

# WARHAMMER

# JUNGLE FEVER 3

Nick Davis is still knee-deep in strangely shaped polystyrene & PVA glue, but there is a light at the end of the tunnel (just as soon as he builds one!)



by Nick Davis

Welcome to the third part of Jungle Fever (check out WD223 & WD225 for the first two articles). Some months ago now I was inspired by the 'Raising the Army of Rezepah' section in the back of the Lizardmen book, and started to build terrain for my Lizardmen army to fight over. I built the terrain in my lunch hours at work. To decide exactly what themed terrain to build I turned to the Terrain Generator table in the Warhammer Battle Book. For each entry on the table I would build a piece of suitable Lizardmen terrain to fill it – from jungle (for the wood entry) to a ruined temple (which could be a steep hill or double up as the tower entry).

## WHAT'S BEEN DONE

So far I have managed to build a spawning pond (which can be the very difficult ground or lake entry) and a variety of jungle trees made from garden wire, masking tape and plastic cups! From these relative simple terrain pieces I pooled together my newly practiced modeling skills and set out to build a village. The village is a collection of Skink barrios. The barrios were built from corrugated cardboard off-cuts. They are based on the Ork building featured in the 'How to Build Wargames Terrain' book, which I've used to learn different modeling techniques and for inspiration for new ideas. Using all the techniques I have learned so far, I even managed to build a Lizardmen fortress surrounded by a moat (check out Jungle Fever 2 in WD225).

Everything I have built so far has used easy to come by materials and I have spent very little money on any of the projects except for replenishing the PVA glue. I have used corrugated cardboard, cereal packet cardboard and even collected rocks from the ground instead of making them out of polystyrene. So it is pretty easy to get the material you need to build terrain.

**WARNING!** Once you start building terrain it is extremely hard to stop and you will soon find yourself knee deep in PVA glue, corrugated cardboard and bits of strangely shaped polystyrene. So read on at your own peril...

## WHAT'S TO COME

In my first article I had just finished my village and was thinking about making a small central piece for it. This will be a sacrificial pit dedicated to Sotek (no Skink village is complete without one). Of course when I've built this it still leaves me with difficult ground, hills, steep hills and even a temple – so there's still loads to do. Well here goes nothing...

## THE SECRET OF MY SUCCESS

*I'll let you into a secret: I'm not a great terrain builder. Sure, I've built hills and made woods but I have never undertaken such a big project before. Every technique I have used in all my Jungle Fever terrain (and that includes the Fortress) can*

*be found within the pages of this totally invaluable terrain building guide written by Nigel Stillman.*

*If you've been inspired by my Jungle Fever articles, and are going to have a go at building terrain for your games, I suggest you get hold of this book. It's crammed full of ideas, tips and modeling projects, ranging from the very simple to more complicated projects.*

## HOW TO MAKE WARGAMES TERRAIN





## THE VILLAGE SACRIFICIAL PIT

(or the Skink shower)

The Skink village needed a centerpiece, a place where Skinks gather, a focal point for the community. How about a pit to drag poor, unfortunate captives for sacrifice to Sotek? The pit started out as a village totem pole, which I made out of two metal glyph plates glued to a strip of polystyrene. The totem was going to be stuck to the base of my two story barrio but I changed my mind (I actually forgot to leave any space for it on the barrio's base – doh!).

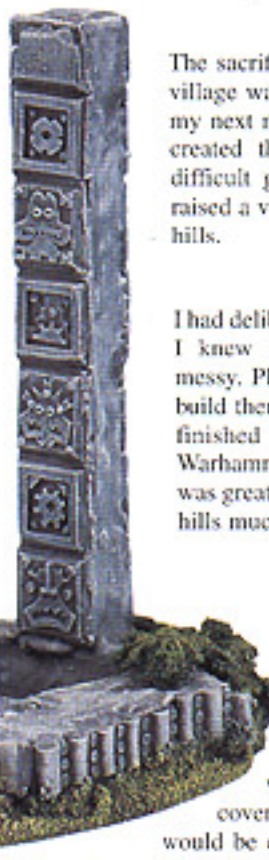
The pit was a really simple piece for me to build. I cut out a square of polystyrene, stacked three metal glyphs together to make the steps and glued it all onto a base. I then broke a corner of the square with my finger and covered it and the front of the pit with coarse turf (available from modeling shops). I washed over the top with watered down PVA glue – this stiffens the coarse turf, making it easier to paint. I finished off the base with coral gravel and then sand.

