

HAWK WARGAMES



MODULAR SCENERY GUIDE



Hawk Wargames scenery is constructed from small tiles, which are compatible with other tile designs within the range. Structures can be constructed in almost any shape or size! The system is designed for maximum flexibility and creative potential. There are literally thousands of different combinations and layouts, not to mention more unusual shapes and configurations that can be built from such a flexible concept! However, please bear in mind that some intermediate/ advanced modelling skills will be required to get the most of out of the range.

Have a browse on this website and through the Dropzone Commander rulebook if you're in need of some inspiration - every building in the book was built with these tiles! Also, be sure to check out our free downloadable card scenery for some more ideas. These can be used to test layouts and are compatible with the resin parts, allowing you to freely mix resin and card areas!

All our scenery is 100% true-scale and has been meticulously designed for the highest standards of realism.



'RULES'

In general, the system follows few construction constraints, but there is consistency throughout the range. Every tile is exactly 36mm wide, allowing any tile to be placed above any other tile. Some tiles are designed to aesthetically work together (such as the Art Deco series of tiles), although they have been designed to be compatible with other tiles in the range!

The only main area where compatibility can be an issue is between Residential and Commercial tiles. These are discussed below:

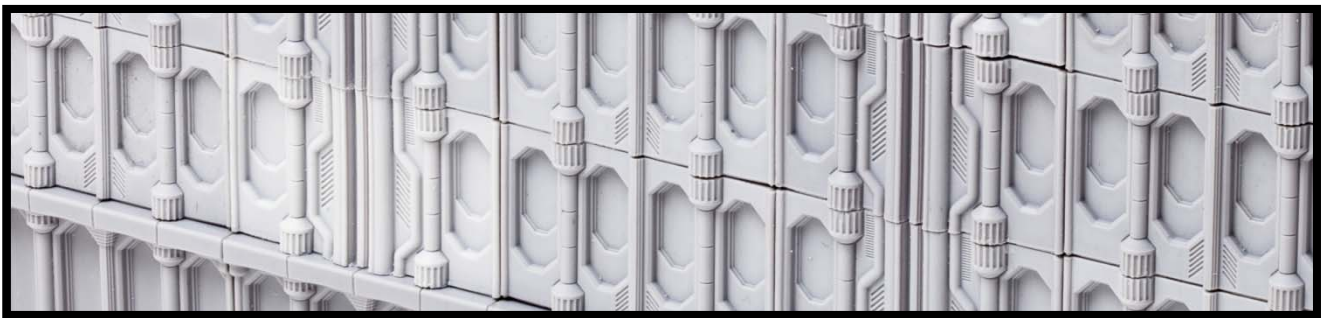
Residential Tiles

These tiles follow building guidelines for large residential structures and small or older town buildings. All Residential tiles have a standard floor height of 17mm. Residential tiles do NOT match Commercial ones if they are placed in the same horizontal row, but they can be placed above or below them.



Commercial Tiles

These tiles follow building guidelines for commercial structures. All Commercial tiles have a standard floor height of 21mm. Commercial tiles do NOT match Residential ones if they are placed in the same horizontal row, but they can be placed above or below them.



TILE TYPES

Floors

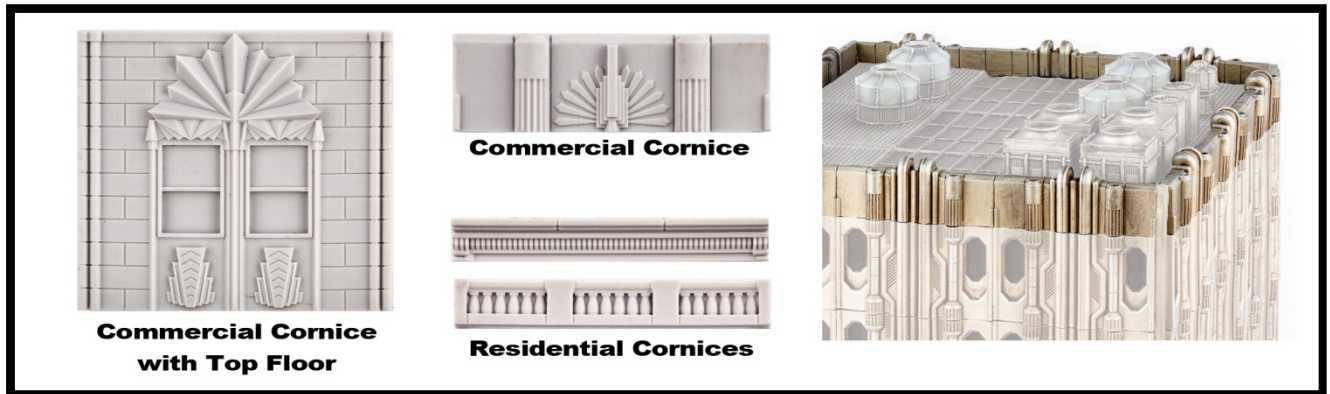
A 'floor' is the standard tile and reference point for all other tiles (17mm high for Residential and 21mm high for Commercial). Floors can be stacked in any multiple to create buildings of almost any height!



