman fortress shown in the book and the sketch in the back. The fortress would be made in a basic horseshoe shape which required me to build two wall sections, two towers and one gatehouse. I had the plan, now all I need to do was gather the materials.

## MATERIALS ON THE CHEAP

The GW model makers built the fantastic fortresses shown in the book out of plasticard, foamboard and balsa wood. After checking my budget, I decided to plump for a cheaper alternative. I grabbed a Mail Order box (any corrugated cardboard box will do), some ceiling tiles I had lying around the house, my trusty glue gun, a bottle of PVA glue and a roll of masking tape. Then I took a deep breath and got down to work.

## BUILDING THE WALLS



Armed with my corrugated cardboard, scribbled plan (with the dimensions), a ruler and a pen, I drew out a guide onto the cardboard. The walls were made up of a series of shaped polygons and as there were no folds everything had to be stuck together. The guide was then cut out using a knife and a metal ruler. I now had all the shapes for my wall and it was time to glue them together.

I used a glue gun to do this, although PVA will work just as well. The trickiest bit was the bend in the wall, as this required a couple of diagonal pieces on the top which I had to improvise at the time of gluing. With my wall constructed, all I had to do was cover up the holes along the sides (this is one of the problems with corrugated cardboard). Running a strip of masking tape along the sides of the wall will cover the holes and add an extra sturdiness to the joins.

One last thing to construct were the ramparts (or in this case the serpent teeth). I had already planned this so in one mammoth session I measured up and cut out 108 of these 'teeth', which I glued together using PVA, three 'teeth' to make each of the thirty-six ramparts that I needed for the entire fortress. Again I used masking tape to cover up all the corrugated holes.

The first six of the ramparts were glued to the top of the wall and then entire wall was glued, using PVA, to a polystyrene tile base. Phew... right, onto the next wall.



The gatehouse was built using the same techniques as the wall. The only exception was that I cut a hole through it. This hole was then framed with strips of corrugated cardboard to make an arch. I just needed a gate to close the gap up. Now Lizardmen have two types of gate – either made of bamboo or a boulder, rolled into place. I choose the boulder. This was made out of a polystyrene off-cut (any flat piece of polystyrene will be fine) and I added a metal glyph plate for character.

I wanted the towers to have sloping sides like the walls. So that the towers could butt up to the walls they had to be made specifically for the left and right corners. The two outer walls were sloped and the two inner walls were straight.



## DOORS

With the fortress construction finished I had one thing left to build – the doors and trapdoors so the models inside the fortress could move about freely. The doors had to be made of bamboo (they always are in Tarzan movies and the Crystal Maze Aztec zone). Luckily I had an abundance of cocktail sticks left over from building a cactus and fencing for my Skink village. These would serve as my doors, each one a



row of thirteen sticks with two crossbeams for strength. The doors were painted black and dry-brushed Bestial Brown, then Bubonic Brown and a final light coat of Bleached Bone. When I completed the fortress, the doors were glued directly to the walls in the areas that I wanted the entrances to be.

COMPLETE?  
ERM... JUST ONE LAST THING

After a two weeks of construction (I had only my lunchtimes to build it in) and one week of solid drybrushing (the brush is now dead), the fortress was complete. Hurrah!

Then Nigel came up with these cool, new Moat rules – Doh!

## FINISHING THE WALLS

OK I know this is the gatehouse, not a wall. I choose this section as an example, because it has a little something of every technique I used on the fortress.



With the main construction complete it was time to detail the model. A ledge was added around the outside of the wall to make it look more solid. I then glued metal glyph plates to this ledge and the walls, for more character (if you want some, check out the Mail Order pages). It is a Lizardman fortress and should be decorated as such. The paving slabs were made out of thin cardboard (the kind cereal packets are made of) and I glued coarse turf to the walls for a overgrown effect. The gatehouse was then painted with some polytex textured paint and left to dry.



When the polytex was dry, the gatehouse was given a black undercoat. I built up the colors in layers of drybrushing starting with Snakebite Leather, followed by Bubonic Brown. The paving slabs and boulder gate were given a drybrush of Shadow Grey.



Now to finish the wall off. The last colour I drybrushed on the wall was Bleached Bone. The paving slabs and boulder were given a final brush of Skull White. The base and ivy on the wall were finished off with a drybrush of Dark Angels Green, followed by Goblin Green and then a final drybrush of Sunburst Yellow.



# MOATS

When the Moat rules appeared in Siegeworks (WD224) I just knew that I had to build one! Besides, the fortress would look really cool with a moat around it.

I set about building the sections, making sure that the length of the moat was the same as the wall sections. Conveniently I had kept the polystyrene tile cut-offs from basing the fortress (first rule of terrain making – never throw anything away!). The basic construction does not differ from the stage-by-stage in WD224. Instead of using filler for constructing the banks, I used DAS modeling clay and I hand painted the sections black instead of spraying it – unprotected polystyrene melts when sprayed.

The model was then drybrushed with Goblin Green on the banks, with the odd areas of mud built up in a layer of colors starting from Snakebite Leather, followed by Bubonic Brown and finished with Bleached Bone. The water effect was

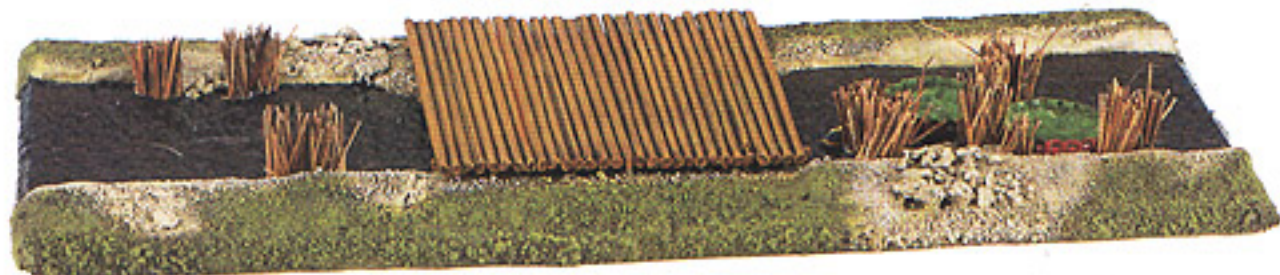
achieved by painting the area Midnight Blue and then washing over the blue twice with Dark Green Ink – this gives the water a nice deep feel. To make the water look wet I brushed on a coat of clear enamel varnish and left it to dry.

For detail I added a few extras like lily pads and bull nishes, so the moat sections would match the fortress and the rest of my jungle scenery.

After a month of lunchtimes my fortress was complete. It's a great centre piece for my jungle terrain and I am looking forward to playing some Siege games on it. Why don't you have a go? Using the new metal extras you can come up with a fortress that is totally unique to your own army.

Have fun...

Nik



▲ The bridge was made out of barbecue kebab skewers, and I used old yard brush bristles to make the reeds.

► Bottle tops painted red and green make great giant lily pads



► For a little character I added a couple of Skink scouts, hidden in the water.