I used polystyrene to make the square and the totem pole. This material has a nasty habit of melting when sprayed with paint. To make sure this did not happen to my model, I used watered down PVA and mixed sand into it. I painted this mix onto any exposed polystyrene – this should stop spray paint from melting it and ruining the piece. For added peace of mind, when the mix was dry I made up another batch of watered down PVA and painted this over the top of the texture mix. This would reinforce and seal the texture mix so hopefully none of the spray would get through to melt the polystyrene. When this was dry I took a deep breath and sprayed it black.

It worked! Reinforcing the polystyrene with the texture mix and PVA left me with minimal meltage. Where the model had melted, it actually added texture to the model. It was time to paint it.

The pit was painted Shadow Grey and then highlighted white. The coarse turf was painted Dark Angels Green, then Goblin Green and finally Sunburst Yellow. I finished off the base with Goblin Green, then added some brown for rubble and worn ground.

*Below: My first jungle hill. A little over-crowded with scenery, but great fun to build.*



The sacrificial pit was finished and with it the village was complete. It was time to decide on my next modeling project. I'd built the jungle, created the spawning pond (counts as very difficult ground/deep river or lake) and even raised a village. I decided it was time for some hills.

## HILLS

I had deliberately avoided the hill entry because I knew making them would be incredibly messy. Plus I really did not have the space to build them at work. Luckily by the time I had finished my village there were new Warhammer hills available unflocked. This was great, saving me a lot of time and make the hills much easier to build.

## A ONE LEVEL HILL

(or the Skink hopscotch board)

I grabbed one of the hills and experimented on it using almost all the techniques I had learnt so far. Looking at photographs of jungle hills I found in books, they were mainly overgrown or were covered in rubble. I decided that one side would be covered in jungle and in true Tarzan movie tradition the other side would feature a collapsed temple plinth. The middle would be paved in the same way as the Spawning Pond.

I wanted the collapsed end section buried under a tangle of overgrowth and strewn rubble. This would also be an area of difficult ground. I buried some suitably shaped stones (I find concrete or brick bits are best for this) by cutting holes into the hill, pouring in PVA and then inserting the stones. I repeated this same technique for the glyph plates. I then covered the temple area with coral stones for a uneven surface. I let this dry whilst I thought about the other side of the hill.



*Above: The collapsed temple – half buried Lizardmen glyphs, covered in coarse turf.*

## JUNGLE COPSE



I wanted one side to have a small jungle copse on it. Not wanting to make any wire trees, I used the plastic cup tree technique (see the first *Jungle Fever* article in WD223) and built three trees of varying sizes. These trees were then glued onto the hill. I buried a couple of stones into one side of the hill, filling the gaps with long grass. The long grass was made out of yard brush bristles sprayed Dark Angels Green. I sprinkled on small stones for added effect and the copse was finished.

The hill just needed a couple more touches to finish it off. I added paving slabs to the centre of the hill. I made these in the same way as those on the spawning pond. The hill was then covered in PVA and dipped into a box of sand (I did this twice to make sure I had maximum coverage). When it was dry I went crazy with coarse turf, almost covering the ruined side with it (I love the overgrown effect).

## JUST A COUPLE MORE TOUCHES

The hill just needed a couple more touches to finish it off. I added paving slabs to the centre of the hill. I made these in the same way as those on the spawning pond. The hill was then covered in PVA and dipped into a box of sand (I did this twice to make sure I had maximum coverage). When it was dry I went crazy with coarse turf, almost covering the ruined side with it (I love the overgrown effect).



