

# GARDEN AND VILLAGES

Back last century in that wonderful mag. Wargames Illustrated, of the regraded Duncan Mcfarlane, one made villages with neat gardens around explaining g that they allow for troops to be put in, no along walls or even worse ajar on roof (horror) to say they are in the built-up area. One still has to careful of the ground space of the combined area of the house and garden or enclosure, compared to the ground scale as there is a wide discrepancy between the building scale and the game scale. If you put a battalion of 600 in a "house" this thing cannot be 500m long or you will have weird results in your game, and even wilder if doing an historical battle.



3D or 2D?

I have a few thick (for strength) nicely done garden bases from Timecast. Shortcomings: they can be pricey in the end; I need a lot then you cannot put the same one 20 times! Thickness means a reasonable wall or fence around to hide it. But it ends being not so multi use with closed fencing. I would use my gardens, if possible, for different settings. Fences are more America, a bit Russia, or late XIXth century. Higher walls (or mid height) more Germany/France; hedges not in America (or so rare), not too much in Russia (whose fences is again often different from elsewhere!). Things are simple, no? So, for many gardens you might want to have the separate enclosure in bits. It also gives more variety of sizes. Any slight hole can be plugged by a bush (pretending it overlaps the fence). As many of my battles are "central Europe" I have a number of ready-made gardens with walls, speeds up set up. Same for my 1870 of course.



Downloaded or created ?

used [this](#) initially to print. Then created my own pictures from my gardens, and captured pics on internet plus a few pics taken from high places during tourism.

"why do you need to climb that tower"

"I can have a nice garden pic top down from there" getting a few, well, reactions.

You don't need to have a back ache in the gardens. But we did, and bought Chinese plasters to stick behind. Once used, these pieces of material proved to be rather strong and I saved them; some used for repairs and others...as they are already sticky, to support my paper printed fields. The printed pictures can then be re painted a bit for variety, modified (the earth) with pastels. They get stuck on these plasters, or on thin plasticard or also some semi rigid wrappings, anything that can be used , not too thock, if possible semi rigid and that would not wrap with glue or paint.



Print them, you can fiddle with them on the computer too.. Stick them to the supports. The first ones were on pieces of morning cereal boxes, the glazed water resistant side.



here glue ready for flosk/earth.

Some can be just earth, or with flock. You cannot used real earth on the sides of the prints as it would end up "higher" than the simulated plants.

Why using pictures, instead of 3D plants? Price, storage, and mostly as you want to put the "garrisons" inside. After all that all the point of the story.

This is to go with 6mm buildings, can be used with 15mm too.





For 6-10mm figs (1870)

for 15-18mm figs.

The walls are printed stone, stucco or bricks wrapped over some cardboard for thickness. Very cheap. Each building plus whatever garden, courtyard, enclosure is clearly(?) set as a place that can be occupied by troops (rules-scenario defines how many; space too and even more). I often use detachments; they cannot be enough to "fill" the place either. The more compressed the table scale the more difficult it is to avoid having too big sectors.

If your turn or decision time segment, rather is half an hour or more, it is easier as "sectors" can be deemed to be taken in that time of combat. (or fraction).