Cornices

A cornice is the top section of a building wall and often feature additional detailing and features to 'crown' the wall. Cornices are a great way of adding character and variation to buildings as well as providing an inner wall for the roof of the building.

Some cornices include an integrated top floor, usually when the detailing extends into the floor below the cornice.



Lobbies

The lobby is the ground floor of the building. These often feature ornate detailing, entrances and grand windows. Lobby tiles are always exactly twice the height of a standard floor tile (thus 34mm for Residential ones and 42mm for Commercial ones).

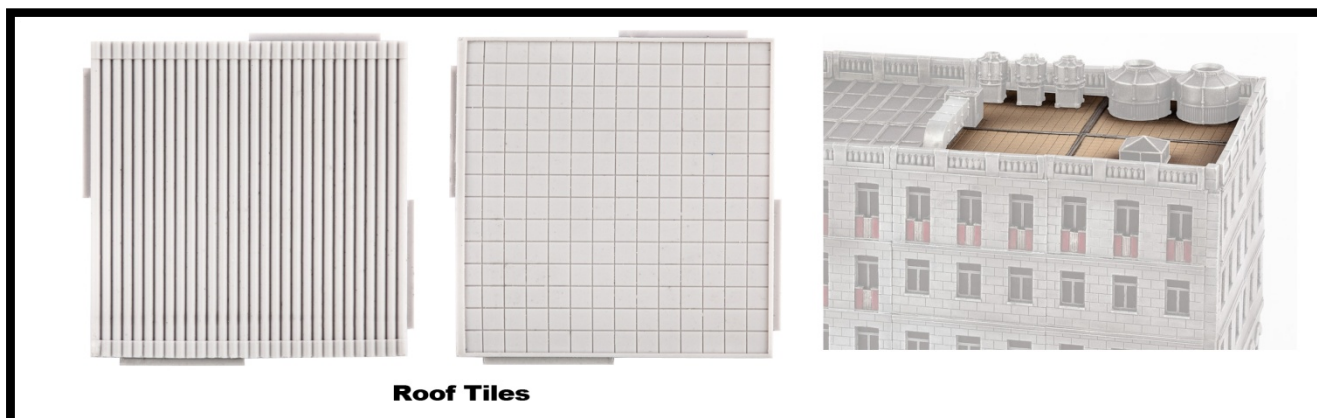


Some Lobbies include open areas, such as arches. These are useful when you want to add extra depth and visible interior detail to buildings. Most of our complete building kits that include these parts also include another lobby tile to go behind the arch to add another level of detail!



