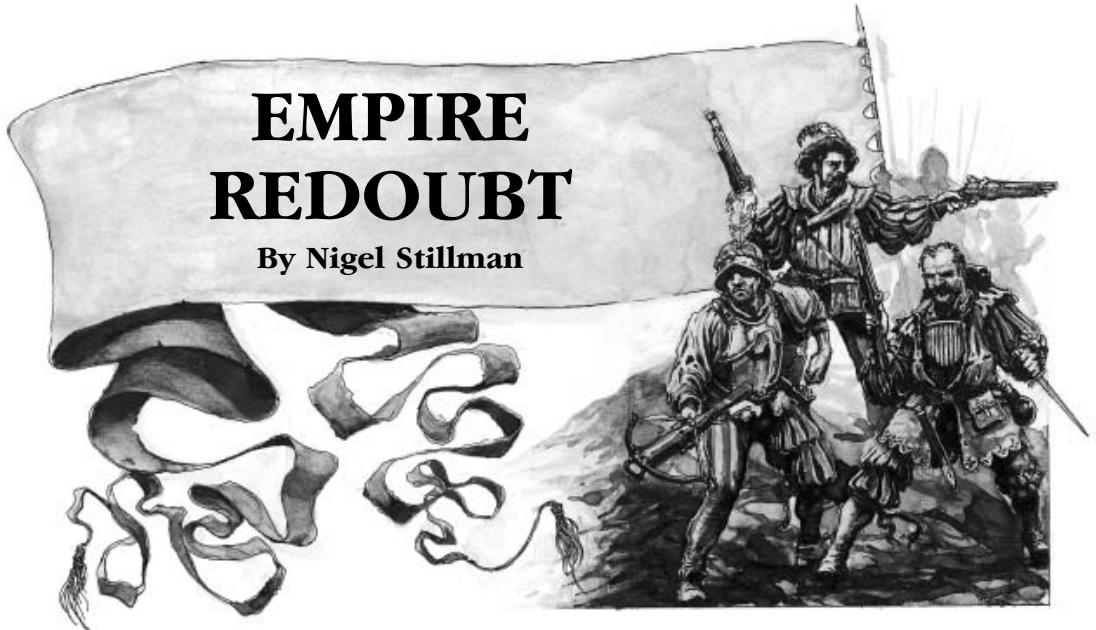




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# EMPIRE REDOUBT

By Nigel Stillman

## WARMASTER SCENARIO TERRAIN

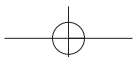
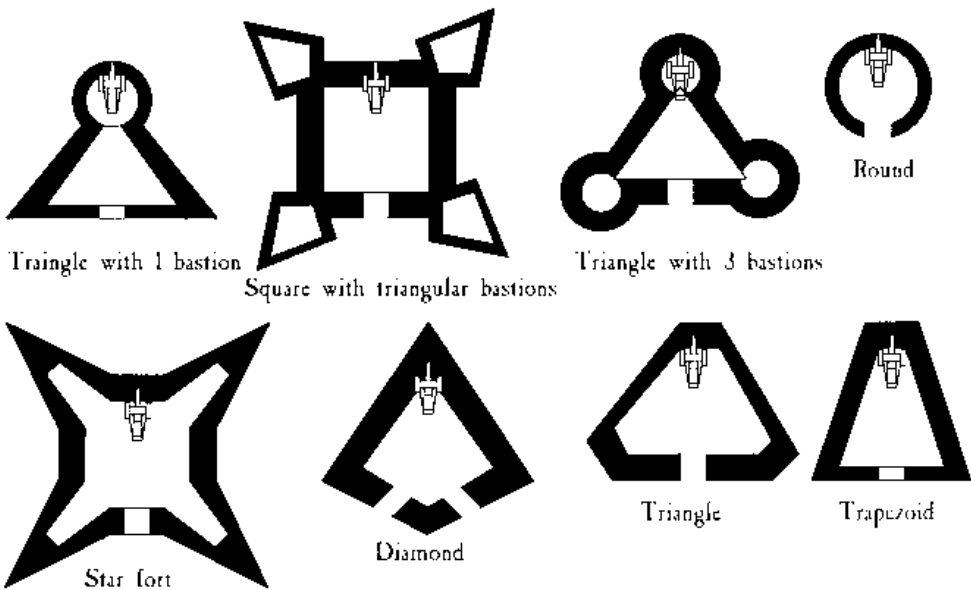
This piece of scenery for Warmaster represents an earthwork redoubt constructed by an army of the Empire. A Redoubt is the name given to a strongpoint, constructed in the field by the troops. It usually consists of a ditch and bank to create an obstacle for attacking enemy, with a rampart of earth and, timber built on top of the earth bank, to provide cover for the defenders. The rampart will often be strengthened by wattle gabions (huge baskets) filled with earth, barrels, timber, overturned carts and whatever else comes to

hand. Behind the rampart the earth is built up to form a platform, known as a fire-step, for the defenders. The bank and ditch will usually be further protected by stakes.

