

FIELDS

BY

TERRAINS
4GAMES

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FIELDS IN WARGAMING



01

FIELDS IN WARGAMING

Fields are one of the most basic and classic terrain in wargaming.

Allow You to create agriculture part of battlefield with unique fields of different grains and shapes.

Fit well to many settings - fantasy, historical, modern



02

FIELDS

DURING WARS



Fields have been a battlefields from antiquity, through the Middle Ages, the Civil and Napoleonic wars, up to the World War II and the present day.



What made them usefull in combats ?

- flat terrain ensured high visibility
- a large army can be deployed
- the commander on the hill could see the entire battle area
- destroying the enemy's food resources



03

FARM
FIELD



High static grass - 6mm and 12mm creates awesome effect, 4mm MDF makes field base solid and resistant to bending.

Using machine for flocking makes grass stands well and upright, no miniatures or shipping can't harm it.

SET CONTAINS

- 3 x standard Field with dimensions 12 x 18 cm
- 1 x large field
- 2 x narrow Field
- 2 x triangular Field



04

CROPS FIELD



Field is based on resin, painted and finished in an effective way, with static grass and other craft supplies.

Dimension: 12 x 18 cm

SET CONTAINS

- Crops Field
- Rising Oat Field
- Rising Wheat Field
- Weedy Field
- Cabbage Field
- Ear of Corn Field



05

**GRAIN
FIELD**



05

GRAIN FIELD

Field is based on 3mm MDF, height of grains 2cm

Base dimension: 12x18cm

SET CONTAINS

- 6 x classic Grain Field
- 2 x narrow Grain Field
- 2 x traingular Grain Field

colors of fields in set randomly selected



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