Roof Tiles

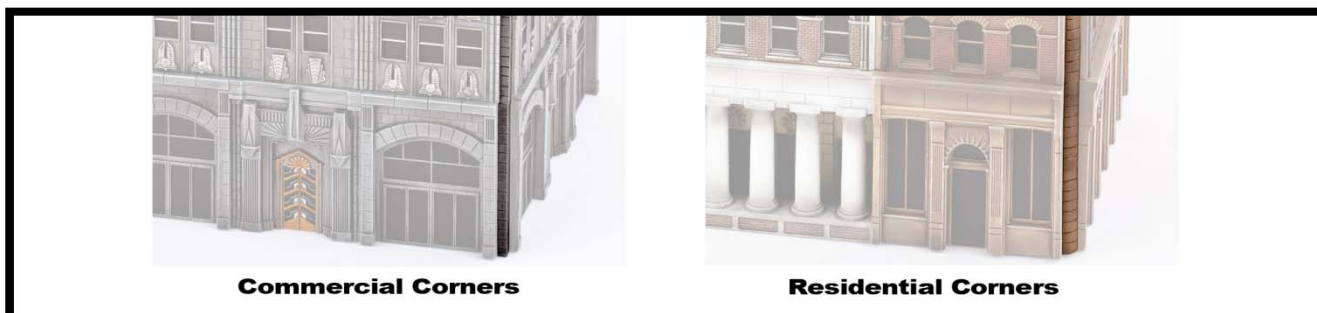
These tiles slot together to form expanses of flat roof. All roof tiles are 36mmx36mm in dimension to allow them to work with any tile setup. Since all tiles are 36mm wide, the roof tiles are not split into Commercial and Residential types, although some will be more appropriate for certain building designs.



OTHER PARTS

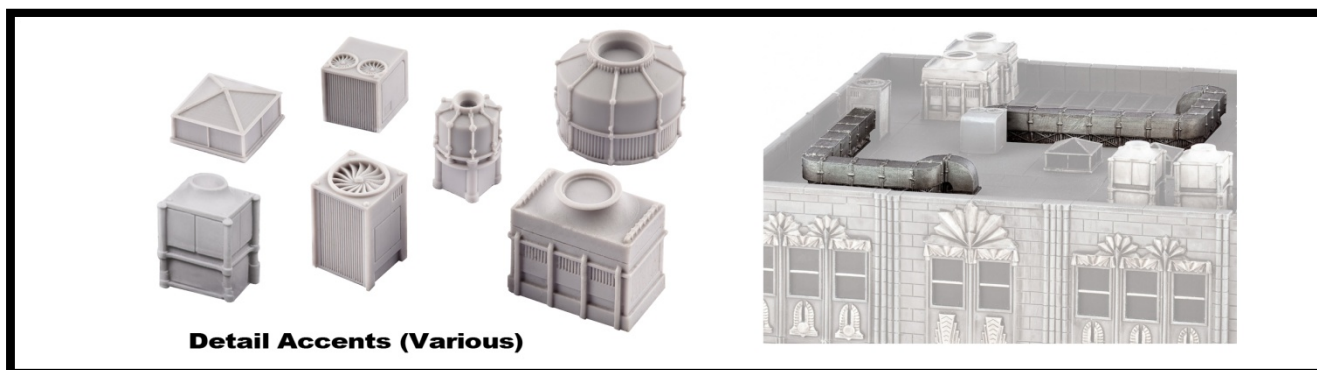
Corners

Corners are very small parts designed to fill the small gaps created by joining two walls at 90 degrees. They come in two lengths (17mm and 21mm) to match the floor heights of Residential and Commercial buildings. These parts are optional and are not required to complete buildings. We've used plastic rods for this purpose for some larger commercial buildings where detailed stonework corner parts would look out of place. Also, all floor, cornice and lobby tiles have detail on their sides, providing some character if left visible.



Detail Accents

These parts can be used to add character and additional variation to buildings. Currently, the detail parts available are a wide range of air-conditioning/ service units to add features and interest to building roofs. We plan to add many more detail parts to the range in future!

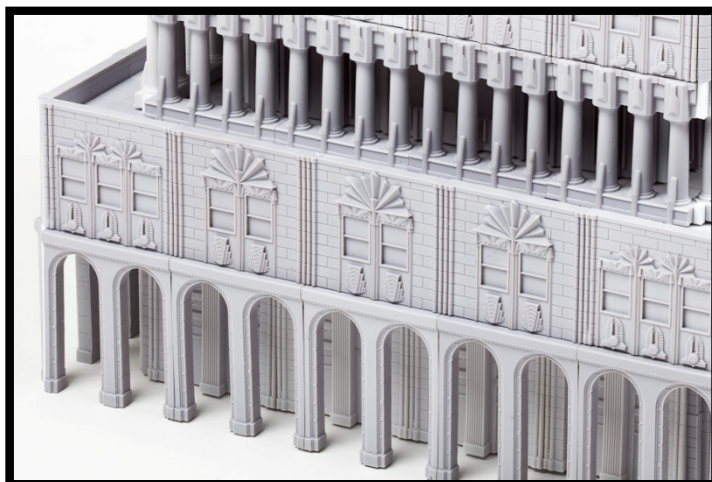


Detail Accents (Various)

