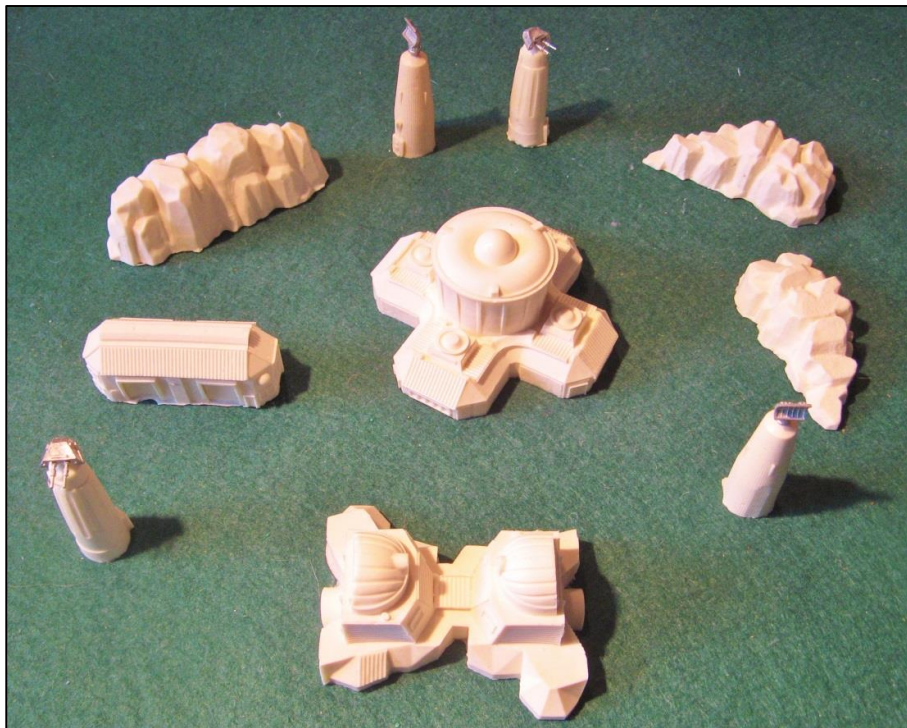


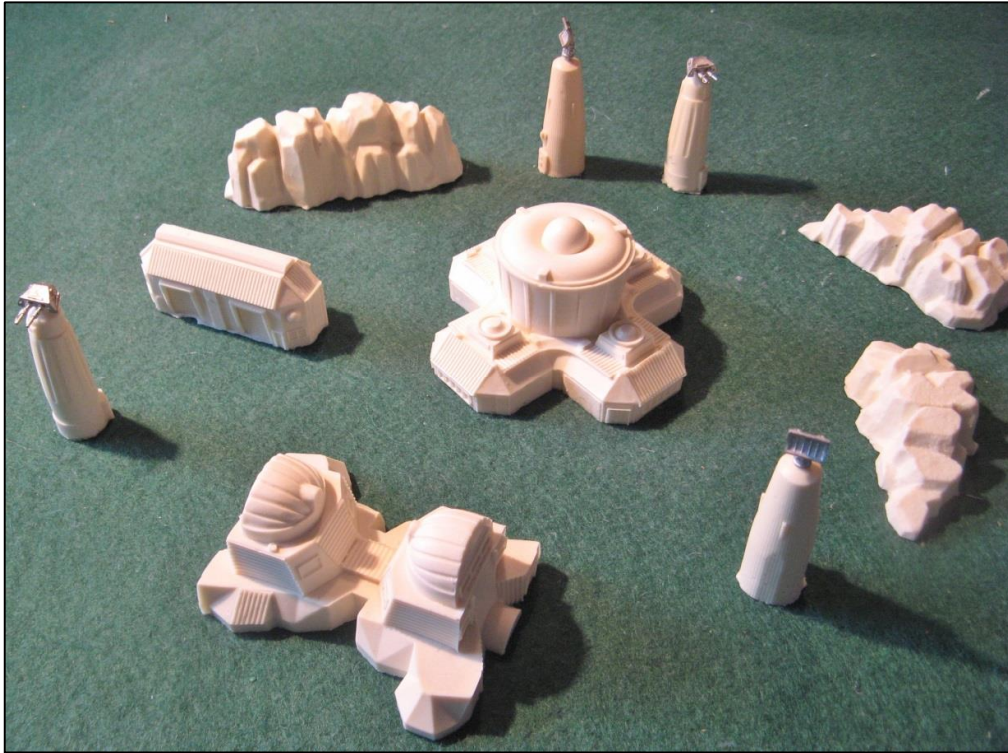
Fantastic Worlds 6mm Buildings & Accessories by Stone Mountain Miniatures Review by Jonathan Aird

