

Want to build an entire cityscape
out of easy to find, readily
available free materials?

Yes, you do?

Well, Nick Davis has found a way.
Follow him to Cardboard City.

CARDBOARD CITY



Nick Davis explains how he built an entire ruined city out of a couple cardboard boxes and a little bit of glue.

A ROUGH GUIDE TO MAKING A RUINED CITYSCAPE

The blasted city, torn apart by war, is one of the most evocative images of the Warhammer 40,000 universe. The Imperium's history is littered with conflicts within its proud cities; from the adobe brick settlements on agri-worlds to the twisted urban nightmares of Hive worlds. You have a huge scope of ideas to model your own cityscapes from.

If you take a look at the Cityfight book itself, you'll find a fantastic section on how to make your ruins out of polystyrene tiles, foamcore or even polystyrene box packaging. All these materials are very easy to work with, so don't worry if you have little experience in terrain building; the core skills are easily learned, and satisfying results can be achieved fairly quickly. The Cityfight book itself guides you through the entire modeling process and is a fantastic resource to gain inspiration from to build your own ruined cityscape.

When you start to build your own cityscape, you'll also notice a lot of these materials featured in the book that you have to go out and purchase. Now, these materials are fairly inexpensive, but some of you, like me, are on a very limited budget. Well, for the thrifty minded I have an answer - corrugated cardboard!!

You can use this material in exactly the same way as the foamcore or even polystyrene tile described in the Cityfight book, with the added advantage that you can pick it up at your local market for free! What follows over the next couple of pages is a quick guide to what I did to make my very own Cardboard City.

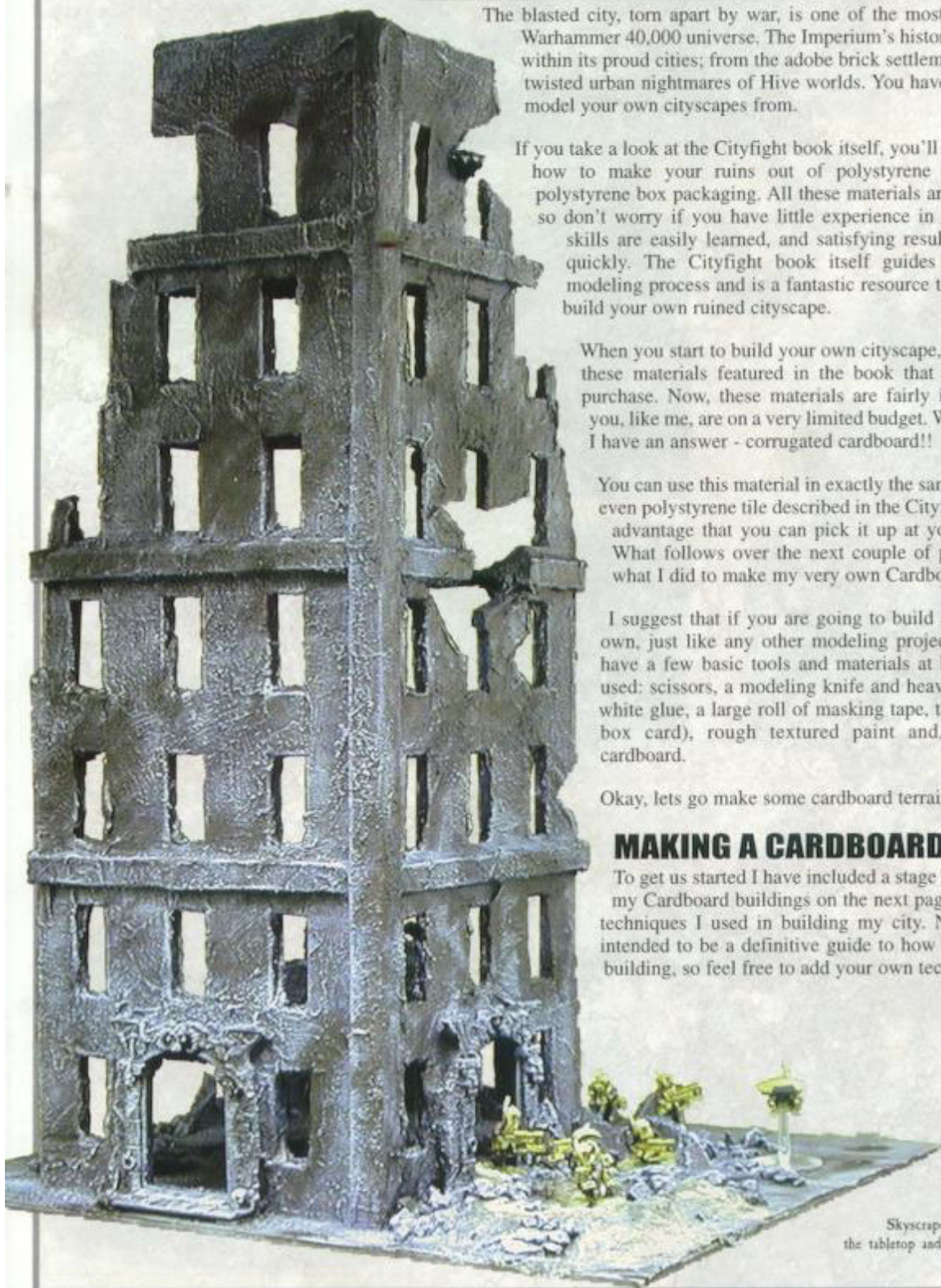
I suggest that if you are going to build a Cardboard City of your own, just like any other modeling project, you'll find it useful to have a few basic tools and materials at hand. For my cityscape I used: scissors, a modeling knife and heavy utility knife, ruler, pen, white glue, a large roll of masking tape, thin cardboard (like cereal box card), rough textured paint and, of course, corrugated cardboard.