Within the redoubt there may be positions for cannons and various bunkers for stores, gunpowder and ammunition as well as shelters for the troops. Redoubts are built for such purposes as to strengthen a line of defence, as outworks of a besieged fortress, to lay siege to a fortress and provide artillery positions from which to bombard the enemy, to defend bridges or guard roads.

## EMPIRE REDOUBTS

Cannon can be placed in the bastions or on the long sides as required.



The shape of a redoubt can vary enormously, such as triangular, square, star-shaped and round, but the redoubt will usually be designed to enable enfilading fire and maximise the directions in which the cannons can be brought to bear (see below left). A position on slightly rising ground is best for siting the redoubt.

### Making the Redoubt

In this section I describe how I created the redoubt as an item of scenery for Warmaster. I made the model in the following stages.

- Planning and gathering materials.
- Making the base for the model.
- Making the earthworks and ramparts.
- Details
- Painting the model.



### Planning the Model and gathering the materials

I decided to make a triangular redoubt, which would have a circular cannon bastion at the apex of the triangle. This would be the point facing the enemy. I was influenced in my design by the possibility of using a circular object as the round bastion. There were several possibilities for this, ranging from the base of a polystyrene cup to the cardboard inner part from a roll of masking tape. A section of cardboard tube would also suffice. These would provide the basic shape and would require modelling putty, such as Das or something similar to build up the bastion.

Next I considered the tools and materials I would need which were as follows:

- A rigid board, such as MDF or hardboard for the base.
- A round shape for the bastion (I used the base of a polystyrene cup).
- Balsa wood strips and batons. Various small lengths about 1-2CM thick and 15-20 CM long.
- Some strips of thin wood, card or plastic card to make ramparts and fire-steps.
- Glue (PVA glue and another glue for more precise work).

- Modelling knife (safe, retractable type) and modelling saw.
- Sandpaper (to smooth the edge of the base board).
- Sand and grit (for texturing the base)
- Paint (browns, greys, greens, yellows, black & white).
- Filler, such as plastic wood, Tetrion, wood filler or similar.
- Bits from the bit box; such as barrels, cannons, slain warriors etc cut from Warmaster strips and plastic Warmaster bases.

### Making the base

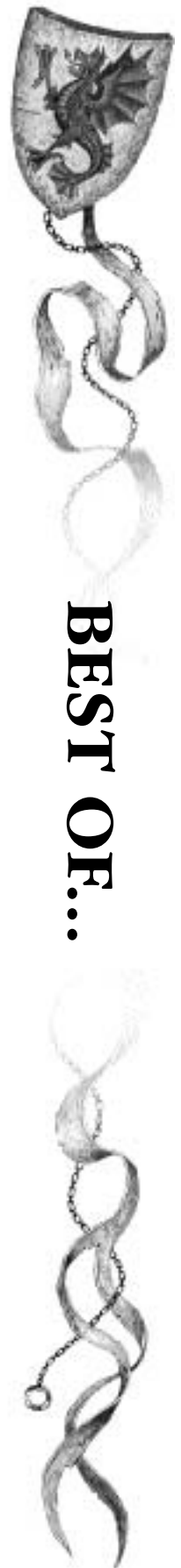
The base needed to be a roughly triangular shape about 8" x 8". The base needs to be thick and strong enough to support the model. I used 2mm thick MDF. Placing the sheet on a workbench I cut the board to shape by scoring several times with a safe, retractable, modelling knife. Then I smoothed down the edges with sandpaper.

