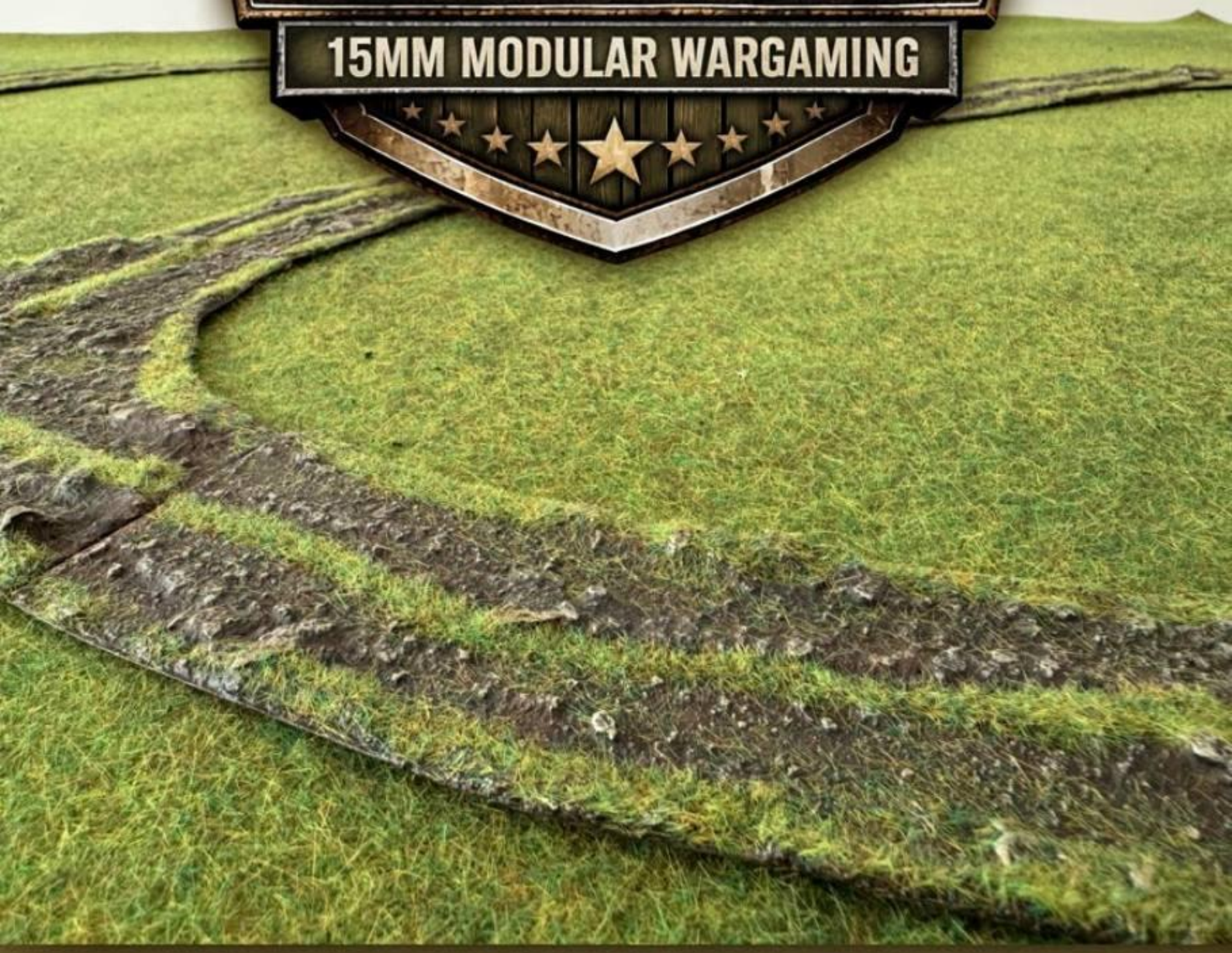
WARFRONT

15MM MODULAR WARGAMING



DIRT ROADS

BUILD AND PAINT GUIDE

Lotus Minis

FIELD SUPPLIES

Building and painting the dirt 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

If you've chosen to print the plain versions of the dirt 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. GLUE AND PAINTS

- Superglue (To stick on the printed texture layer)
- Raw Umber
- Buff Titanium
- Arctic White
- Large Brush
- Large Drybrush



3. GRASS

- Basing Glue
- 2mm static grass
- Static Grass Applicator (not strictly required but can provide a better finish to the grass)



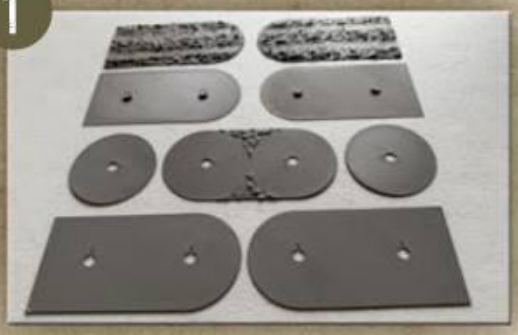
ARTICULATED DIRT ROADS BUILD GUIDE

The articulated dirt road sections consist of four layers: a base layer, link layer, clip layer, and texture layer. Once printed, a small amount of assembly is required.

1. PRINT ALL PARTS

First, ensure you have printed all the parts for the articulated dirt road section you are building. The model shown opposite is the 8-inch version, but the same principles apply to all variants.

1



2. GLUE TEXTURE AND CLIP LAYER

Use superglue to attach the texture layer parts to the clip layer parts. Ensure everything is properly aligned, then leave the pieces to fully bond before moving on to the next step.