*Above: A less covered hill. I could not resist adding a few pieces of detail like the standing stone and patches of coarse turf. I was more careful this time to make sure there were actually places for my Lizards to stand!*



*Above: The third and last hill I built. I went a little more crazy with the scenery on it. I added a small altar next to the egg using a glyph plate, and a group of standing stones in the far corner. And of course I had to add some coarse turf.*

*Right: An impassable section the hill. Using my fingers (handy modeling tools) I gouged out sections of the hill for a more rocky appearance. This was helped when I sprayed the hill black and it melted the gouged out areas.*



*Above Right: I used a Jurassic Park toy for the egg (thanks Simon), highlighted up from black to white. I then covered it with gloss varnish to look like eggshell. I also added paving stones around it to give the impression of an abandoned temple.*

The hill was then sprayed black – doh! In my haste in constructing the hill I forgot it was made out of polystyrene. I stared at the hill in disbelief at what I had done and waited for the hill to melt as the spray paint dried.

Luckily nothing happened! I only had a very minor piece of melting which I could pass off as rubble. It seems the hills are made out of polystyrene that can take spray paint reasonably well. The model was then painted Goblin Green with some brown patches, while all the stones and rubble were painted grey. Finally the trees were added and the model was finished... phew!

## TOO CROWDED!

Looking at the hill I found only one real problem – it was too crowded with scenery to place many models on it! I was making gaming pieces, not something just to look at! When building the next two I would have to make sure I did not go crazy and add too much of scenery.

*Right: I only added a small amount of rubble to one side of this hill. I dug out a small hole in its side with my finger, and I couldn't resist adding more coarse turf.*





## 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.*



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.



*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.*

## 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.

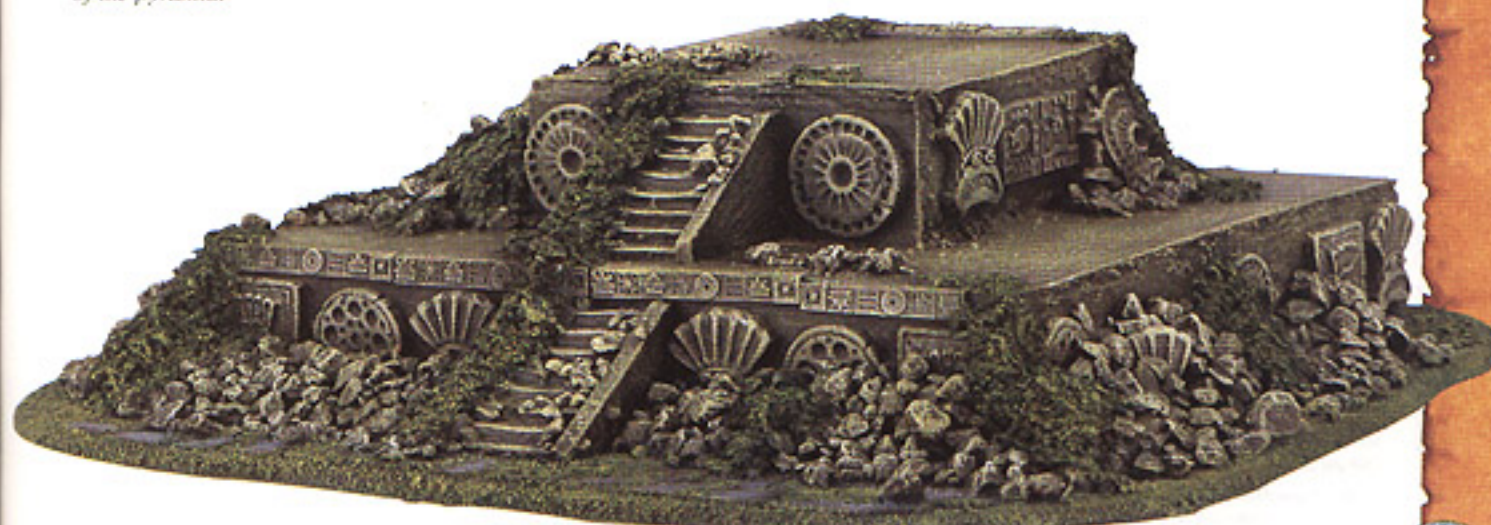
All Lizardmen temples have stone steps leading to the top. I'd never made steps before but I did have an idea! Stacking corrugated cardboard together, staggered at intervals of 5mm made great steps. I then cut some sides for the staircase out of corrugated cardboard and glued them to the stairs. The 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!