Okay, lets go make some cardboard terrain...

MAKING A CARDBOARD BUILDING

To get us started I have included a stage by stage process of one of my Cardboard buildings on the next page. It explains some of the techniques I used in building my city. Now, what follows is not intended to be a definitive guide to how to build your own ruined building, so feel free to add your own techniques and ideas.

◀ The largest Cardboard building I made: The Cardboard Skyscraper. This piece of terrain dominates the tabletop and has been the scene of some very vicious hand-to-hand fighting



MAKING A CARDBOARD RUIN STAGE BY STAGE



STAGE ONE:

Get a piece of corrugated cardboard, any size will do, and draw a vertical line where you want the building corners to be. Next, draw on where you want the windows to be.

With my ruined building section I made the windows 4cm high by 2cm wide with 4cm gaps between each window, with the space between the second and ground floor 2cm wide.

Draw on a contoured line roughly the shape you want the ruined building sections to be. Using a modeling knife cut out the ruined building roughly following your line. You'll end up with two halves, the mirror half will make the second ruined section of your building

STAGE TWO:

Cut out the windows in your ruined building sections. Keep the window frame lines straight even if the ruined wall cuts halfway through. This helps to enhance the ruined look of your buildings.

Once all the windows are cut out, you can cut your buildings in half following the line you drawn in for the building corners. Finish off by gluing the two halves of the building together with white glue, then put it to one side to dry.



STAGE THREE:

While the white glue on our buildings is drying proceed with creating the wrecked floors. We are going to create these out of corrugated cardboard cut offs - again, like our building, it doesn't matter what size the floors are, but you should try to not have the floors overhang the ruined wall sections.

With your small piece of corrugated cardboard, scour a series of lines across the surface with a modeling knife - this is to represent the floorboards. Then using some masking tape block off the edges of the floor sections.

STAGE FOUR:

Now back to our ruined buildings. First off, glue the floor in. Try to make sure that the bottom edges of the floor are just above the ground floor windows' upper sills. We are now going to add some minor details to the structure by bulking out the building corners. Start by cutting out four strips of corrugated cardboard roughly the height of the walls and about 1cm wide. Glue these onto the corners of the building using white glue and then leave to dry for about five minutes.

Using the masking tape once more, block off the outer edges of the ruined sections. Don't worry about making the edges completely straight or flat - after all, the building is supposed to be ruined.



STAGE FIVE:

If you want to, your ruined building is ready to be painted with rough textured paint. After all, your ruin is essentially complete, so if you wish, you can skip the next two stages and go straight to the painting and finishing off section on the next page.

