

Mordheim Architecture

By Nick Davis



The City of the Damned is a dark and dangerous place with twisted architecture, and equally twisted denizens. In our third feature on Mordheim architecture, Nick Davis takes a look at the buildings of Mordheim and a subject that is dear to any Mercenary's life... Cover!

Nick: Welcome to the third instalment of Mordheim Architecture as we continue our look at the buildings and features of the City of the Damned. I've at last got my hands on the fantastic new card buildings from the Blood on the Streets building pack and I'm looking forward to putting them together. But first I have to solve a little problem.

As my warband explores the dark reaches of Mordheim I've found that one thing becomes apparent. Apart from the ruined buildings, if you're caught out in the streets there is no cover! Well, in a bid to save my Middenheim mercenaries, the White Wolves, from extinction (they've had a hard time against warbands with lots of marksmen), I sat down, grabbed my bits box and started to make some barricades, based on the cardboard ones you get in the box.

The materials used in the construction of my barricades are really easy to find. They are mainly made out of broken up lolly sticks (I hope you saved yours from the summer – the first rule of modelling is never throw anything out!). I also added some extra stuff from my bits box like plastic cart wheels and metal barrels. Also, to add a little interest to the barricade bases, I used a couple of modelling techniques which I explained in an earlier edition of Mordheim Architecture (see WD238).

Right, let's get on with it and see what I can make.

Wooden Beams & Broken Doors



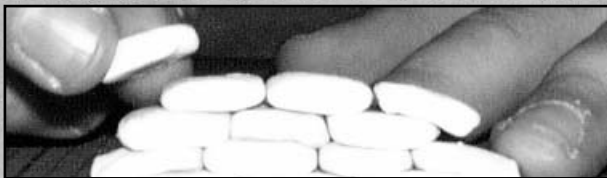
Wooden beams and broken doors can be made out of lolly sticks, cocktail sticks and bamboo barbecue skewers.



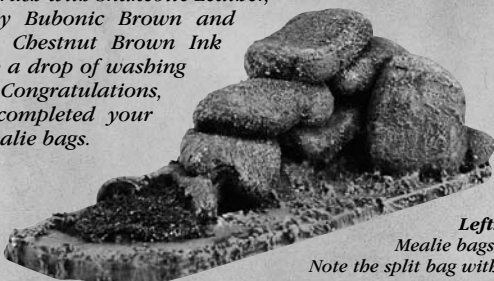
Above:
A barricade made up of lolly sticks, sprue rubble (see WD238) and a solid plastic wheel.

Mealie Bags

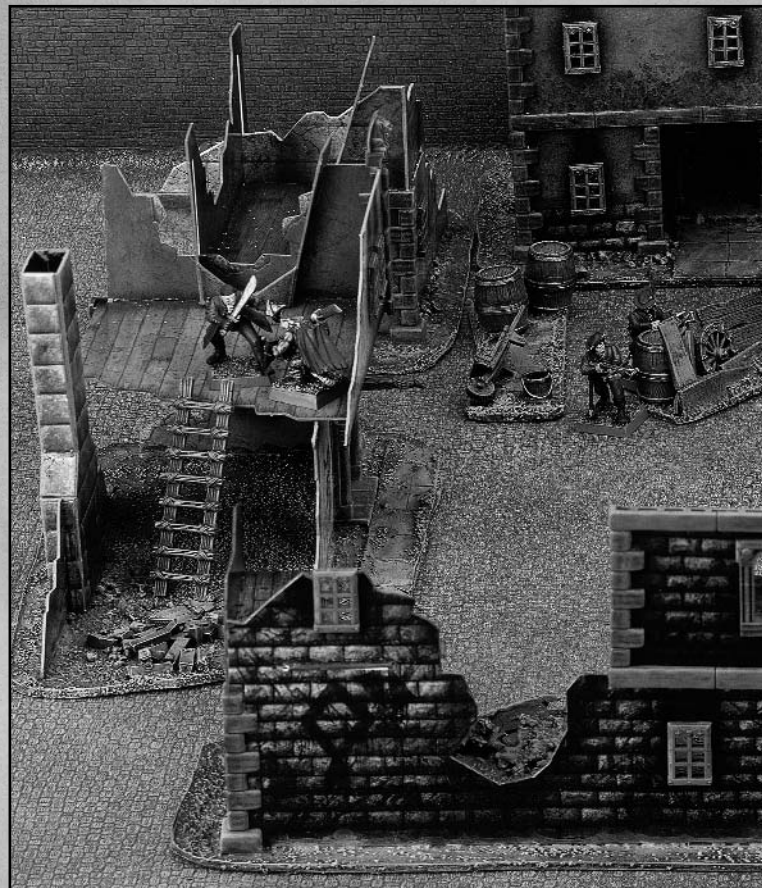
Mordheim was a busy trade city and many farmers brought their produce in to sell. It was not uncommon to see piles of sacks containing grain or other produce around the city. These make handy cover in the now dangerous city streets.



