

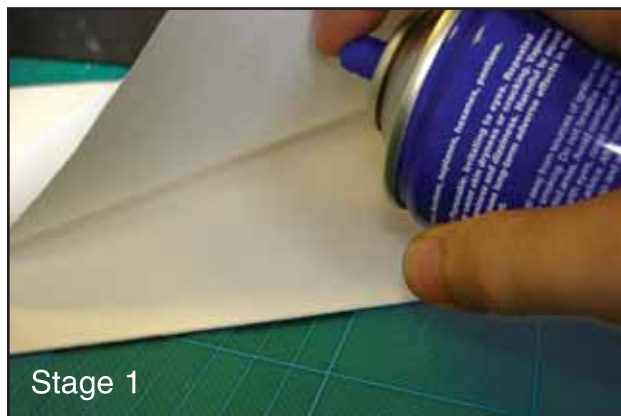
WARMASTER

BUILDING A WARMASTER SHIP

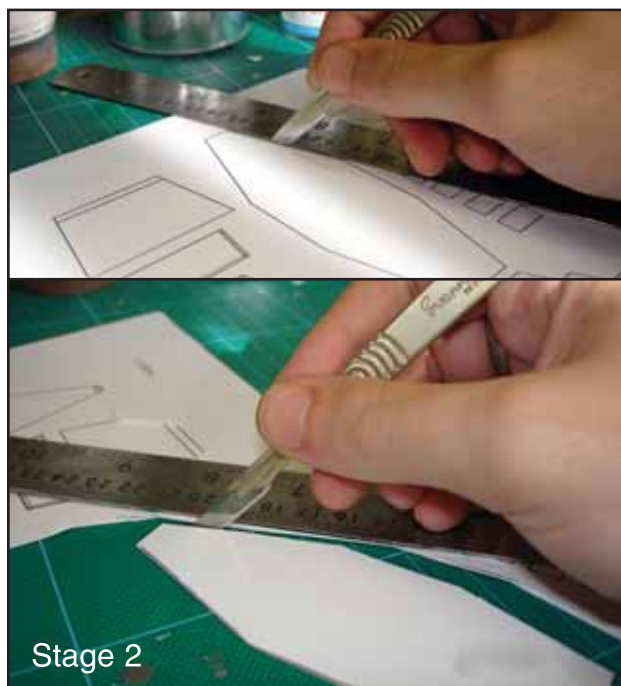
By Tony Hardy

Following last month's new rules for ships in Warmaster, we thought we'd show you how to make a quick and simple Warmaster ship.

Stage 1. Photocopy the plans for the ship and adhere them to a piece of strong card. The easiest way to do this is by applying a quick coat of spray mount to the back of the plans and then laying them carefully down on the card to dry.



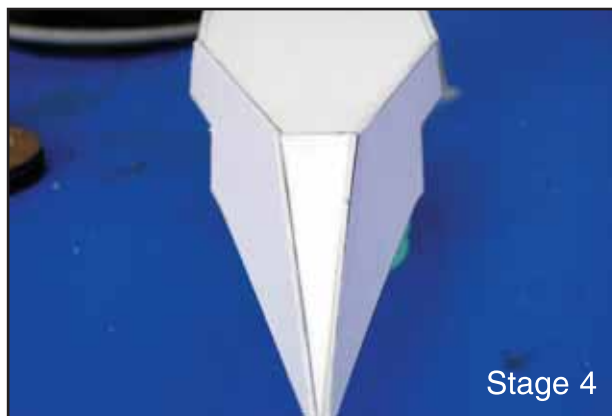
Stage 2. Using a sharp scalpel or craft knife, and a steel rule for straight lines, carefully cut out all the pieces.



Stage 3. Take the base of the ship and score round the edges, then carefully fold up the side tabs where the sides of the ship's hull will be attached.



Stage 4. Take the sides of the ship (a single piece with the back of the ship) and score them at the point where the hull becomes the prow and where the sides join the back of the ship. Once this is done you can take the sides of the ship and attach them to the base by gluing along the tabs. Begin at the back of the ship, then fold the sides round to meet the hull, then carefully bend the sides round where they are scored so that they follow the prow and form a point at the end.



Stage 5. At this stage, you can add some additional supporting struts inside the ship's hull if you feel your model needs them.

Stage 6. Now take the deck of the ship. As with the base, score round the edge of the deck, then gently fold the tabs down. Put a little glue along each of the tabs and then carefully lower it into place in the hull, taking care to ensure it lies flat. If you've positioned a few supporting struts inside the hull then you can use these to keep the deck level.



Stage 6.1



Stage 6.2

Stage 7. Next is the small building at the back of the deck (the deckhouse). Score the piece along the line where wall becomes roof and attach it between the sides of the ship, running down to the deck.



