WARHAMMER

Townscape

CARD BUILDINGS FOR WARHAMMER GAMES
The Citadel card buildings have been designed to complement the Citadel range of metal models and the Warhammer range of fantasy games. The buildings are ideal for table top wargaming using WARHAMMER FANTASY BATTLE. They may also be used as a spectacular game aid for your WARHAMMER FANTASY ROLEPLAY games. Modellers and painters will also find the buildings make superb diorama pieces in which to display your collection.

YOU WILL NEED
As well as the Citadel Building Bumpa-fun-pack you will require a few basic tools and materials.

Glue - contact adhesive such as Bostik, Uhu, etc
Scissors - to cut the buildings from the sheets
A modelling knife - to score the card prior to folding
A metal straight edge - to cut against

You will also need a suitable table, good lighting, a steady hand and a modicum of patience. Don't forget to put a good thick layer of newspaper on your tabletop before attempting any cutting or gluing.

A WORD OF WARNING
Modelling knives are sharp and must be used with all due care. Keep your hands free of the cutting area. Always dispose of used blades carefully, and put your knife away when you have finished.

ASSEMBLING A BUILDING

The accompanying illustrations show the completed buildings together with notes on their construction. The different parts may be located on several sheets as indicated by the number against each part. We recommend you assemble one building at a time.

1. Cut out all the component parts for your chosen building. Always cut as carefully and neatly as you can. The more accurately you cut the pieces, the better the finished model will look. If you wish, cut the pieces from the sheets leaving a gap of white card. Cut the edges precisely using the knife and straight edge. Do not cut-off the coloured or plain tabs which stick out from the parts - these are used to fasten the building together.

2. Use your knife and straight edge to gently score along the sections to be folded. All roof ridges, building corners, and assembly tabs will need to be scored before assembling the building.

3. Assemble the wall sections first, forming a box section. Most buildings have two wall sections. Fold the sections into shape and fold over any tabs. The tabs allow you to glue the models together. Where possible it is a good idea to cut the tabs over-large to give a larger area for gluing. The tabs at the base of the buildings are designed so that you can glue your finished building to a cardboard base should you require. Apply glue to the tabs joining the wall sections and hold together until the glue takes. Place the completed walls aside to dry.

4. Fold and glue together any additional pieces such as chimneys, attic windows, and staircases. Check for fit as you complete the pieces.

5. Fold and glue the roof in place using the tabs on the wall sections. You can make the roof more stable by gluing additional card fillets in place once the roof is fixed. This is a good idea if any edge of the roof is unsupported by a tab to a wall - otherwise the roof may sag or lift in use. Any scrap card may be used to make fillets.

6. Glue on any additional pieces prepared earlier (chimneys, stairs, etc.) and alternative pieces as desired (posters, extra doors, etc.).
1. FARMHOUSE  
*P1 (7); P2 (3)*

The farmhouse consists of four separate box sections glued together. Assemble each section as normal and glue the completed pieces together to make the farmhouse.

2. GATEHOUSE  
*P17 (5); P11 (1)*

The gatehouse has two box sections which are assembled separately and glued together. Note the internal walls which fit inside the gateway.

3. LARGE HOUSE  
*P3 (3)*

The house is one simple box section.

4. WATERMILL  
*P10 (1); P6 (6); P8 (1); P5 (4); P4 (2)*

The watermill is made in two basic box sections with additional parts to make the hand rails, bridge, millwheel and stack. The handrails are quite delicate and the lower section of the rail will require cutting free of the side rails before folding (indicated by darker lines). The Millwheel right and left hand sides must be assembled separately, and the paddles glued in place individually.

5. WOODEN BRIDGE  
*P7 (5)*

The bridge is formed from two stone box sections supporting a bridge of planks and two handrails. The handrails are delicate and must be assembled carefully. The lower section of the rail will require cutting free of the side rails before folding.

6. SHACK  
*P11 (1); P8 (3)*

This is a straightforward small building and is ideal for practising on before assembling a larger more complex building.

7. STORE  
*P3 (2); P4 (1)*

8. SHED  
*P8 (4)*

9. HOUSE WITH VERANDA  
*P9 (6)*

Assemble the house as normal and add the veranda as a separate component.

10. TALL HOUSE WITH VERANDA  
*P10 (4)*

11. LOW HOUSE  
*P11 (4); P4 (1)*

12. DAIRY  
*P13 (1); P12 (5)*

13. TOWER HOUSE  
*P20 (5); P7 (2)*

Assemble the tower, abutting wooden building, chimney and veranda. Glue together once dry.
14. DOG KENNEL  
PI4 (2)

The kennel is a single piece. Cut out and glue to form a box.