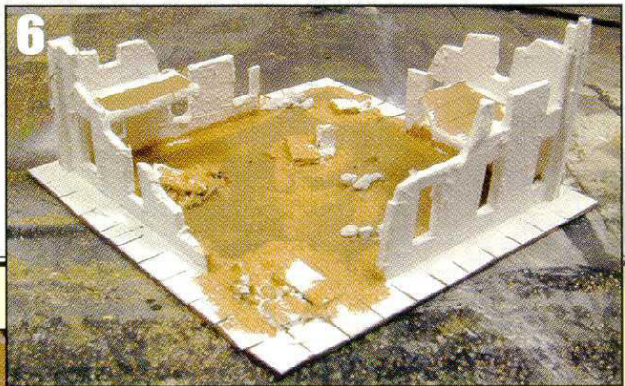
However, if you add a base to the model it will give it additional sturdiness and help protect it against the various knocks it will receive during its gaming life. All my Cardboard City ruins are based on hardboard bases cut into 1ft squares. The base is prepared first by gluing small pieces of thin card, cut into 2cm squares, around the edge to represent walkways. A good tip is cut some of these squares up before gluing them down to represent cracked pavements from shell damage. The ruined building sections are then glued to the base with white glue and left to dry.

MAKING A CARDBOARD RUIN STAGE BY STAGE CONT'D...

STAGE SIX:

Cover some of the base areas with the cardboard cut offs and Sprue Rubble (see below). Then paint the entire ruined building piece with rough texture paint and leave to dry.

When the texture paint is dry, paint the base with white glue and pour sand onto the glue. Glue some small stones into place for additional rubble. Once the glue is dry shake off the excess sand and then undercoat the entire building with black paint.



SPRUE RUBBLE



QUICK MODELING TIP - SPRUE RUBBLE:

For the strewn rubble effects I used an interesting modeling tip called "Sprue Rubble" and the cardboard cut offs from the ruined sections.

Creating Sprue Rubble is an old technique shown to me by Alan Merritt, which I previously featured in an older modeling article about Ruined Buildings way back in WD234. It's the outer frame that your plastic models come on, clipped down in small blocks – these make perfect bricks. Mix them in with the cardboard cut offs, and you have perfect rubble for your ruins.

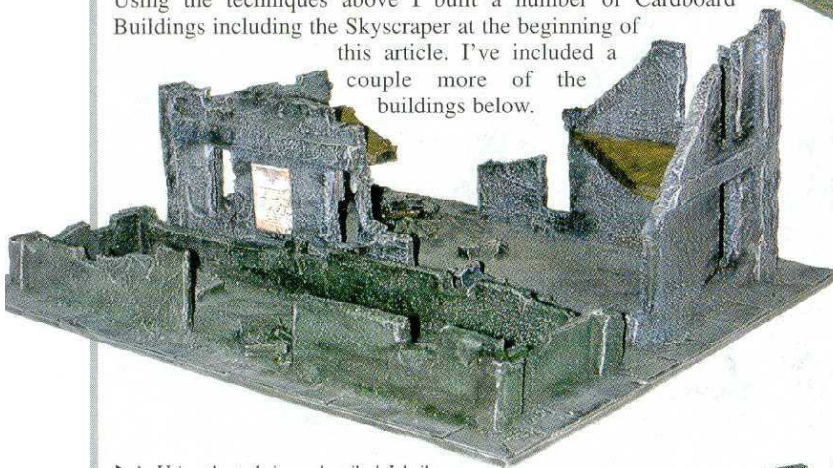
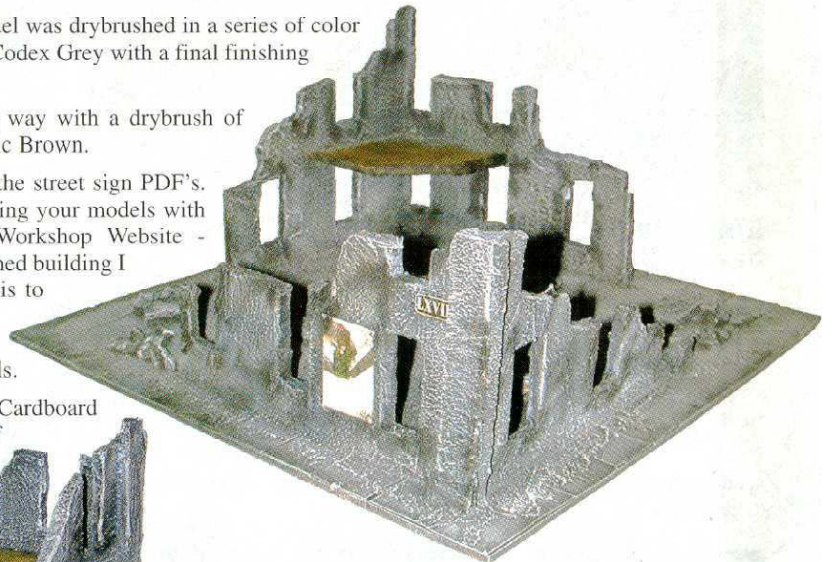
FINISHING OFF:

