

GORKAMORKKA™

SAND, NOTHING BUT SAND...

No game of Gorkamorka is complete without terrain to fight over. The Gorkamorka boxed game itself has lots of card models inside to get you started from the amazing card fort to the plastic sprues which contain oil drums, barricades and fuel cans. But have you ever thought about making some of your own Gorkamorka terrain to go alongside it? Grand Warlord Adrian Wood has a go...



Adrian Wood

After seeing some of the amazing wargames terrain that Nick Davis has been making for his Lizardman army over the past few months, I decided to have a go at making some of my own model scenery for Gorkamorka. I was suitably inspired by Nick's work and decided to unashamedly steal all his ideas.

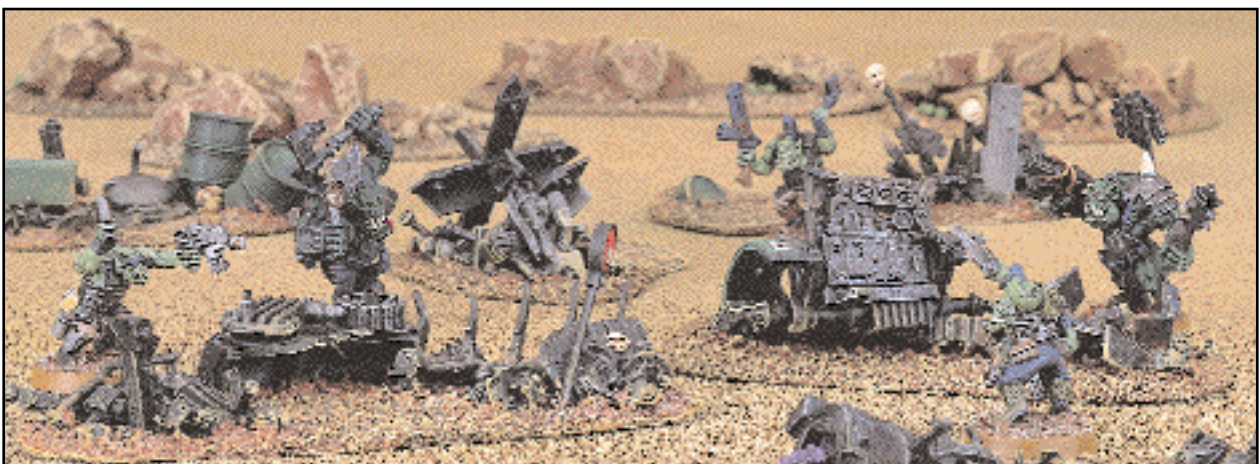
GAMES DAY '97

I aimed to have all my models ready for display at Games Day '97. For those of you who were there and had time to talk to me, it was really interesting to hear your comments. The most surprising thing was how many people thought I'd made my rock piles out of polystyrene. "No," I kept saying, "they're made out of real stones...". In general I got the impression that everyone thought terrain making was (a) difficult to do and (b) expensive if you wanted to do it well. OK how about this for a bold statement: I think you should only have to spend a small amount of money to make your terrain! You can spend money on modelling materials if you really want but generally I think this maxim is true. Over the

next few pages I'm going to show the different stages and techniques I used to make my terrain. This is so you can have a go at making some yourself. Rest assured though, you shouldn't have to spend more than the price of some glue. You can make great terrain with the materials at hand.

WHAT MATERIALS?

Before taking a look at making the terrain in more detail, let's look at the materials I used. All the bases are made from thick card I had lying around. In hindsight I must say it's actually better to use ordinary corrugated cardboard boxes, as they are much easier to cut. All you need do is fill in the edges with a few coats of sand texture (explained later!). Neither thick card or corrugated card will warp with all the glue you use. Scrap is made from the gubbinz sprue in the Gorkamorka boxed game as well as lots of stuff that I've collected over the years. The rocks are, you guessed it, real stones found lying around. The dunes are made from the unflocked Warhammer hills that we sell. Yes, I could have made them from a few layers of thick card but why not use these? They're pretty cheap and look great if you do a little work to them. The sand was given to me by Nick but you can pick it up from your local GW store, modelling shop, pet shop or even on your summer holidays!



