WARFRONT

15MM MODULAR WARGAMING



COBBLED ROADS

BUILD AND PAINT GUIDE

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FIELD SUPPLIES

Building and painting the Cobbled Roads is a straightforward process requiring only a few basic tools and materials. Gather the following field supplies before getting started.

1. (OPTIONAL) BASING MATERIALS

Some Cobbled Road models are designed to connect with the Dirt Road models and these pieces come in two versions. The main version has the mud and rocks texture modelled directly into its surface whilst the second plain version does not. If you've chosen to print the plain versions of the Cobbled Roads, you'll first need to add your own mud and rock texture using the following materials.



- PVA Glue
- Basing Sand
- Small Rocks
- Ready Mix Polyfilla
- Sandpaper
- File

2. PAINTS



- Raw Umber
- Buff Titanium
- Neutral Grey
- Arctic White
- Large Brush
- Large Drybrush

3. GRASS AND FOAM SCATTER



- Basing Glue
- 2mm static grass
- Static Grass Applicator (not strictly required but can provide a better finish to the grass)
- Medium and Light Green Foam Scatter



COBBLED ROADS BUILD GUIDE

The majority of the Cobbled Road models do not require any assembly or special processing, simply print the models and head straight to painting. However if you have chosen to print the plain versions of the dirt road connector pieces then you will need to apply your own basing texture first as described below.

1. (OPTIONAL) APPLY BASING MATERIALS

CR-M-011 to CR-M-013

The plain versions of the Cobbled Road dirt road connector models have the mud and rocks texture removed, allowing hobbyists to apply their own basing texture and terrain finish. To do this, create a mix of PVA glue, polyfilla, basing sand and a few small basing rocks and apply liberally across the model. Use your fingers to drag some tracks into the surface, simulating wear from the heavy traffic.

1A



1B



1C



2. SAND DOWN THE SURFACE

CR-M-011 to CR-M-013

Once the basing mix has fully dried, use sandpaper and a file to lightly sand down the surface removing any sharp edges. Drag the sandpaper in the direction of traffic to further emphasise the wear on the road from heavy vehicles.

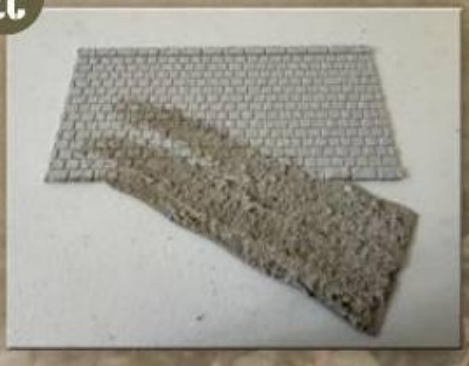
2A



2B



2C



PAINTING GUIDE

All Cobbled Road models are painted using the same simple 4-step process, keeping your road networks consistent across the battlefield.

1. Base coating the Dirt Road sections
2. Drybrushing
3. Applying a wash
4. Applying static grass/foam scatter

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1. BASE COATING DIRT ROAD SECTIONS

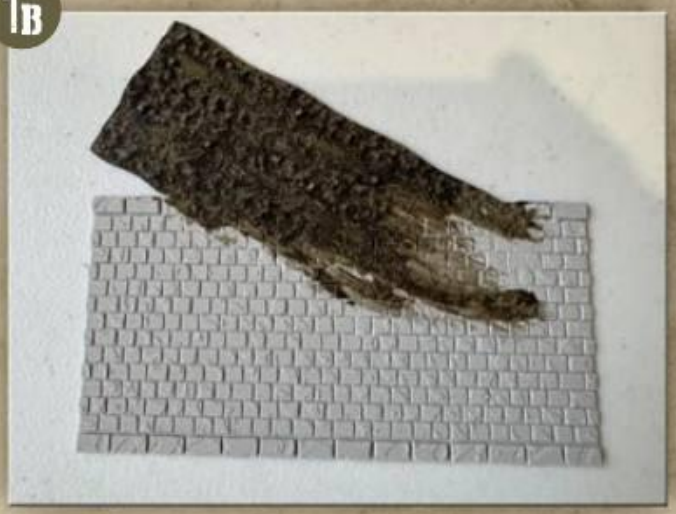
CR-M-008 to CR-M-013

For any dirt road connection pieces, base coat the mud and rocks texture using a slightly watered down mix of Raw Umber. Extend the brown paint onto the Cobbled Road surface to sumulate mud being dragged from heavy vehicles.

1A



1B



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2. APPLY A WASH

To emphasise the contrast and bring out the detail in the cobbled brick texture, we applied an all over wash of very thinned down raw umber to the models. Apply the wash liberally and let it settle between the brickwork, then leave to dry thoroughly before continuing.

2A



2B



2C



3. DRYBRUSH

To highlight the dirt road sections, we applied a light drybrush of buff titanium taking care to catch the raised edges of the mud and rocks texture. To lighten up the cobbled road section after the wash, we mixed Neutral Grey with Arctic White to create a very light grey colour and then dry brushed this over the cobblestones.. The effect is subtle but it helps to stop the roads from looking too muddy.

3A



3B



4. APPLY STATIC GRASS AND SCATTER FOAM

To finish off the Cobbled Roads, we applied some 2mm static grass to the dirt road sections and some light and medium scatter foam to the cobbled road sections to simulate organic growth.

4A



4B



FINISHED COBBLED ROADS