Time to finish off the Ruined Building. The entire model was drybrushed in a series of color layers. The first layer was Shadow Grey, followed by Codex Grey with a final finishing light drybrush of Skull White.

The wooden beam floors were painted in the same way with a drybrush of Snakebite leather, followed by a lighter coat of Bubonic Brown.

You may have noticed the posters on the walls from the street sign PDF's. These signs and posters are an excellent way of detailing your models with minimal effort. You'll find them on the Games Workshop Website - <http://www.games-workshop.com>. To finish off the ruined building I drybrushed Chaos Black streaks all over it – I did this to represent weapon fire, burn marks, general dirt and fire damage. Concentrate the black drybrushing on the building edges, corners, wooden floors and window sills.

Using the techniques above I built a number of Cardboard Buildings including the Skyscraper at the beginning of this article. I've included a couple more of the buildings below.



►▲ Using the techniques described I built a number of buildings ranging in height and complexity. Here are just a couple of the buildings I used in my Cardboard City. You can also vary the colors of your city scape – after all not every building in an Imperial City is grey...

Note – the use of Imperial propaganda posters add an extra level of detail to the terrain, other pieces of detail like street numbers look great, too.



CARDBOARD PARKS & RUBBLE



RUBBLE:

With all these ruined buildings complete you'll have a fine cityscape ready to do battle over. However, you may notice the streets are looking a little clean and empty. These bare streets will turn into deadly fire zones for your troops to advance along them. The best way to save your troops is to build some rubble. This is a lot of fun, and easier than making a ruined building.

To make rubble you will find it useful to have some Sprue Rubble and collect together any cardboard cut offs you may have from your ruined buildings.

There are no right or wrong ways to make rubble. As you can see from the picture to the

left the bases, and indeed the rubble itself, can be any shape or size you choose.

All you really need to do is glue some of your cardboard cut offs to the bases, and add sprue rubble and any other little bits and pieces - like skulls, weapons and crates - that you may have knocking around.

Once all the cardboard cut offs and Sprue Rubble have dried into place, paint the

rubble with rough texture paint and glue sand to the open edges of the base. Wait until the texture paint is dry, and then paint the rubble with black paint and drybrush it with grey - or any other building color that you've used in your cityscape.

Making Rubble, as you will notice, is very quick and easy to do. I knocked out ten pieces in under an hour, which will be more than enough to cover my Cityfight gaming board.



► A little piece of Imperial parkland, in the end I made two small park sections. Using open areas like this is a great way of breaking up your ruined city. Open ground makes it a little easier to move your army around, and presents some interesting tactical problems.

Note: the shell crater in the park area. This was made out of cardboard wedges glued in a rough circle pattern. This was then overlaid with masking tape to form the crater lip, and covered with textured paint.



THE PARK:

The very last thing I worked on with my Cardboard City was a small open park area - just to give some relief to the twisted urban jungle I created.

There is no stage-by-stage explanation for making a park, its really a piece of hardboard with a wall around it. If you are going to make a park for your Cardboard City, you can use the picture opposite for ideas, but have fun creating your own.

As with all parks in an Imperial City there must be some kind of

monument. In my case I choose a three-column affair made out of cardboard tubes. Two of which I decided would have been blown to pieces by ranging artillery. The third column would still have its statue intact, and I decided that a Space Marine would be the perfect symbol of Imperial power. This Space Marine was then painted to emulate an aged bronze appearance - check out the website (www.games-workshop.com) for full details on how I painted this miniature.

That's it for now, I hope you've been inspired to have a go at making some ruined city terrain for yourself. Experiment and explore your own ideas, but most of all have fun!

Cheers...

