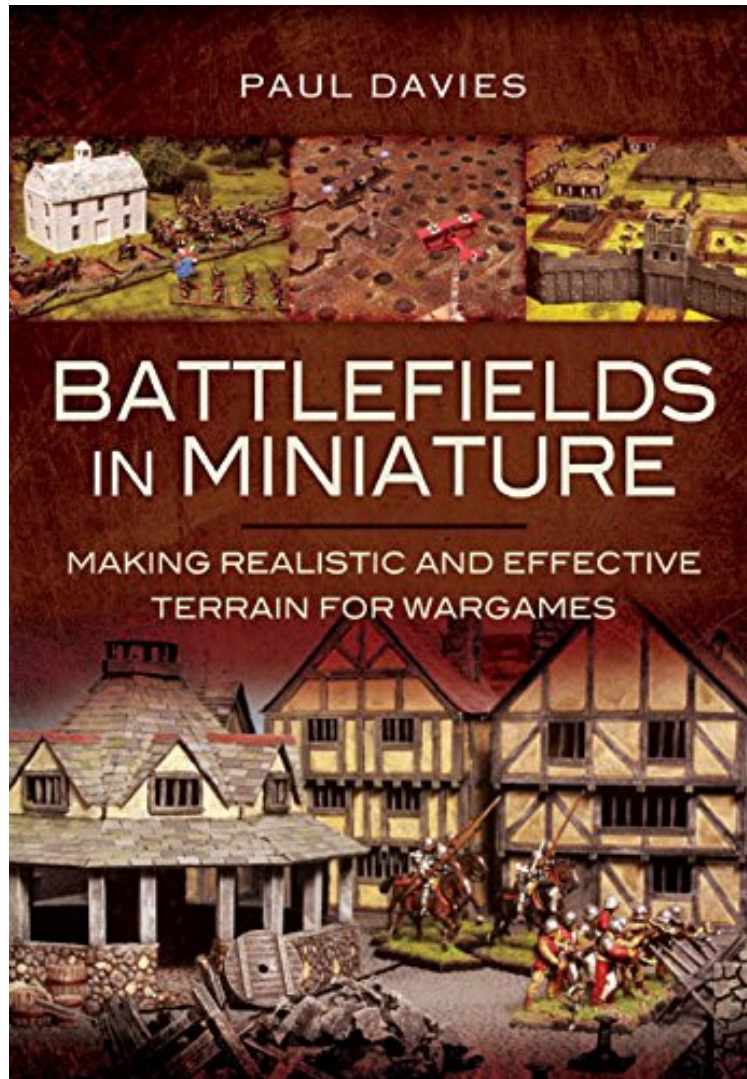


(Free read ebook) Battlefields in Miniature: Making Realistic and Effective Terrain for Wargames

Battlefields in Miniature: Making Realistic and Effective Terrain for Wargames

Paul Davies

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Paul Davies : Battlefields in Miniature: Making Realistic and Effective Terrain for Wargames before purchasing it in order to gage whether or not it would be worth my time, and all praised Battlefields in Miniature: Making Realistic and Effective Terrain for Wargames:

5 of 5 people found the following review helpful. GOOD REFERENCEBy MacWhether your building a war games table or train layout, these simple tips and ideas are perfect.Easy step by step ideas that look awesome when complete. Worth it!2 of 2 people found the following review helpful. A good source of ideasBy IanKHIf you're interested in

making wargaming or diorama terrain then this book is worth a look. Some things I knew and some method I've been using for years, but there were other elements that I hadn't heard of or even considered before and I'm certain I will use some of them in the future. 0 of 0 people found the following review helpful. Great Basics By Mooniac Davies' many articles have helped and inspired me. This book is great for the basics, but his articles in magazines have generally been more advanced and included very specific "recipes". I'd love a collection of his past articles, but would only recommend this book for someone fairly new to terrain making.

Like a good general, a good wargamer should have an eye for the ground. Just as the nature of the battlefield plays a central role in real warfare, so miniature wargames are greatly enhanced by realistic terrain. Besides, when you've spent hundreds of hours collecting and painting your miniature armies, they surely deserve ground worth fighting for. Master terrain modeler Paul Davies takes the reader through the process of creating a visually appealing yet practical terrain system. First the techniques of making the basic landscape are explained, then a series of projects show how this can be adapted to suit different periods or geographic locations (eg European farmland or Sudanese desert). There are then detailed chapters on adding vegetation, buildings, roadways, trench systems etc. The clear, step-by-step instructions are clearly illustrated by numerous specially-taken photographs of the work in progress and Paul's inspirational finished pieces.

In this 287-page hardback book, wargames terrain modeler Paul Davies, author of numerous magazine articles on the subject, takes the reader through the process of creating a visually appealing yet practical terrain over which miniature battles may be fought. The techniques involved in the making of a basic landscape are explained, such as terrain cloths and tiles, custom or sculpted terrain, and this is followed by a series of projects showing how this can be adapted to suit different periods and/or geographic locations. There are then numerous sections on adding rivers and ponds, islands cliffs and hills, trees, walls, fences and screens, hedges, gates, cultivated fields, roads, bridges, defenses and buildings. All these projects have step-by-step instructions and are illustrated with over 400 specially taken color photos, taking the reader through the various stages of construction to the finished model. There is no doubt that this is a practical and useful guide, both to the specific items which are featured, but also in general construction terms. The book should be well received by wargamers and diorama builders alike. Recommended. (Military Modeling) About the Author Paul Davies has been making wargaming terrain for many years and his expertise in this field is widely recognized thanks to his regular series of 'how-to' articles for Miniature Wargames magazine. He lives and works in Minehead, Somerset.