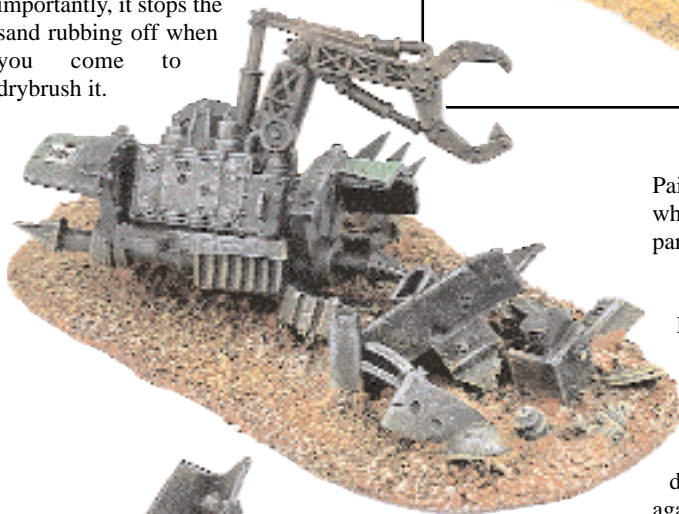
As well as the terrain, all the photographs in this article feature Adrian's huge collection of Gorkamorka Orks.

SCRAP PILES



1 First cut out a base for the terrain from thick card (the thicker the better). Thick card won't warp when you use watered PVA glue on it later on, however it can be difficult to cut out, so be careful – it's really hard to make terrain without fingers! Use a stanley knife rather than a scalpel – the blade is stronger. Next cut along the edge of the card at a 45 degree angle in order to round off the edge of the card. This makes the terrain look much better when it's finished. Use anything you can get your hands on to make the scrap, the barricades, oil drums and fuel cans from the Gorkamorka box, whatever you want (take a look at the new Warhammer 40,000 accessory sprues too). It's a good idea to cut some of your bits and pieces in half so that they look like they're buried in the sand. Glue them down with superglue; it's faster than using PVA.

2 Once you've stuck down your scrap, you need to add texture to the base. Water down your PVA glue and brush it all over the base, being careful not to obscure your scrap too much. Then dip the base into a box of sand, and the sand will stick to the PVA. Once the glue is completely dry, paint over the sand texture with watered-down PVA. This helps to seal down the texture and blends it together a bit. More importantly, it stops the sand rubbing off when you come to drybrush it.



PAINTING SCRAP PILES

Painting this kind of terrain couldn't be simpler. Spray the whole model black and, once it's dry, drybrush all the metal parts with Tin Bitz. Drybrush again with Boltgun Metal – this dries almost instantly, so you'll be able to get on with painting the rest of the model. Paint the sand texture with Bestial Brown, then wash with Chestnut Brown ink. Once this is dry, use Snakebite Leather and Bleached Bone to drybrush the final highlights onto the base.

The terrain looks better if you paint some of the details on the scrap. For example, the buried buggy is drybrushed with Dark Angels Green and then drybrushed again with a mix of Dark Angels Green and Skull White. I've added buggy transfers as well, to finish it off.



QUICK HIGHLIGHTING

There is a really quick way to highlight terrain which look really good. First dip a big paint brush, the kind you use to paint walls, into a lighter version of the colour you want to highlight. Then wipe off the paint until the bristles appear dry. Lightly draw the brush back and forth over the area and paint will begin to build up on the raised areas of detail. Continue brushing until you are happy with the effect. This effect is sometimes called drybrushing.

SCRAP PILES

You can see the rest of the scrap piles on this page. I've picked out the skulls, iconography, as well as the squigs, in different colours. If you take a close look at the terrain you'll see a lot more ideas to think about...

Right: This piece is based on a barricade, cut down so it is buried in the sand. Note the human skulls stuck onto poles. The poles are from the plastic mast sprue, used on old Man O' War ships. There is also a Gorkamorka Nob's banner pole buried in there as well.



There are also deeply buried oil drums

– note the Ork glyph transfer.

