

Making a ruined Abbey

Well Necropolis is upon us so I thought I had better do some kind of a write up of a ruined building to get people into the mood. This build follows on from the ruined building tutorial prior to this one. Unfortunately most of the work in progress pictures had a bit of an accident—well the memory stick they were on went through a full washing machine cycle.

As some of you know Wiggy and I are friends. So for a present I decided to make him some terrain for his Necropolis games.

I wanted it to be big and impressive but still able to fit on his shelf. (which it does with 5 mm to spare—a pure fluke!)

I started with a quick plan of what I wanted as you will see it is a ruined tower with a section of wall. I wanted the tower to be tall, but not too tall to impede storage or transport so it had to be able to come apart.

I started by cutting out all of the pieces out of 7 mm corrugated card. This stuff needs a heavy-duty knife so be careful. I use an A3 cutting mat, but offcuts of wood will do at a push, but this will reduce the lifespan of your knife.

All pieces were cut whole and undamaged, it was only when I decided on the final layout did I cut out areas to make them seem damaged.



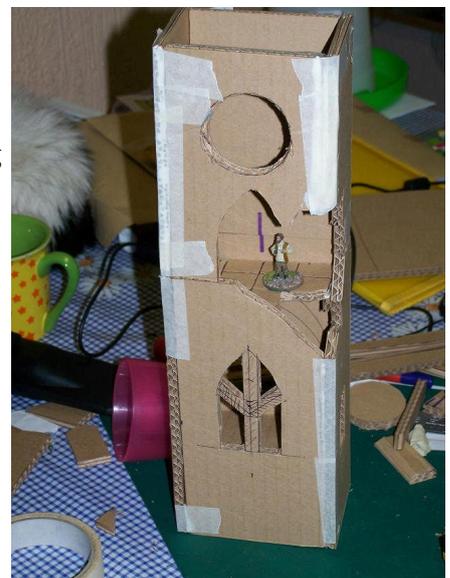
and then glued to a piece of card which in turn was glued inside the tower with the door positioned in the gap.

Once this was done I glued all the pieces to the base starting with the tower and then the two walls. It was at this point I realised I had stuck one of the walls on backwards. To be honest this was



more of an annoyance than a major design flaw.

Once the walls were solid I glued walkways to the inside and then used a couple of half pillars from my Hirst Arts moulds as supports. To be honest this could have been done with card, but as I had the



pieces cast anyway I used them. Internal floors were glued in place after gluing down thin card 'flagstones' to these as well as the other areas requiring them.

I then made the two buttresses for the front of the tower. These were made from card with the ends of each section angled and then taped. For a bit more interest I stuck a couple of plaster 'cowled' figures onto them.

The wall sections in the tower where the joint is has four uprights that stand about an inch proud of the lower wall. This allows the upper wall to stand on the lower but not move because of these 'pegs' these were again made of cardboard, taped then glued to the lower wall. One of the buttresses also supported the upper part of the tower.



I then set about adding the stained glass to the top of the tower; this was cut out of thin card and then glued to clear plastic scavenged from some toy packaging. I coloured the plastic with glass pens to ensure the colours were translucent. For a little extra twist I got another friend to make me an LED light with a switch. This was installed in the tower to allow the righteous light to shine out on the unrighteous!

I then cut out some cardboard to add piles of rubble for the front of the wall. This was glued to the base then covered in filler.

Once everything was glued, and taped and I was happy with the result I then set about covering everything in textured paint. This was my usual mixer pot with added sand and glue. The walls were undercoated black and then dry brushed in shades of grey. In front of the wall the ground was painted in earthen colours.

I then made a small shrine out of my Hirst arts blocks. (Gothic Panel Accessory Mould #43). This was glued together then undercoated black, and dry brushed grey.

Small clumps of static grass were added to the front to show that the area isn't as well cared for in recent days.

This build was quite easy. It is using the methods from the ruined building piece, only scaled up. Everything else remained the same. I made a template for the windows. This was made of card and ensures that the windows are the same size.

In terms of things that went wrong. I should have painted the exterior parts of the stained glass windows. Instead I used a permanent marker pen and it shows as a slightly shiny effect.

As for cost. Once again very cheap if you miss out the Hirst Art blocks then the piece is made entirely of card, a bit of scrap plastic and some masking tape.





Figures by Games Workshop and Artizan Designs from my collection.

As I was browsing through my terrain photos I found another set of build photos, so as a quick extra I will add them here rather than doing a separate one.



Once again this piece was made out of 7 mm corrugated card. It is a simple ruined corner the forerunner of the large abbey tower. The pieces were made intact then attacked with a sharp knife. All pieces were taped both inside and out. This piece had some recessed arches on the external wall which were made of 5 mm corrugated card. I used a template to mark the pieces, then

cut them out. The top was cut at an angle to make the arches blend into the wall more subtly at the top.

The large window had sandbags made of green stuff. I rolled some out into a small sausage. Cut them to length flattened them slightly and scored a line down both sides.

These were then stacked on each other and put in place. The walls were then glued to a base. A walkway was added inside to act as a firing step. Bits of card and pink foam were glued to the baseboard to make the floor more undulating.





I then covered the base liberally with filler and embedded various things into it. A plastic skeleton, some plastic sci-fi rifles and a pile of Hirst arts blocks to add variety. I then covered the whole of the walls with a mixture of sand and PVA glue. This was mixed in a bowl and spread on with a scrap of card. Sand

was also sprinkled onto the base around the embedded pieces.

Once this was dry I painted the whole piece. The walls and base black. Once dried the piece was dry brushed to get the grey colour I wanted. I pressed really hard on the corners of the piece to make sure they were lighter than the main body of the dry brushed section.



I added a plastic radio, map and more weapons on the inside to make this a command post. The map was simply a square of paper with different coloured lines on it. The sandbags were painted a brown colour and highlighted.



Once again another cheap piece to make. The radios, weapons needn't be present, they were in my bits box. The sandbags if required could be made from air dried clay. And as for the plaster blocks then these aren't necessary at all.

Hopefully this will give you some ideas to build some pieces for your own Necropolis games. I am now off to carry on with the next build. (More Necropolis buildings)

Beardy Steve
Signing off.