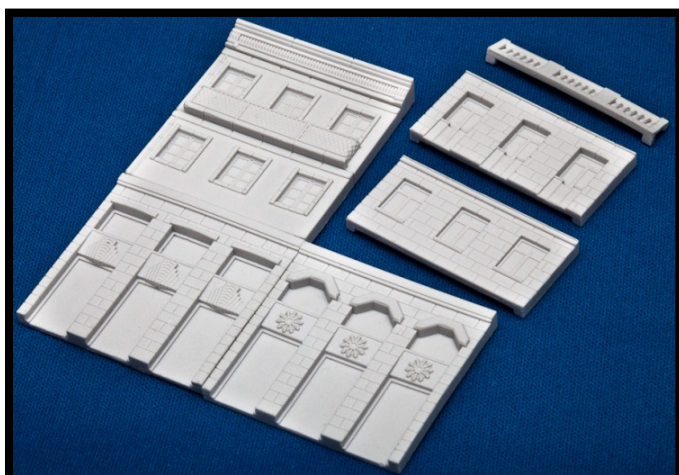
CONSTRUCTION

Design

The first step is to design your building! Some childhood experience with construction toys will come to your aid here. If you're not sure where to start it may be best to begin with one of our complete building kits which provide all the parts you need to build a single, pre-designed building. You can also view all the parts included in these kits in their downloadable parts guides. From there you'll get a better idea of what you can accomplish with the system and which parts may be needed to achieve your aims.

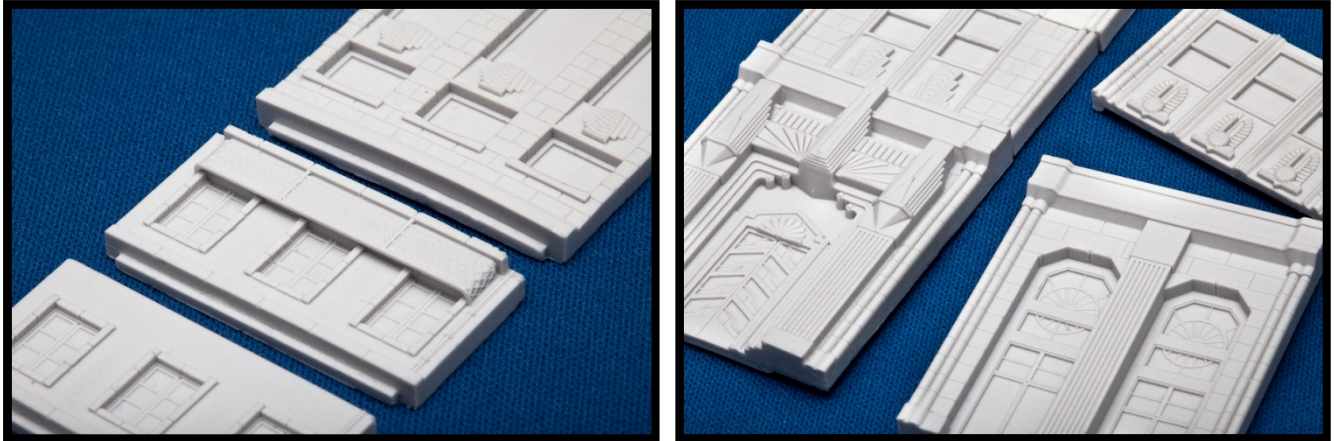


During the planning stage, our free to download printable scenery can serve as an excellent modelling tool for testing designs and layouts. They are completely compatible with the resin parts and in most cases have an exact physical equivalent!



Resin

Every part in the system is cast from the same high tech resin as our miniature range. It's extremely tough, lightweight and easy to work with. As such, all our usual advice for working with our resin applies. See our 'Working with Resin' guide for more information.

