

# Mordheim Architecture

By Nick Davis

**Mordheim** – a once proud city, now nothing but ruins and rubble. In the first of our features on **Mordheim** architecture, we take a look at the first sight greeting a newcomer to the City of the Damned – the **Mordheim** City Ruins within the boxed game itself...

**Nick:** Well, I have finally managed to get my hands on the fantastic **Mordheim** City Ruin buildings along with the **Mordheim** building sprues. Let's see what I can do with them. Now as you may know I spend a lot of my spare time building wargaming scenery for my Lizardman army (WD232) and WH40K ruined settlement (WD234) battlefields. This is all made out of cardboard, bits of polystyrene, plastic Gothic Ruins, garden wire and sticky tape, all held together by a large amount of PVA glue! Now I have the chance to build some pre-cut buildings that come with their own supports in the form of the **Mordheim** building sprues. This should be fun...

Now the basic **Mordheim** ruins, once built, look great by themselves, but if you just add a few little touches you can make them hard wearing, durable and that little bit more of an extra special terrain piece. The first thing I will be doing with my buildings, as with all my scenery, is basing them. This will help protect them from the knocks and unfortunate crunches that befall all wargaming scenery. Plus, I have taken a few little ideas from my Ruined article (WD234) – I will be adding extra pieces of rubble and paving slabs to the bases, so check out the hints and tips scattered around this article.

A word of advice though before you go ahead and glue your buildings together – test fit them first! You may find that you need to do some extra trimming here and there, with a modelling knife or scissors, to ensure a snug fit with the plastic building components.

Well I have a lot to do, so here goes...

## Sprue rubble

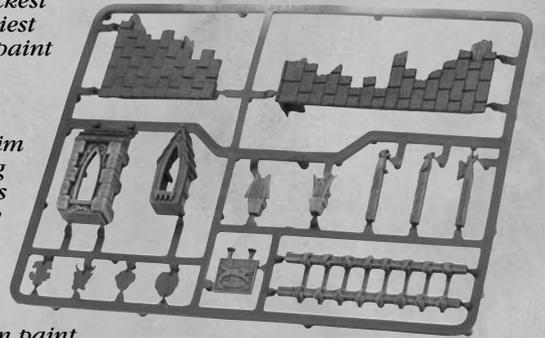
Here's a quick tip straight from Design Manager Alan Merrett, not glory-bogging GW Modelmaker Mark Jones as we said in WD234 (sorry Alan, he didn't tell us, honest!). If you clip up the plastic frame pieces, it makes great rubble. You can also keep any interesting bits of plastic frame to make broken support beams.



Above: A spare WH40K Gothic Ruin rubble piece fits in perfectly with the **Mordheim** sprue rubble.

## Painting your plastics

The quickest and easiest way to paint all the pieces on the **Mordheim** building sprues is to spray the whole sprue black and then paint the pieces whilst still on the sprue.



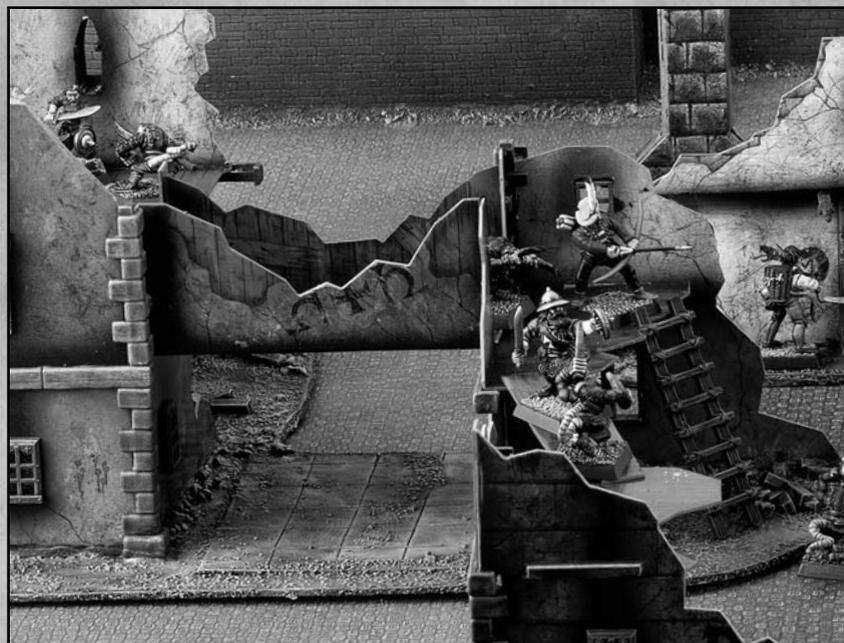
Before you glue the pieces onto the cardboard buildings, just touch up the areas of chipped paint that are caused by cutting the pieces off the sprue.