Stone Mountain Miniatures (<http://www.historicalminiatures.com/index.html>) make a wide range of figures and buildings in several scales, and covering a variety of time periods. These include a range of 6mm buildings for a science fiction setting. I recently received the following items from this range:

- FAN601 Laser Command Towers (2) & Laser Towers (2) \$5.95
- FAN660 Industrial/Storage Building \$5.95
- FAN661 Research Lab Building \$6.95
- FAN662 Power Station/Control Center \$6.95
- Set of 3 Rocky Outcrops (these are a new item about to go into production)

A general view of all the items is given in the following pictures. These show the Power Station centrally with the Industrial Building to the left of the picture, and the Research Laboratory in the foreground. The Power Station and the Research lab have a suitably hi-tech look about them, whilst the Industrial Building is more utilitarian.

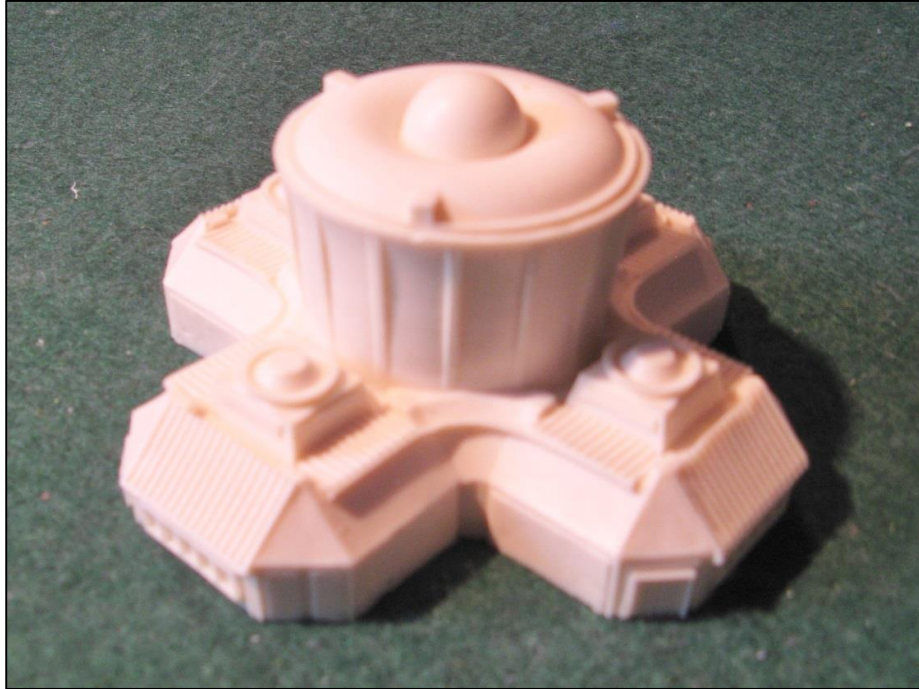




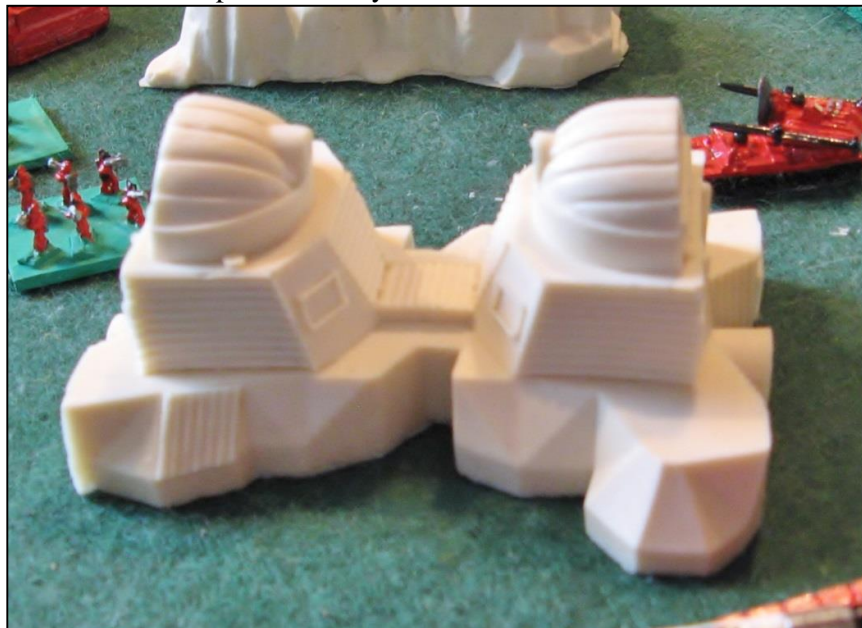
The Laser Command Towers and Laser Towers are two styles of tapering cylindrical columns, both standing a shade under 50mm tall (so a scale 50 feet), and are supplied with metal detailing components of either a scanning radar dish or a tank-like gun turret mounting twin lasers. They are ideal for a perimeter defence for a large complex or would also look good as point defences on key locations. For stability, they will need basing and I'd probably use some flat 2cm plastic round bases for this but, equally well, they could be built into a larger terrain piece of I'm quite taken with the idea of a river or lake complex to be attacked by GEV's.