My sacks or 'mealie bags' are hand made. Get some modelling clay like DAS, pull a bit off and shape into a rough sack (the size is up to you). Repeat until you have a line of three or four. Make a load more but this time place the shaped DAS on top of the last row of sacks. Keep this up until the line of mealie bags comes up to a Human mercenary's waist. Leave to dry and then paint over the bags with watered down PVA glue. This will seal them together. When the PVA is dry, paint the row of bags with Chaos Black, drybrush with Snakebite Leather, followed by Bubonic Brown and wash with Chestnut Brown Ink mixed with a drop of washing up liquid. Congratulations, you have completed your stack of mealie bags.



Left:
Mealie bags.
Note the split bag with the grain coloured black due to the warping influence of the city.



Building a Barricade

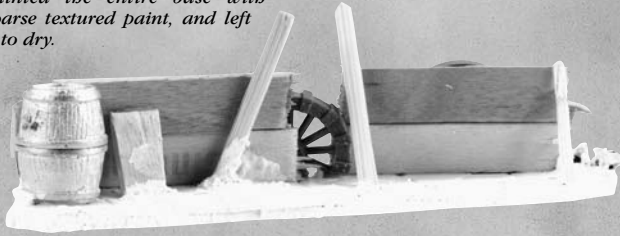
Barricades are really easy to build as they can be made up of almost anything – discarded wood, empty barrels, old cart wheels, mealie bags and doors. Here is my way of doing it...

1 First cut your base to size. I suggest about 3cm wide and about 8cm in length, but you can vary this if you wish. However, try to keep all the barricade materials in the centre of the base to help protect them from knocks.



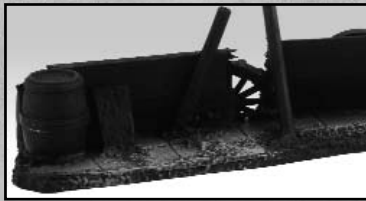
For the base I used thick cardboard called artboard, but corrugated cardboard would be just as good. I then glued some paving slabs on to this artboard base (see WD238). The barricade itself is made out of two lolly sticks broken in half, a bamboo skewer, a couple of cart wheels and a metal barrel from the Siege Defenders boxed set.

The broken halves of lolly stick were glued on top of each other using PVA glue and then glued onto the base. I used the barrel and the bamboo sticks to prop up the lolly stick barricade, then left this to dry. To finish off the barricade I glued two spare wagon wheels to the front of the barricade wall, then painted the entire base with coarse textured paint, and left it to dry.

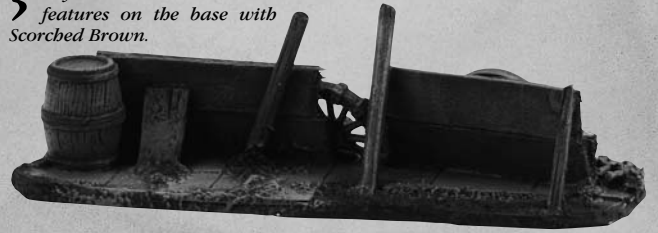


2 Paint or spray the base Chaos Black. I suggest you use a combination of the two; you can use the paint brush to get into the gaps that your spray can miss.