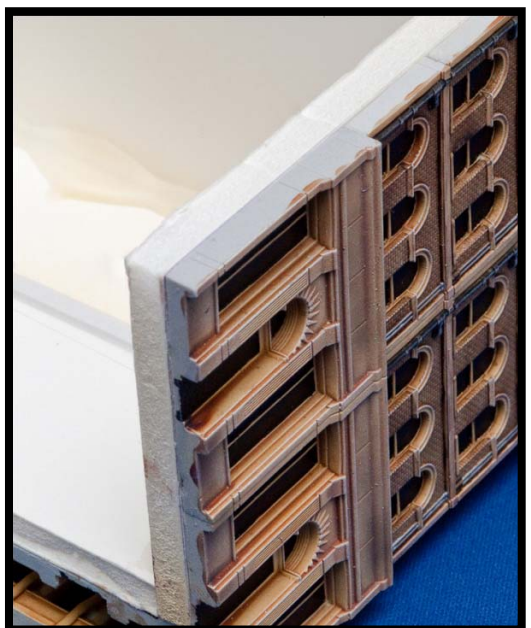


Building Walls

Normally, the first part of construction involves building the walls of your building. While tiles can be simply glued together in a free-standing manner, we strongly recommend using some sort of base to lend consistency and rigidity to your building- we usually use foamcore board which is readily available from craft shops. Foamcore is easy to mark out and easy to cut, it is also lightweight and extremely rigid. When using foamcore (or any other thick base) it's best to consider how the walls will fit together once finished. We always leave an area of bare tiles hanging over the edge of the board on one side that's just a bit wider than the thickness of the board, allowing for an easy overlap later on.

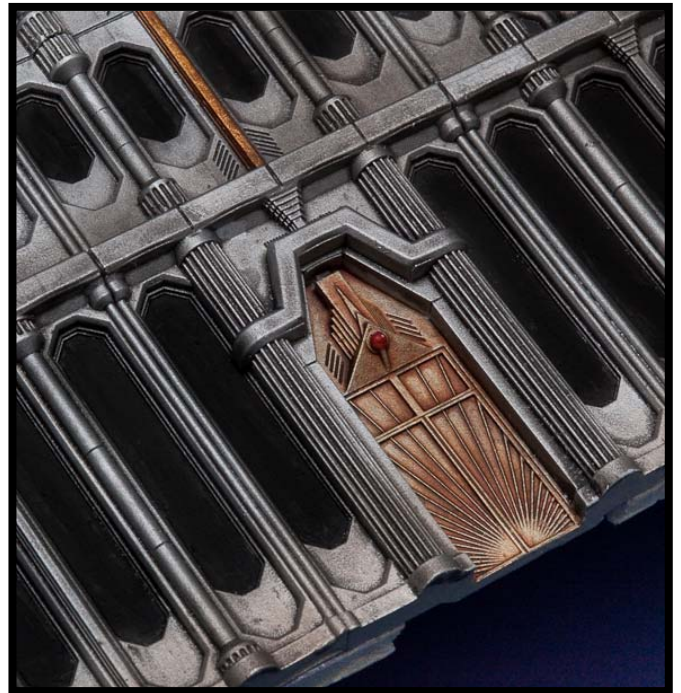
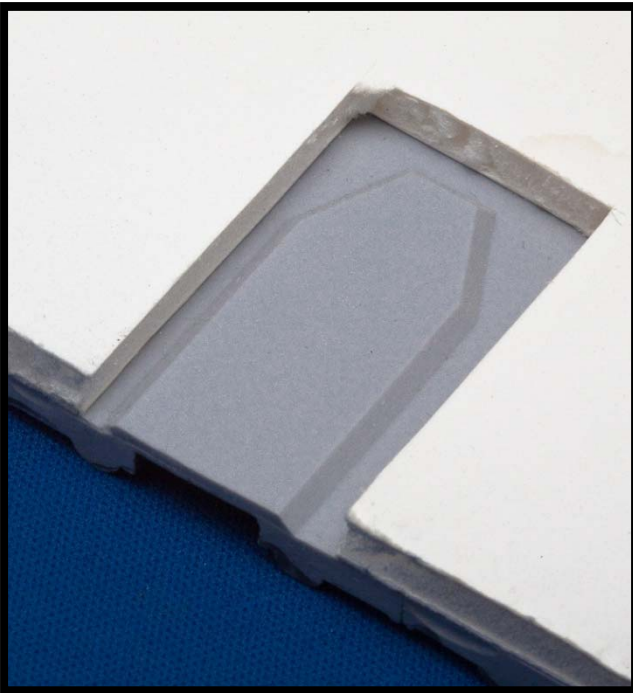
Superglue is usually the best medium to use to attach the tiles, although there may be other useful adhesives out there! Always test before committing to a large amount of gluing!

