



Tutorial:

Making Hills for Memoir '44

Introduction

If one thing falls flat right away on Memoir, it's the tiles for hills. While I can't expect that Days of Wonder would ship this game with 20 3D hill hexes I realized they are easy enough to make. So get out of the flat world and into one where Line of Sight comes to life.

What you'll need

- 1" foam (from local hardware store) ... I actually find these a little too tall, for my winter hills I was able to use scrap pieces of packing foam about 1/2 inch thick and it seems to be less hassle.
- hex template
- Pencil
- utility knife (kids need to have adult supervision ...actually, so do some adults)
- Steel ruler or straight edge
- paint (Green, Yellow, orange - I use the 'folk art' from my local hardware store, they are cheap and very effective)
- 2 big nails
- sanding screen



Step by Step

Making the Template – The Template is what you will use to mark out your hill hexes (as well as other things but we'll get to those in future tutorials) so make sure you make it

our of sturdy material and be as accurate as possible, it is going to set the size and shape of all your terrain so take your time in getting this part right.

- Trace around a game hex on to a sturdy piece of cardboard to create your hex template.
- Cut using your utility knife and a steel rule. *Tip* Be sure to cut inside the line. When creating the template you want to have it the same size as a hex so that the hills will fit. When you trace the game hex you are on the outside of it making it a little bigger, this then gets translated to the foam when you go to make the actual hills. Keep this in mind when you are cutting the template.

Making the Hills – Now that you have your template, we can start tracing it onto the foam to start our hills.

- Trace into your foam with the template. You can create a series of hexes interlocked as they will all get cut out anyway.
- Using your utility knife, carefully cut along the hex lines and you'll slowly extract the hill hexes one by one as you cut along. To cut, extended the blade of the utility knife at least one inch to cover the thickness of the foam. Then use a slight sawing motion as you cut. I recommend using the straight edge ruler to keep the cut straight and clean.
- Once all of the hexes are cut out it is time to turn them more into hills rather than pillars. Take your sanding screen and start by taking off the top edge all the way around the top of the hill. Then sand down the cut lines starting at the top not quite down to the bottom. don't sand too much or there won't be space for your units but the end effect here is to have the hill more rounded. Be careful not to actually round the top of the hill, it needs to stay flat. Actually, it can have a bit of variation on slopes for a better effect. This works really well with some of the odder scrap pieces I found. Also, with packing foam, be sure to rough up the surface a bit otherwise you get the regular pattern come through even after painting.

- The hills are now ready to be painted. To hold the hill for painting I used two big nails stuck into the bottom. This allows you hold the hills while painting it.
 - Base coat the hill in green or light grey then after drying cover with white but not too heavy so as to cover up the recesses. Apply some yellow to your green to get a color similar to the terrain (I used a river tile for color reference while I painted).
 - Then use some more yellow to get the splashes of highlight color (as seen on the actual board). To get this effect mix up more yellow than green and wipe the excess off. dab the brush on the hill sporadically.
- *Tip** after you have painted the hill, mix up some orange with yellow and brown to get the color of the cliff faces. then paint two hex sides of the hill in this color. When you play a cliff scenario these face the beach when you play a land scenario they face each other. That's All! Allow them to dry and then have fun.



Conclusion

That's it! You've taken the first (and most vital) step toward making the rest of your Memoir '44 game 3 dimensional. Happy Gaming.

If you have any questions, feel free to email me at mac@brumbar44.com

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