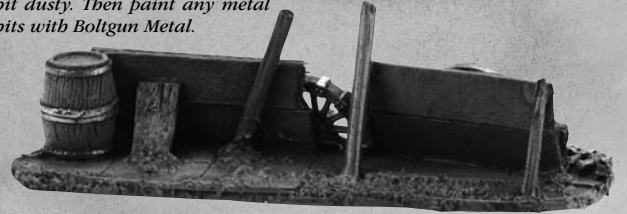
Once the paint is dry, if you have any paving slabs or sprue rubble on your base drybrush them Codex Grey.



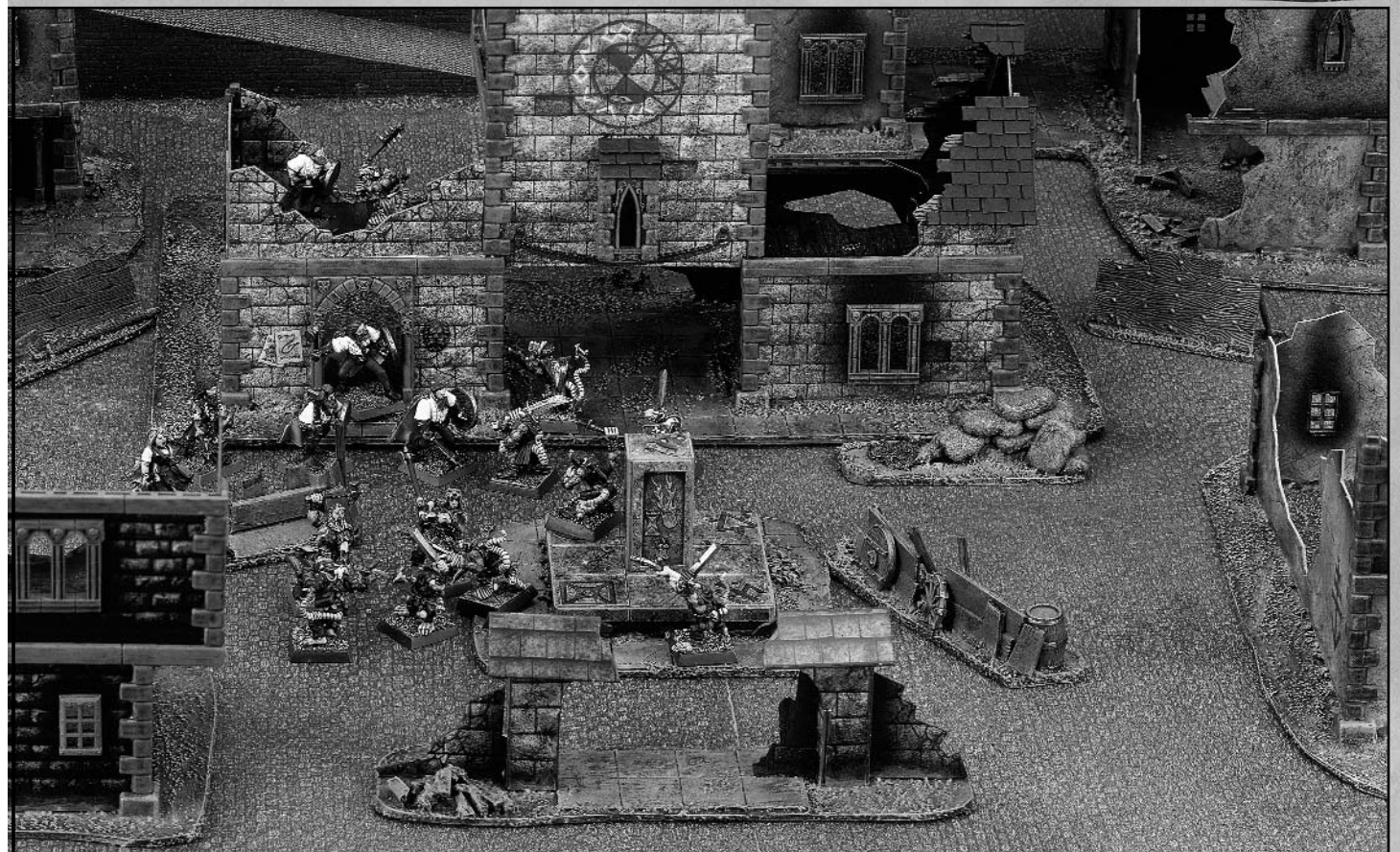
3 Drybrush all the wooden features on the base with Scorched Brown.