When building walls, we usually start with the lobby to provide a solid base from which you can build. Simply add tiles to the desired height and cap-off with a cornice layer!



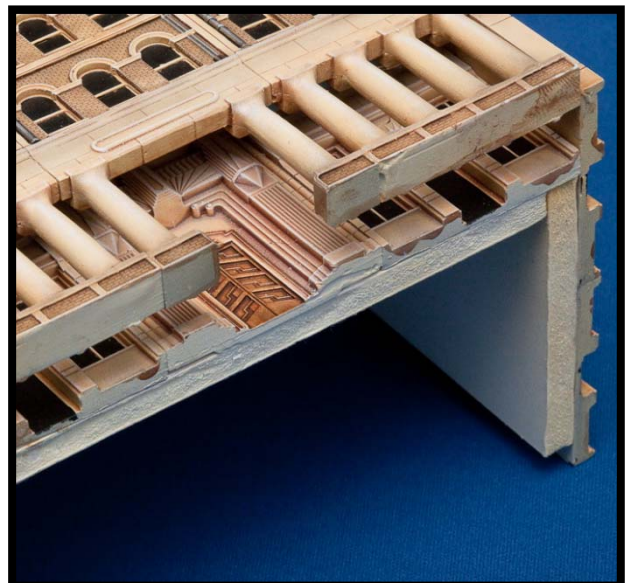
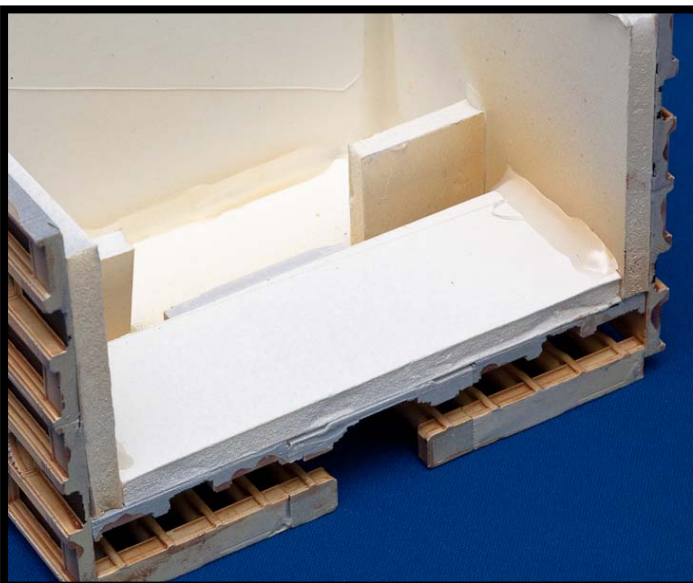
Recessed Lobby Parts

Some of the most detailed lobby tiles feature a recessed section in order to add more depth to the feature (grand doorways are a clear example). When building a wall that includes these parts and when using a base board (such as foamcore), be sure to cut a slot to accommodate the recessed section.