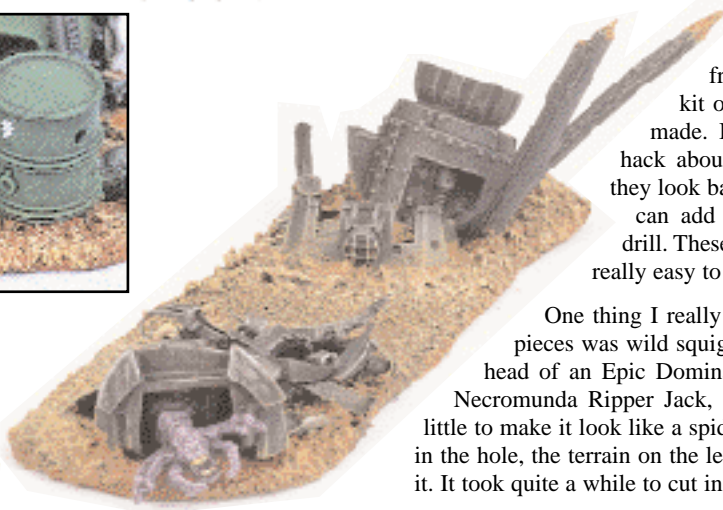
Little details like this really stand out on the terrain and make it look more realistic.



Left: I had the idea of putting a hatch-way on this piece of terrain. It seemed the logical step to have an Ork's arm poking out of it. Maybe the Ork is lying in wait for the unsuspecting spider squig. If the squig comes too close, it'll end up in the Ork's cooking pot!



I've used all sorts of parts from the plastic Mega Gargant kit on a lot of the scrap piles I've made. It's a good idea to bend and hack about all the plastic parts so that they look battered and weather worn. You can add bullet holes with a pin vice drill. These always look effective and are really easy to make.



One thing I really enjoyed adding to the terrain pieces was wild squigs. The squig on the left is the head of an Epic Dominatrix, and the one above is a Necromunda Ripper Jack, cut from its base and bent a little to make it look like a spider squig. As well as the squig in the hole, the terrain on the left has a pulsa rocket buried in it. It took quite a while to cut in half!

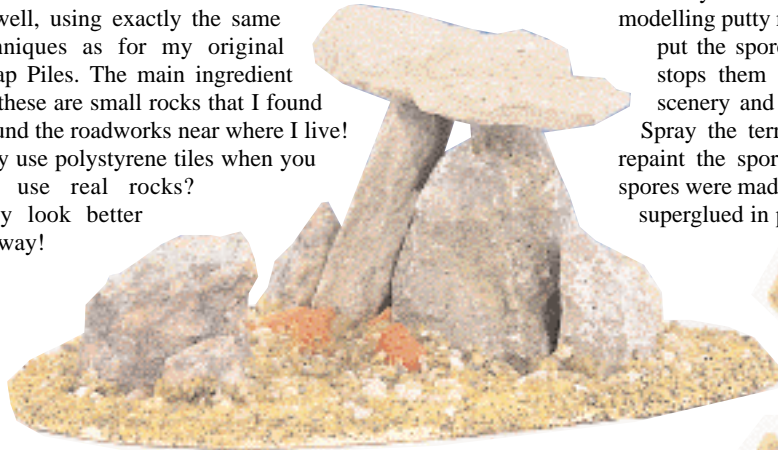
Left: I've painted the Evil Sun icon over a black undercoat. A couple of coats of Ruby Red paint produces a nice deep red colour. This is highlighted with Blood Red and Fiery Orange. This really looks quite bright even over a black undercoat, particularly with a red ink wash as well.



Highlights are raised areas where light catches and brightens a colour. They can be produced by using a lighter shade of the original colour (mix this up using the original base colour and some white) or, if you're using a very pale colour, just white. Carefully pick out the raised details with the highlight colour, using a fine brush.