4 Now drybrush the entire barricade with Snakebite Leather, including the wooden pieces on the base. Go over the edges of the paving slabs and any sprue rubble. Don't worry too much about keeping this neat and tidy. Mordheim was hit by a big rock so it is going to be a little bit dusty. Then paint any metal bits with Boltgun Metal.

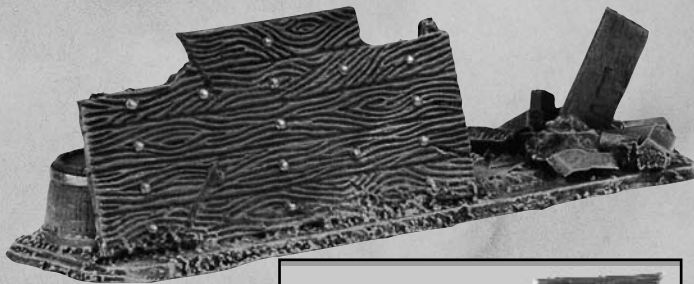


5 To finish off the barricade, drybrush over the base with Bubonic Brown. Again you don't have to be too tidy about this (make sure you go over the metal bits with it). Once you are done your barricade is ready.

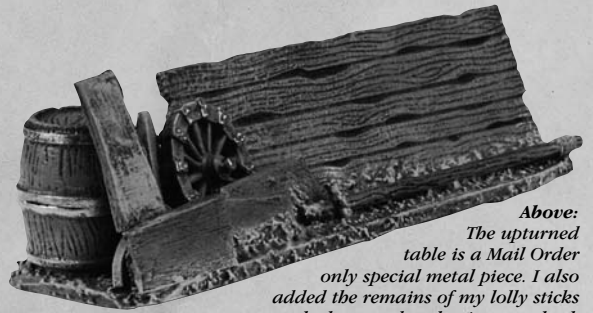


Barricades

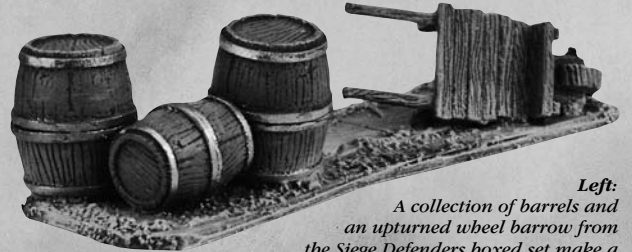
As I have mentioned before, making barricades is really easy. Here are a few I knocked out using some bits and pieces from my ever growing bits box.



Above & right: This barricade is made up from a door from the Warhammer Fortress and some bits from the Siege Defenders boxed set. I added a pile of sprue rubble and a broken bit of lolly stick for extra effect.



Above: The upturned table is a Mail Order only special metal piece. I also added the remains of my lolly sticks to the base and a plastic cart wheel.