2A



2B



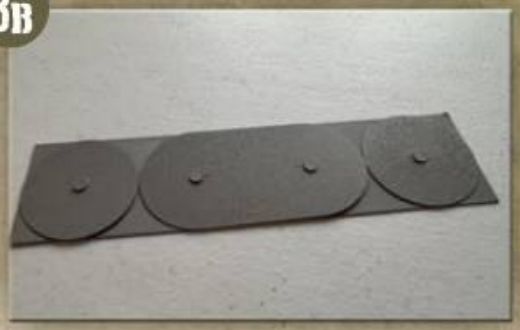
3. CONNECT LINK LAYER

Attach the End Link and Middle Link pieces to the clips as shown opposite. For easier assembly, slightly twist the centre cutout, engage one side of the clip first, then press the remaining side into place.

3A



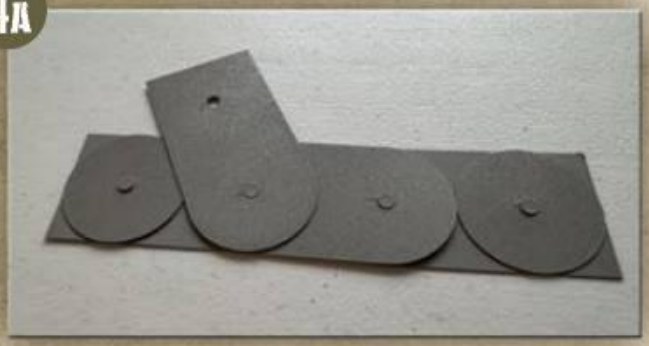
3B



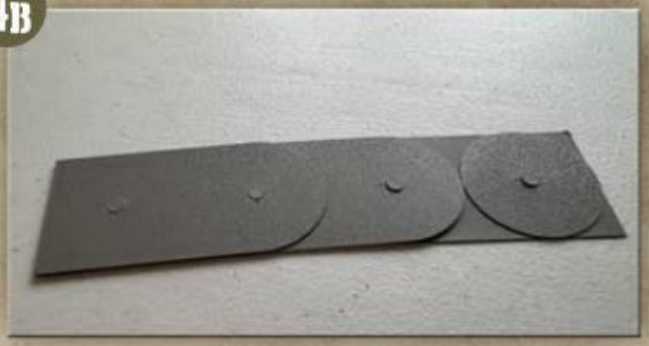
4. CONNECT BASE LAYER

Clip the base layer pieces into place in the same way as Step 3. The clips are designed to be a tight fit to keep the dirt road solid while still allowing articulation, so this step may require a little extra pressure. As before, slightly twist the centre cutout and engage one side first, then press the rest into place.

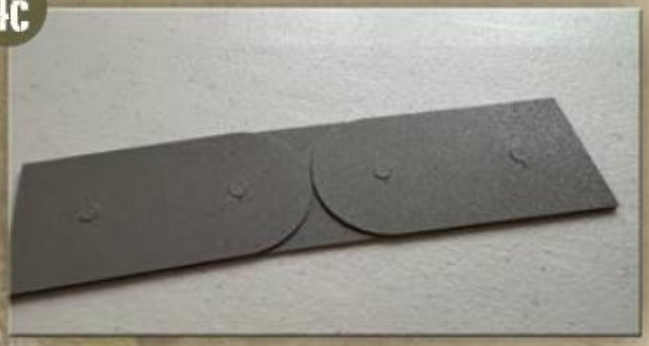
4A



4B



4C



4D



PAINTING GUIDE

All dirt road sections are painted using the same simple 5-step process, keeping your road networks consistent across the battlefield.

1. (Optional) Applying a mud and rock texture if using the plain versions
2. Base coating
3. Drybrushing / Overbrushing
4. Applying a wash
5. Applying static grass

1. APPLYING TEXTURE (FOR PLAIN VERSIONS ONLY)

1



If you've chosen to print the plain versions of the dirt roads, you'll first need to add your own mud and rock texture before painting. Mix PVA glue, sand, small rocks, and a little polyfilla to create a thick texture paste, then spread this evenly across the entire road surface. Before it dries, gently run your fingers along the length of the road to create subtle ruts where vehicles would have pressed into the mud. Allow the texture to fully dry, then lightly sand the surface to remove any sharp edges and smooth the overall finish.

2. BASE COATING

Apply a slightly watered-down coat of raw umber acrylic paint across the entire surface, ensuring the paint flows into all of the texture and recesses. This will act as a deep, earthy base tone for the road. Allow the base coat to fully dry before moving on to the drybrushing stages.

2



3. DRYBRUSHING / OVERBRUSHING

3A



3B



3C



Apply three stages of drybrushing to really bring out the rocks and raised ridges in the texture. Begin with a strong drybrush of Buff Titanium — don't be afraid to go heavy here, this first pass should behave more like an overbrush to establish the main highlights.For the second stage, switch to a 50/50 mix of Buff Titanium and Arctic White. Apply this more gently, focusing on the raised areas while allowing the previous layer to remain visible in the recesses.For the third and final stage, use a lighter 30/70 mix of Buff Titanium and Arctic White. Apply a very light drybrush, just catching the tips of rocks and the highest points of the texture to create a crisp final highlight.

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4. APPLYING A WASH

Mix together water, Raw Umber, a small drop of black paint, and a drop of washing-up liquid to break the surface tension and create a thin wash. Apply this liberally across the entire surface, allowing it to flow into the recesses and around the rocks to deepen the shadows and add natural variation. Leave the piece to dry thoroughly before moving on to the final step.

4



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5. APPLYING STATIC GRASS

5



Apply basing glue to areas of the dirt road that wouldn't see heavy vehicle traffic, such as the edges and any naturally undisturbed patches. Once applied, add static grass to these areas to blend the road into the surrounding terrain.



FINISHED DIRT ROADS