The Power Station is probably my favourite piece of it's a monster of a building, the length of the cruciform base being 82mm, and it stands a full 45mm tall. There is a nice level of detail on the windows and doors and it will paint up to be an impressive centrepiece for any city, and a prime target marker for an attacking force.



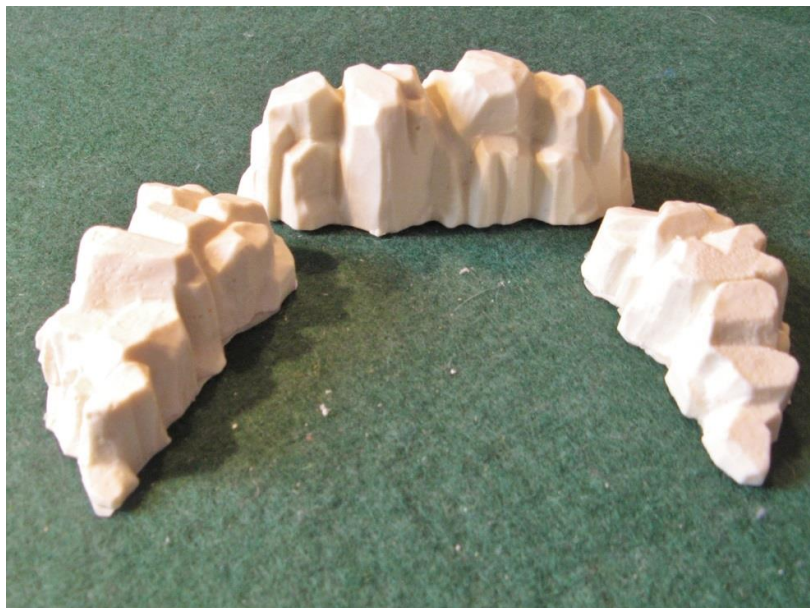
The Laboratory consists of two nearly identical buildings connected by a central corridor. There are projecting half-cylinder outlets at each end of the building; it would be possible to join several buildings together along these if they were used to represent piping or the projecting portion of an inter-building tunnel. The complex is 75mm long, 70mm wide and 35mm tall, and is a fine complement in style and detail to the Power Station.



The Industrial Utility building is, suitably, much plainer than the other buildings described ó you could imagine serried ranks of these making up a large portion of a city or an industrial complex or even as a hi-tech barn. It is 60mm long, 20mm wide and 30mm tall. One long side features a pair of roll steel doors, whilst the other side has a series of flat panels and a

pair of hemi-spherical projections high on the wall ó presumably representing some sort of power hook-up or communication system.

Finally, the rocky outcrops ó and these are very simple but potentially very useful pieces indeed. The largest is 90mm long, 35mm wide and about 40mm tall, the two smaller projecting outcrops are both about 70mm long by 35mm wide and one is 20mm and the other 25mm tall. They are, as can be seen, roughly weathered rock formations which will make for excellent cover for most of the buildings mentioned above. And, of course, they have the added bonus of being usable with larger scale figures ó perfectly suitable for 15mm colonials (for example) to be marching past in the Sudan, and they would also be fine for õbad goingö markers in 25mm, or as individual rocks in a skirmish game in that scale. I like terrain items that have cross-scale utility, and these are excellent for that ó the gun turrets and radar towers discussed above would similarly be useful for 15mm SF games as automated defence emplacements.



In all, these are excellent items; they look good together and have the feel of a consistent architectural design that is very pleasing on the eye, as well as having a nice level of detail. The casting is crisp and the detail of windows, doors, roof materials, etc. is well defined which should make them easy to paint up. Overall, they make for imposing additions to the terrain of any far future science fiction setting.



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