

TERRAIN BUILDING

TOP OF THE HEAP

MAKING INTERESTING HILLS IN THE IRON KINGDOMS

By Rob Hawkins

Scenery plays an important role in creating a convincing battlefield environment. Often, the buildings, obstacles, and objectives bear most of the burden when generating the appropriate aesthetic, but there's no reason more mundane terrain features, such as hills or woods, can't convey the same theme.

This article will demonstrate how something as simple as a hill can be modeled to represent the Iron Kingdoms aesthetic. Hills often take center stage on the battlefield, offering defensive positions and high vantage points for ranged attacks. Game scenarios like Mosh Pit even use a large hill as the central objective. If that hill is modeled to represent something the factions would be interested in controlling (such as an excavation site), it can make the game setting much more immersive.

WHAT YOU'LL NEED

Materials

Aluminum Foil
One-inch insulation foam
Basswood
Formula P3 Hobby Knife
Formula P3 Mixing Medium
Hot glue gun
Sandpaper (220 grit)
Snap-off knife
Sheet styrene
Wood glue

Formula P3 Paint

Armor Wash
Black Primer
Bloodstone
Brown Ink
Cold Steel
Iosan Green
Khador Red Highlight
Pig Iron
Thamar Black
Thrall Flesh

ORGOTHEXCAVATIONSITE