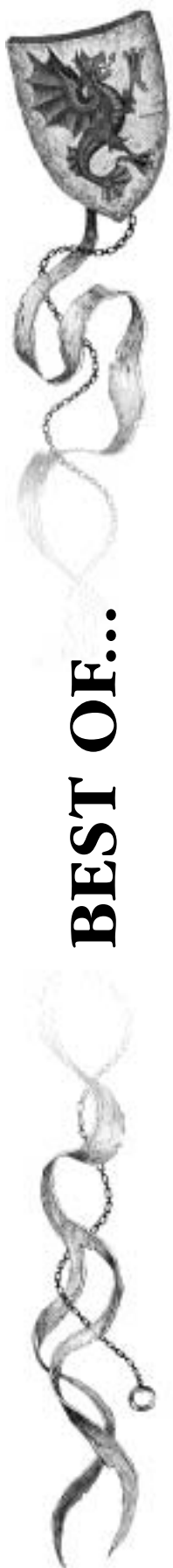
### Making the Earthworks

Before tackling these I decided that the height of the earthworks would be roughly a bit higher than a man at Warmaster scale. Therefore I was aiming at a height of 15mm or half an inch. Then I cut off the base of a polystyrene cup to this depth, giving me a half inch high round shape for the corner bastion. Turning this upside down, I glued it in position at the apex of the triangular base, allowing enough room between it and the edge for a bank and ditch. The polystyrene cup base provided a raised circular gun platform.

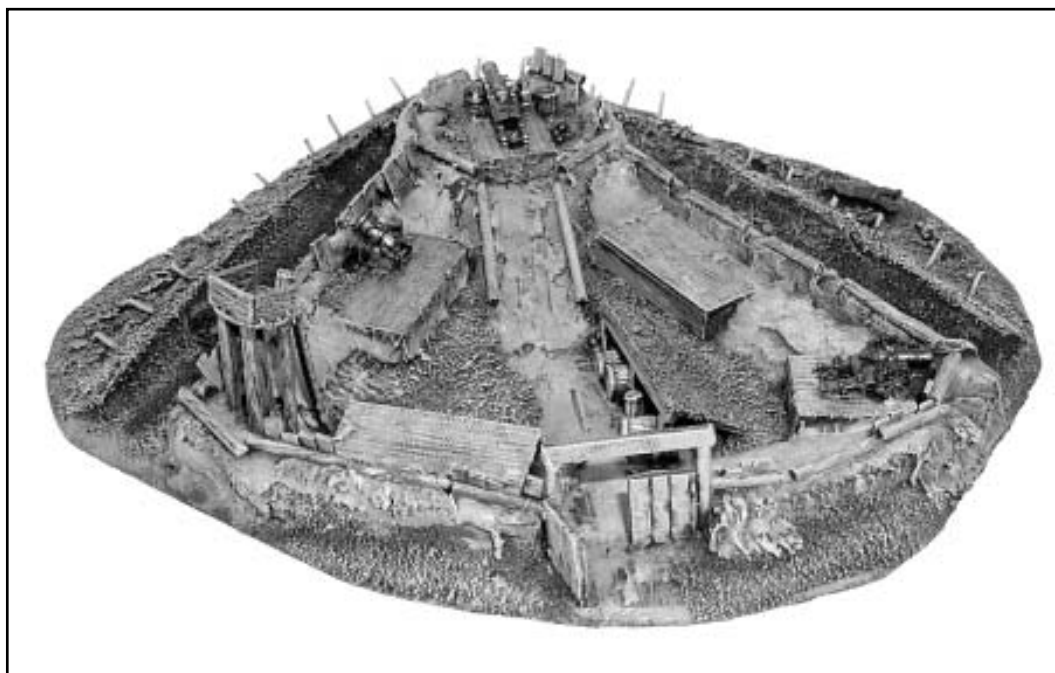


Next, I stuck batons of balsa wood onto the base to create the basic triangular form of the ramparts. Again I allowed enough room for an outer bank and ditch. These batons joined onto the bastion. At the back of the redoubt I left a gap to be the entrance. In front of the batons and the bastion I stuck short lengths of balsa strip. These I cut so as to have a triangular section to create a sloping glacis facing outwards from the redoubt. I glued these on the edge of the base leaving a gap between them and the



*Empire Redoubt*

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*Empire Redoubt showing several gun emplacements.*

bigger batons and bastion. This gap created the ditch.

When the balsa was firmly in place, I smothered the wood in modelling putty and plastic wood filler, using a spatula to smooth the slope of the glacis, the slope of the ditch and the ramparts. I built up putty along the edge of the earthworks to create the rampart parapet. At a few points I modelled gun ports in the ramparts, ready for cannon.

When the putty was hard, I began sticking various bits of plastic rod, sprue and card onto the ramparts to represent logs, timber, pavises and such like, built into the rampart. Behind the rampart, I modelled firing steps and used Warmaster plastic bases to make

gun platforms and places to position stands of troops. I scored the bases with a modelling knife to represent planking. At this stage I made a bunker and a watch tower from plastic card, plastic rod and Warmaster bases.