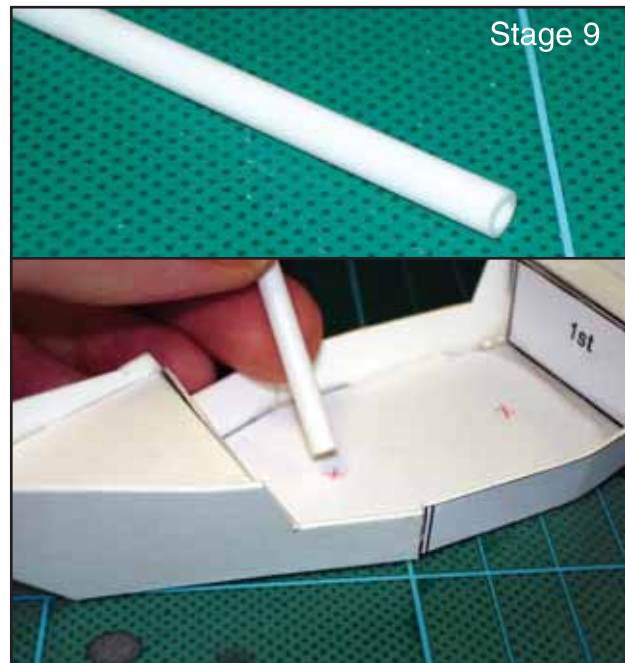
Stage 7

Stage 8. The next part is known as the forecastle deck. This is the slightly raised deck which occupies the prow of the ship. This, like the deckhouse (Stage 7) is a single piece which will need to be scored and folded and then glued in. At its base it joins the main deck while the upper piece is folded over and attached to the inside of the prow to give a raised deck, just a few millimetres lower than the sides of the ship itself. Again you'll need to be careful to make sure the deck stays level.



Stage 8

Stage 9. At this point it's a good idea to add your masts. We haven't included any masts on the plans, since these are best made from other materials, such as wooden dowel, plasticard rod or even the casing of a biro. Our ship has two masts, though the model could equally well have one, two or three depending on personal taste. Take any sturdy cylinder you can find and cut it to an appropriate height. Both masts on our ship are 125mm high. Attach the masts at any suitable point. If you want to follow our example precisely, we've indicated points for the masts on the plans, though you can place them elsewhere if your prefer the look.

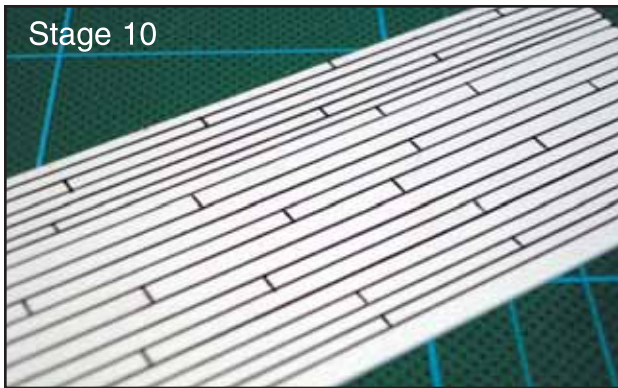


Stage 9

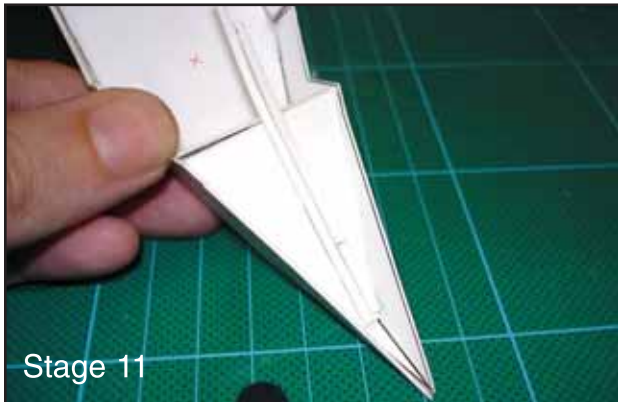
You can finish off the masts in any way you like, be it a simple flat top, perhaps a flag or even a more intricate crow's nest.



Stage 10. At this point, the detailing begins. The plans include a number of 'frames' – pieces of card which match the shapes of the ship but are made up of loose beams rather than being solid pieces. Cut out all the excess card from inside these frames.

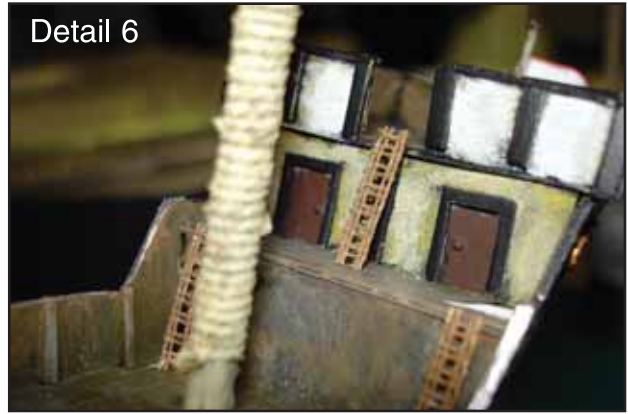


Stage 11. Glue each of these frames of card over the relevant area of the ship – along the sides to give a sense of great planks of timber held together by a set of braces and ribs along the ship, around the deck building to provide doors and windows and so on. These frames provide raised areas and give the impression of timbers and beams holding the ship together. They help to give the ship both detail and shape, and can be picked out as interesting areas when painting the model.



Stage 12. At this point you can add any further detailing you want. We've decided to characterise our model as a High Elf ship, though the basic galleon design lends itself easily to conversions suited to most of the races of the Warhammer world. We've added two bolt throwers to the front of the ship along with some High Elf style sails. You should add any amount of detailing you want, though there's no real need as the ship, as it stands at Stage 11, is finished to all intents and purposes.





100%