## Paving slabs



The paving slabs are made out of pieces of thin cardboard from cereal packets, cut into 2x2cm squares.

These squares were then cut up and rearranged to give a broken look.

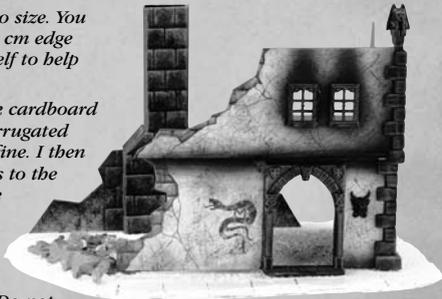


## Building and basing a Nordheim ruin

Put together your card buildings by following the instructions in the Getting Started leaflet. If you want your buildings to last longer, I suggest you glue the plastic pieces to the card buildings – I used PVA glue for this. I also added a base for additional stability and because I wanted to add some extra rubble to the model. This is what I did...

**1** First cut your base to size. You want about a 1 to 2 cm edge around the building itself to help protect it from knocks.

For the base I used thick cardboard called artboard, but corrugated cardboard will do just fine. I then glued some paving slabs to the front. I covered the base with coarse textured paint, and whilst the paint was wet I added some sprue rubble and small pieces of gravel. Do not glue the building to the base yet.

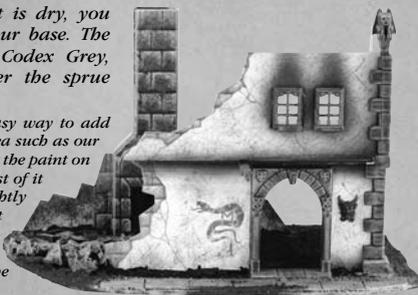


**2** Paint or spray the base black. Then once this is dry, attach the building to the base using PVA glue. I also attached the chimney piece, to give the building a back wall.

You may find that you have some small gaps between the bottom of the building and the base. I filled in these gaps with textured paint, and when this was dry I painted it black as well.

**3** When the black paint is dry, you can start painting your base. The first colour I used was Codex Grey, which I drybrushed over the sprue rubble and paving slabs.

**Painting tip:** A quick and easy way to add paint to a raised, textured area such as our base is to drybrush it. First, get the paint on your brush and then wipe most of it off onto a tissue. Then lightly brush over the area you want to add colour to. The paint will come off on the raised detail, leaving black in the recesses to provide shading.



**4** Now drybrush the entire base with Snakebite Leather. Go over the edges of the paving slabs, the sprue rubble and up the sides of the building. Don't worry too much about keeping this neat and tidy. Mordheim was bit by a big rock so it is going to be a little bit dusty...

**5** To finish off your base, give it a final drybrush of Bubonic Brown. Again go over the edges of the paving slabs, the sprue rubble and up the sides of the building.

Excellent, you have completed your base. Your building is ready, so go play some games!



**Right:** To add a finishing touch to your ruins, paint the edges and folds of the card in grey or light brown. This helps to tidy up the piece and gives it a more solid appearance.