ROCK PILES

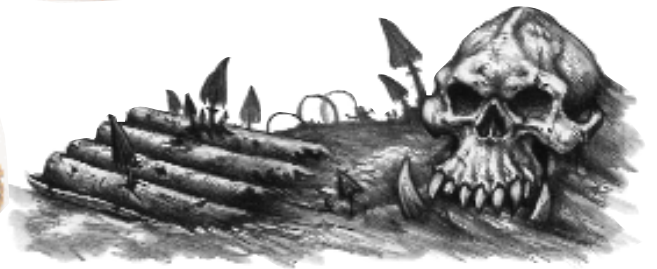
I decided to make a few Rock Piles as well, using exactly the same techniques as for my original Scrap Piles. The main ingredient for these are small rocks that I found around the roadworks near where I live! Why use polystyrene tiles when you can use real rocks? They look better anyway!



The only additional things are some spores I made from modelling putty moulded around some wire. It's a good idea to put the spores in after you've glued on the sand, as this stops them getting obscured. Drill some holes in your scenery and glue the wire stem in place with superglue. Spray the terrain black and drybrush up as normal, then repaint the spores black and paint them goblin green. The spores were made out of balls of hardened putty cut in half and superglued in place.

MOULD, SPORES AND FUNGUS

This particular rock pile features both spores and an Ork skull; check out the piece of artwork for ideas as well. The Ork skull was specially made for our model makers here at Games Workshop but there are a number of Orc banner poles that feature Orc skulls you can use yourself.



Dakka, Dakka, Vroom!

ROCK PILES

GLUING ROCKS

Gluing rocks with superglue or PVA? It's nigh on impossible, so don't bother! There are two things that will do the job well, a Hot Glue Gun or a 'two part' Epoxy Resin glue. A Hot Glue Gun heats up wax which is squeezed onto the rocks. Nick Davis uses one of these so I just borrowed his!

The other method is to use an Epoxy Resin. **IMPORTANT:** if you decide to use this method, remember to read the instructions – this stuff can be dangerous if misused.



PAINTING ROCKS

I wanted my rocks to fit in with the rest of the scenery so I sprayed them black and painted them in the same way as the sand. Lots of drybrushing with a big brush (like one for painting walls), really brings out the texture.



GORKAMORKA ARTWORK

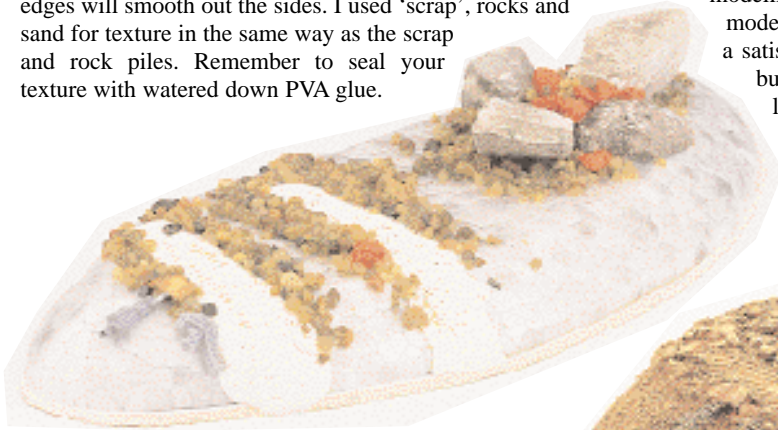
There are lots of ideas for terrain features in the Gorkamorka game. Not only are there some great modelling tips in Da Uvver book but there are also endless illustrations of scrap drawn by the artists. These in particular have really caught my imagination – all that lovely scrap, ready to be collected and fought over. Indeed if you look in the corners of all the illustrations by the Studio artists, there are great terrain ideas just waiting to be brought to life.

Take this illustration by Paul Smith for example (one of my favourites). It contains all the elements I want to see in my own terrain. The rocky ground is littered with engine parts, partially buried beneath the ground. There are also discarded weapons and the bleached bones of a long dead Ork warrior. Numerous fungi have grown up amongst the scrap. Finally you can see the ominous eyes of some strange beast awaiting to pounce on the unwary. A single terrain piece should feature only one or two of these ideas, to make the most out of each one.