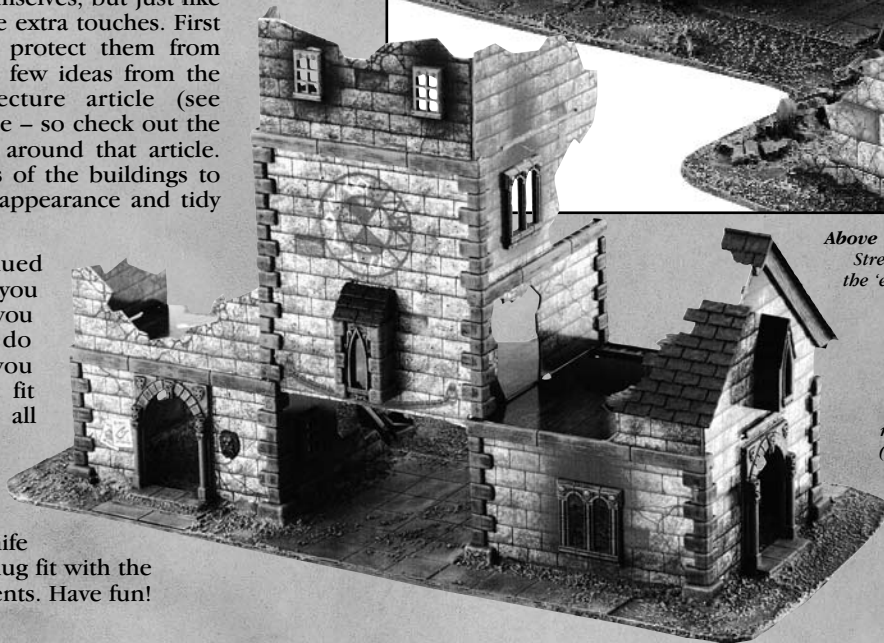


Left: A collection of barrels and an upturned wheelbarrow from the Siege Defenders boxed set make a quick, easy, effective piece of cover.

Well, with the cover problem solved I can now concentrate on the Blood on the Street buildings. I enjoyed putting together my last set of Mordheim cardboard buildings as it involved very little modelling work from me and they looked great.

Just like the first set of ruins, once I built these they looked great by themselves, but just like the first set I added some extra touches. First of all I based them to protect them from knocks. Then I added a few ideas from the first Mordheim Architecture article (see WD238) like sprue rubble – so check out the hints and tips scattered around that article. Also I painted the edges of the buildings to give them a more solid appearance and tidy them up.

The buildings were glued together with PVA glue (you can easily pull it apart if you make a mistake). I do suggest that before you apply any glue you test fit the pieces first! As with all cardboard buildings you may find that you need to do some extra trimming here and there. Use a modelling knife or scissors to ensure a snug fit with the plastic building components. Have fun!

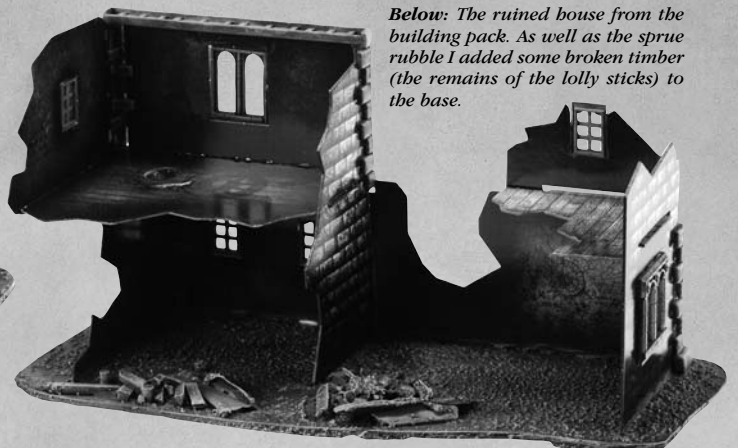


Above & left: The Blood on the Streets tower house. Most of the 'extra touches' have gone on around the back. I added the corner wall piece to the base to make the building even bigger.

The base has the now mandatory sprue rubble (check out the gap in the far wall) and paving stones.



Above: I just had to put the gateway either side of some paving stones. A quick note about this piece – the folds and flaps are tight so I used superglue to stick it together. I needed the more instant bond of superglue or I would have spent the next hour or two holding it together as the PVA dried!



Below: The ruined house from the building pack. As well as the sprue rubble I added some broken timber (the remains of the lolly sticks) to the base.