Multi-Layer Lobbies

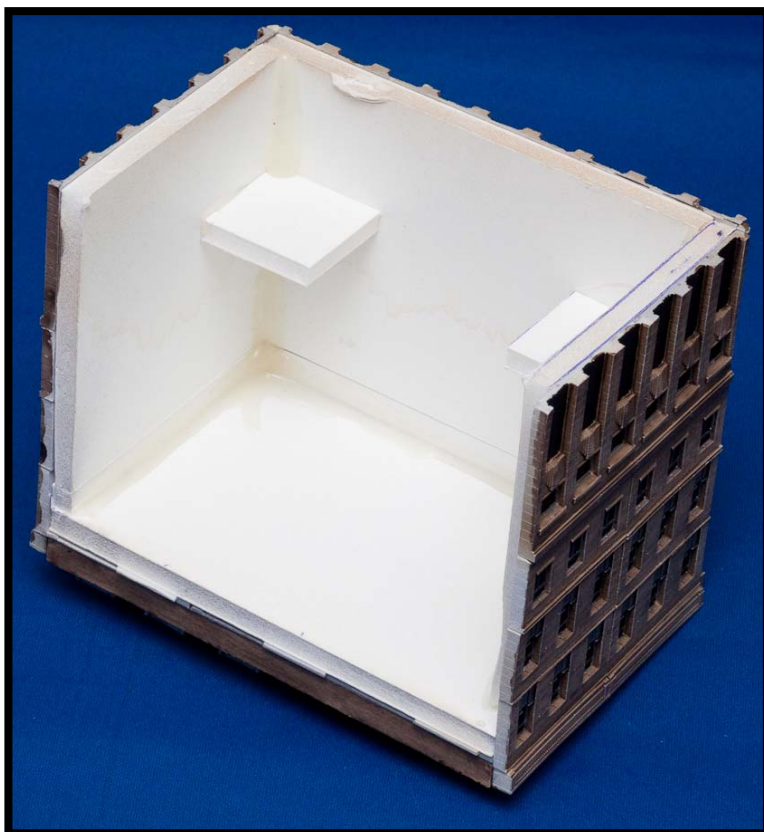
If you're using lobby parts with open arches and entrances you may want to add another layer of tiles behind these to add depth to the building. There are all sorts of ways you can do this! For such buildings in our studio collection, we built an additional internal wall from other lobby tiles and added it once the main building was complete.



Joining Walls and Adding the roof

Once you've built your walls, you'll need to join them together in a solid manner. If you've used foamcore as a base, it's easy to join walls internally with glue-gun adhesive (be careful not to burn yourself!). We recommend building in a few internal brackets for extra rigidity and peace of mind, although these aren't usually necessary and can be quite crude, as they aren't visible during games!

When joining the walls, you need to add the roof before the building is complete. Many cornices and floor tiles incorporate a small slot which fits with the roof tiles, providing an excellent and solid location point. For the few floors and cornices that don't feature this slot you'll need to cut the tabs off the outside faces of the roof and join it directly in the same manner as with the walls.



Adding Details

The last stage is to add all the small features and details which give character to buildings. There are no rules here really - simply embellish a building as you please!

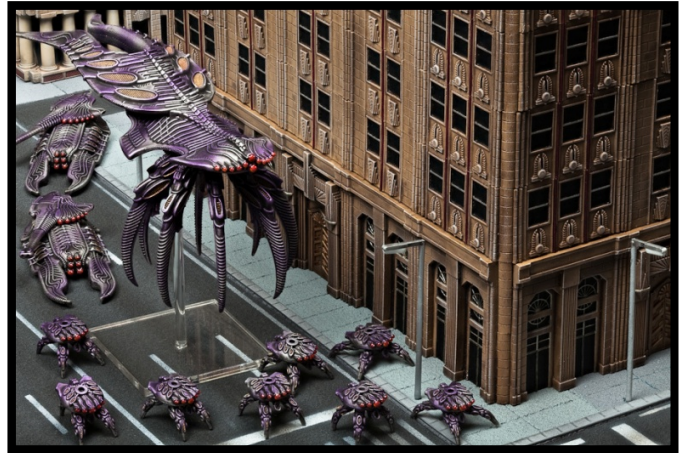
One thing to consider when adding air-conditioning units to roofs is whether you want the space to land dropships on the roof during games. It's a good idea to leave enough free space to be able to place infantry bases on the roof and walls - the usual method for indicating their presence in buildings!



Painting

All our usual advice for painting our resin also apply here. It does not require any form of washing, but we do recommend a fine coat of genuine primer before painting (see our 'Working with Resin' guide for more information).

Standard painting techniques such as inking, drybrushing, pastel weathering and airbrushing all work well on this scenery. There are hundreds of guides to be found out there!



CONCLUSION

This tile-based modular approach allows for a vast amount of flexibility at the design stage. This does of course come at the cost of increased complexity, but also provides great creative freedom!

If you're a seasoned modeller looking for something new, or are frustrated with the limitations of simple kits and want a new challenge, this is the right system for you!

- David J Lewis

Director,

Hawk Wargames