SAND DUNES

As an experiment I used the unflocked polystyrene hills that you can buy from our stores instead of making my own sand dunes. If you have plenty of thick card or polystyrene tiles you can make your own. Cut out a basic shape, then layer smaller versions of that shape on top until you have a hill the height you want. Texture up as normal, two or three coats over the edges will smooth out the sides. I used 'scrap', rocks and sand for texture in the same way as the scrap and rock piles. Remember to seal your texture with watered down PVA glue.



TYRE TRACKS

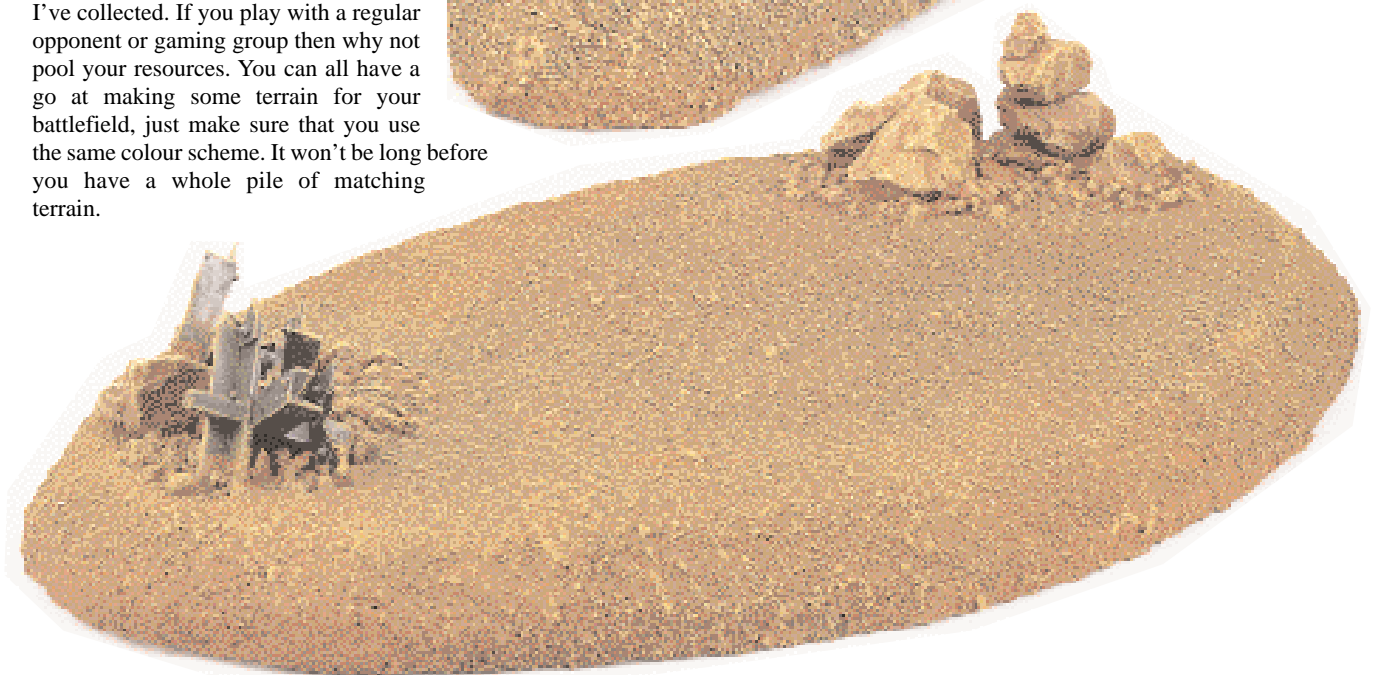
One idea that was suggested by GW Chaplain and Gorkamorka enthusiast Chris Harbor, was to make some wheel tracks in the sand. First cut some furrows in the polystyrene foam and then press in some modelling putty. Leave the modelling putty to set for about ten minutes, then take a model wheel and roll it along in the putty. This will leave a satisfying imprint of tyre treads. It also looks good to build up some small pebbles around the tread marks to look like gouged earth.