15. ROUGH INN  
PI5 (4); PI3 (1)

The Inn is a simple low building with separate chimney.

16. WINDMILL  
PI4 (1); PI6 (2)

The main windmill section is a single piece which is folded and glued to make a box. The windmill sails may be glued into place or fastened with a paper fastener if you prefer.

17. TOLL BOOTH  
PI6 (2)

The roof section forms a pyramid shape which must be folded and glued together separately.

18. HALF-TIMBERED HOUSE  
PI3 (1); PI8 (5)

Assemble the lower and upper watchtower storeys and allow each to dry. Glue the two sections together. Note that the upper storey has its own base as well as a roof.

19. HALF-TIMBERED COTTAGE  
PI5 (2); PI9 (6)

This building is assembled in the normal manner - as with building 18 a blank space is left to show the position of the ancillary building. Do not cut this out. The outhouse section is attached to the main wall via tabs. Should you wish to do so, additional tabs may be left under the building when cutting the pieces from the sheet.

20. STONE BARN  
P21 (5)

The stone barn has a wooden shed front - assemble each separately and glue together. The wooden front attaches to the stone building by means of the tabs provided. Additional tabs may be left at the bottom of the walls for attaching to a base should you wish.

22. STONE BRIDGE  
P22 (1)

Carefully cut out the bridge section from its sheet. Fold the bridge ends down and trim the tabs to fit before gluing in place.

23. RUINS  
P22 (5)

Cut out and assemble the floor and side walls - note that the floor fits over the tabs so that they are hidden once the building is finished. Cut out the window space. Glue the ruined floor section into place above the window. Glue the ruined roof section against the tabs provided.

24. TOWN HALL  
P29 (1); P30 (1); P24 (1)

This building is a basic box. The roof section is truncated at both ends and should be assembled before fixing to the main box section. The steps are made separately and are glued into position in the space indicated.

25. TAVERN  
P32 (1); P33 (2); P31 (4)

Study the pieces and drawing before attempting this model. Fold and glue the three body sections to make the basic shape. Glue in the two inner gate wall pieces from sheet 31. Finally attach the roof and chimney. The Tavern can be decorated with any suitable tavern sign and a selection of the posters.
26. MANOR HOUSE  
P29 (1); P32 (1); P36 (1); P35 (1); P34 (1)

The stable is a simple building constructed in the normal manner. Because of its length, it is a good idea to incorporate reinforcing fillets into the roof and to fasten cross-strips of card underneath to keep the walls taut.

34. WORK SHED  
P40 (2); P33 (1)

Follow the general assembly instruction to make this building.

31. TEMPLE  
P26 (3); P36 (1); P34 (1); P24 (1)

The temple is formed from two box sections, the tower section being folded from a single piece. The tower has a pyramidal roof which is folded and glued together before attaching to the tower. The roof section for the lower tower is in two parts to allow for the offset tower. This roof may be strengthened further by adding your own reinforcement along the ridge.

35. TOWER  
P38 (2)

The tower is formed from a single section. The floor is easiest to position before the tower is dry. Some trimming may be required to get a good fit.

32. JAIL  
P40 (2); P28 (2); P27 (3); P36 (1)

This large building has separate side pieces and extra care must be taken to ensure a good fit when gluing together.

33. GABLED HOUSE  
P37 (6); P28 (1); P27 (1)

This is a basic construction building with separate chimney.

27. COTTAGE  
P33 (2); P35 (2)

This is assembled as normal, except that the wooded section forms an integral part of the structure and should be folded into the appropriate shape.

28. CUSTOMS HOUSE  
P25 (2); P36 (1); P34 (1)

The main hovel is assembled from a single piece and the outbuilding attached once the hovel is dry.

29. HOVEL  
P30 (1); P35 (1); P24 (2)

26. MANOR HOUSE  
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P38 (2)

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36. HOUSE  
P38 (4); P39 (6)

Assemble the box shape as normal and add the roof once dry. The chimney, gables and gable roof can then be glued in position as required. The two additional outhouses may then be glued into position.

37. LATRINE  
P14 (2)

The latrine is a single piece box section and roof.

38 & 39. TENTS  
P16 (1)

Fold and glue each tent together.
Warhammer Townscape is a collection of 39 card houses, inns, towers, ruins, outhouses and much more. Printed in full colour, the buildings are quick and easy to assemble – the ideal backdrop for wargames and roleplaying games. All the Townscape buildings are compatible with Warhammer Fantasy Battle, Warhammer 40,000 and Warhammer Fantasy Roleplay.