

Iridia

role-playing games and miniatures, old and new
by Christian Walker

On Point

This week's issue is miniatures-heavy. I've built a new model for the ruins of Brin battlefield, so I thought I'd share. I'm learning new modeling techniques as I go, so bear with me. I'm not sure when/if I'll ever be part of another gaming group, but it sure is fun to prepare.

Until next time, Christian

I dream in 25mm.

miniatures and terrain

Loren held many titles and bore many responsibilities.

Son

Brother

Knight of Iridia, Order of Champions

Defender of Brin

and now...teacher

It was that last title that caused Brother Loren a great deal of anxiety. Squires Thomas and Brandon were his responsibility and it worried him greatly that their lives were in his hands. As a leader of infantry, it was Loren's duty to train the lads to defend themselves. Fortunately, the young men were not yet front line fighters, so they had time to develop. For now, their task was to guard the shed that had been converted into a stable for the defenders' remaining three warhorses.

Tonight, Lord Crase's wraith would attempt to dislodge the defenders once again. By Iridia's grace, the skeletons would be smashed to bits, but there were always risks. Before leaving the squires, Brother Loren gave them final instructions.

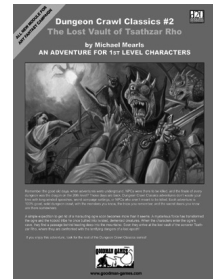
"Remember that as long as we draw breath there is always hope, always an opportunity for victory. Tonight, when the battle is joined, do not flee from your post. I will gladly lay down my life to defend your position, but if the undead make it this far, you must, in turn, be prepared to sacrifice yours. Strike hard, strike first and always remember that we are of celestial lineage. If we fall, we shall rise again in the next life to join our brothers who have gone before us. Make me proud."

With that, Brother Loren checked the lads' arms and armor, clapped them on the shoulders, beamed with pride, then walked away. "They'll do just fine."

The ruins of Brin map (Iridia 3) called for a shed, so I did my best to cobble something together. I used very similar techniques to those presented in Iridia 2, with the exception that this time I needed to build a roof for the structure. While building the shack I also figured out a better way to paint the model to achieve a smooth, even finish.

To begin, I cut out the walls from 1/4" thick foam board. To ensure an even length and height, I first sketched an outline on graph paper, cut that out, then laid it onto the foam board as a template. When I cut the foam, I also used my metal ruler as straight edge to guide the Exacto knife. [True story: I once got distracted by Britney Spear's video for the song Toxic while using an Exacto knife. With my eyes averted, I accidentally sliced my knuckle instead of the foam. Idiot!] I'm intrigued by sheet styrene (plasticard in the UK), since that's what the terrain builders at Games

Next Week:
A review of
Goodman Games'
"The Lost Vault of
Tsathzar Rho."



Mind your fingers...

Workshop recommend. Perhaps I will experiment with that and get back to you on how it worked out.

Next, I cut some thin strips of balsa and cardstock to add details to this simple structure. The balsa was used to edge the entrance, while the cardstock was glued onto the walls to simulate stone blocks. In a future project I'm going to try to create a plaster finish by spreading a mixture of glue and drywall putty onto the walls. In the meanwhile, I achieved a textured appearance with wood glue and craft sand. I painted the walls with wood glue, then sprinkled craft sand before the glue dried. After it dried, I tapped the walls gently to knock off any excess sand.

With my trusty hot glue gun, I glued the walls onto a wood base. The wood I used is sold in 2' x 2' x 1/4" sections at Home Depot. A clerk cut the pieces down to size for me, then I was able to further trim them to suit my needs at home with a miter saw. One of these days, I'd like to try using 1" x 1" x 1/4" blocks made from Hirst molds (www.hirstarts.com) to build the base.

I decided not to use black spray primer for a base coat. Instead, I painted the model with a dark grey acrylic paint I purchased from Michaels. The paint is rather cheap and dries in a nice, thick coat to add additional texture to the model. Afterward, I dry brushed with Fortress Grey and Space Wolves Grey from Games Workshop. In the future, I'll use Shadow Grey instead of the Space Wolves Grey because the latter has a blue hue I'm not sure I like.

To build the roof, I first cut out a rectangle from a cereal box, then folded it down the center. I then cut 3/4" wide strips of cardstock. Next, I cut fringe into the cardstock to create the look of shingles. I glued the strips onto the cereal box, making sure the "shingles" were offset, then affixed the roof to the model with wood glue. I painted the roof black, again using an acrylic paint. Finally, I dry brushed with Fortress Grey. Finished!

The shed does not have a door, so I thought I'd practice building one for my next model. To safeguard the entrance, I think I'll have Squires Thomas and Brandon stand behind a wall of spears that have been driven into the dirt to slow the enemy's advance.



The black roof with grey dry brushing finishes off the model. It looks cold and grim, like the other structures in Brin!



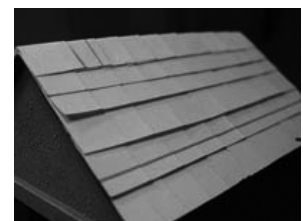
Add details quickly and easily with cardstock and balsa.



Wood glue and craft sand can add texture to the model.



Apply an acrylic base coat before dry brushing.



Use cardstock strips and a cereal box to create a shingled roof.