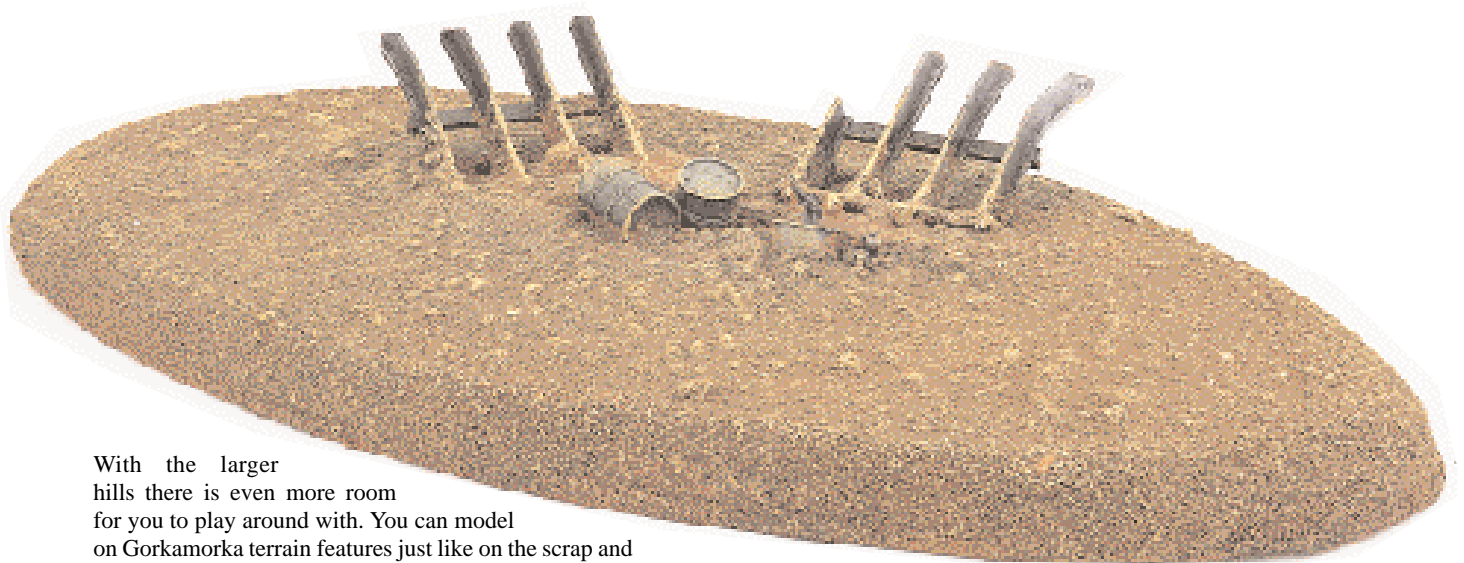
STARTING A BITZ BOX

The most useful thing you can have for model making in general is a Bitz Box (every serious modeller should have one. In fact so should the light-hearted ones - Paul Sawyer). All modellers have one of these containing all sorts of model parts that they've never used. You'll find that even if you are a newcomer to Games Workshop games, it won't be long before you have a bitz box for yourself with all the extra weapons etc, we supply for our models. There are lots in the Gorkamorka boxed game itself.

My own bitz box is enormous, really two or three boxes crammed with stuff I've collected. If you play with a regular opponent or gaming group then why not pool your resources. You can all have a go at making some terrain for your battlefield, just make sure that you use the same colour scheme. It won't be long before you have a whole pile of matching terrain.



SAND DUNES



With the larger hills there is even more room for you to play around with. You can model on Gorkamorka terrain features just like on the scrap and rock piles, only this time they can be much larger! The hill above features the big vehicle traps and barrels from the Gorkamorka game. Use the same texture techniques on the hills as you have on the rest of your terrain. This will make all your terrain pieces look like they belong together. It's a good idea to leave some space in the middle of the hills, so put your terrain features around the edges. You can always put any smaller hills you make on top of the larger ones, creating a two tier look. You can even model your small hills on if you want.

DA END

So there you have it, a table top filled with great terrain and for very little cost. If you want to spend money on making terrain that's fine but let's face it, you don't actually need to spend much; just set aside a little time for modelling instead of painting your mob. You know it's worth it!



You can add extra cover and height to your large sand dunes by putting rock piles and smaller sand dunes on top of them.