

THE IMPERIAL LIQUOR STORE (4 X 6 MODEL)

This model is especially useful for modern and near future campaign gaming, but with a few minor changes (blocking out a few signs) it could also be used in a pulp action campaign, too. The design of the model was inspired by gerry.uk, who has a super website with some pretty awesome free down-loads on it. I hunted down and shrunk every liquor bottle in the place and all of the structural work is my own, including the fan on the air conditioner. Most of the textures came from Sprial Graphics and from what I understood, they were free to use. (More on page 2.)



When cutting out wall, be certain to cut out red line until no trace of red remains, but be certain not to cut away too much. This line marks an internal corner and the internal walls must be slightly shorter than the outer walls by necessity.