Finally, I painted the smooth areas of putty on the ramparts, ditch and glacis with PVA glue and sprinkled them with sand to create a textured surface. I also did this on some areas within the redoubt, leaving only a road from the entrance. This area I covered with filler and using a plastic rod, made the ruts caused by towing the cannons into the redoubt.



### Details

Adding detail provides a good way to indicate the scale of a piece of Warmaster scenery. This can be done using items from the Warmaster range. I mounted several cannons in position in the bastion and on the ramparts. I glued several barrels in the bunker and some beside the cannons. I also stuck piles of cannon balls beside the cannons. For gates, I cut bits from some 28mm building parts, but I could have used plastic card, or a Warmaster base cut in half. On the glacis and the ramparts I added stakes by making holes with a pin vice drill and inserting plastic rod. I could have done this earlier by simply pushing cocktail sticks into the putty before it hardened. On the glacis and in the ditch I glued Orc figures to represent slain attackers from the last assault, and I added various other bits of debris. The redoubt would also benefit from the occasional flag. Not only do these details indicate scale, but add character and narrative to the terrain piece.

### Painting the Model

Unfortunately I haven't quite got around to this yet... Oops! I know, I know, I'll get it sorted but I've too much to do at the moment so you'll just have to settle for my suggestions.

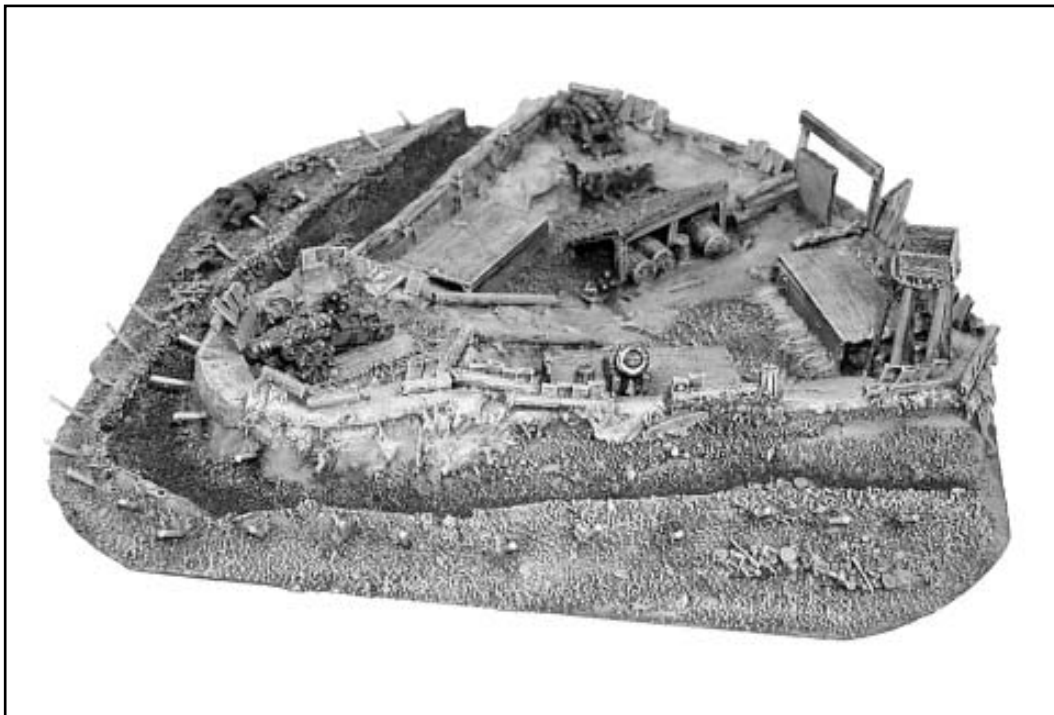
My suggested painting scheme for the model is as follows:

- Undercoat the model in a thin coat of black, white or grey spray paint.
- Paint the base with earthy brown.
- Paint the rough outer areas of the base with dark green, leaving the glacis, the ditch, interior and ramparts brown.
- Paint the timberwork in suitable timber colours (use several light shades of brown).
- Drybrush the base with progressively lighter shades of brown to differentiate between bare earth and timber.
- Paint the details such as heaps of enemy, slain, barrels, cannons, etc.

And there you have it a splendid piece of Warmaster terrain to hide your Empire artillery in...



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*Empire Redoubt (from the other side)*