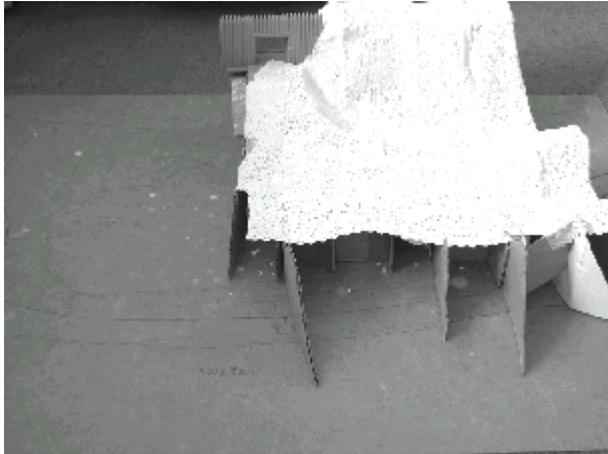


## Introduction

Although this article is about building an Iron Age Hillfort entrance the same principles can be applied to any large bespoke terrain construction for wargaming or modelling



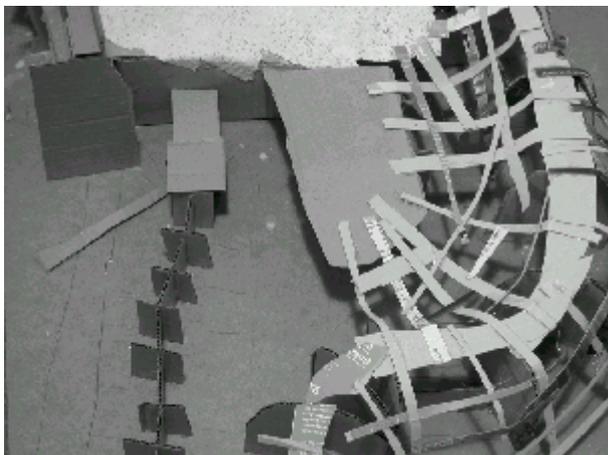
purposes.

## Materials required:

- A baseboard for the model. This can be plywood, hard-board, chipboard
- Plenty of thick corrugated cardboard. Cut up boxes are the best
- Lots of thinner card from cereal packets
- Plaster impregnated bandage (you can get this from good art and craft shops)
- Pencil and Marker pen
- Glue (Although they are expensive a hot glue gun works well for this type of work as it sets quickly)

## Preparation

First of all you need to plan the layout of your model. If there are pre-built items such as buildings you need to decide where they will go. What is most important at this stage is to work out the contours and heights of your model. I was working from some plans of Badbury rings in Dorset. Mark out on your baseboard the contours and the



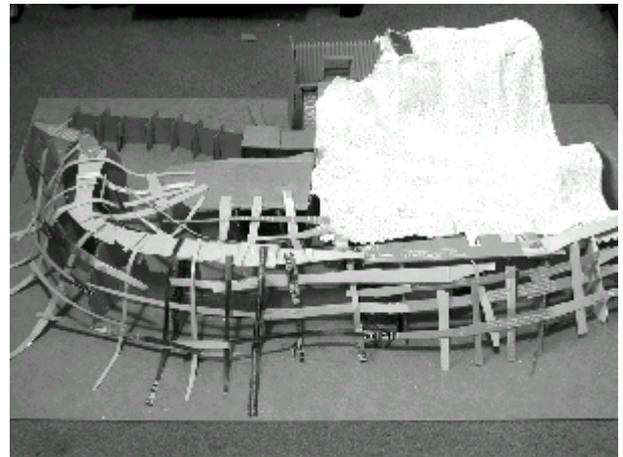
scale heights that each part will be. I use a pencil first so I can correct and then go over with a black marker when I am happy.

## Building the height levels.

This where the corrugated card comes in. What you need to do is build up the various levels of the model with card ribs. For flatter areas you can glue a flat piece of card on top of the ribs. This will give you the basic layout.

## Creating the shape.

Cut thin strips of the thinner card (5-6mm wide) and glue them onto the ribs to create a mesh of card that smoothly takes one height level to another. When this is done apply the plaster bandage to cover the mesh. Use short strips (a few inches long) as they form to the contours better. You will have to use several layers of bandage to get the strength required. When this is set you are ready to paint.



## Painting

I use poster paints to paint the plaster as it is cheap! I start with a black undercoat, then add brown before finishing with the green. You can apply flock if required.

## Terrain Tips

1. Ground is very rarely completely flat. So don't create a model that is flat.
2. Dips in the ground really make a model come to life. Raise the average ground level of your model by a couple of centimetres from the baseboard. This will you the opportunity to go down to the base board level and create some ditches or undulations.
3. Preparation is the key to building a successful model. Plan where you want things to go and mark out your baseboard before you start.
4. Re-read number 3