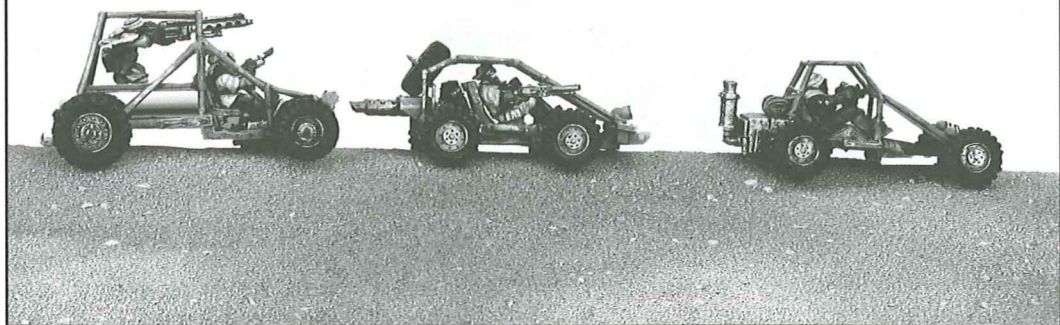


ROAD KILL



Vehicle conversions for Ash Waste Nomads by Stuart Witter

It all began as I was lying bored in my hospital bed, awaiting the nurse with my jammy toast. My unoccupied mind wandered to thoughts of starting a new Necromunda campaign. Having played most of the houses now and wanting something new, my mind turned to my good mate Chris Ward's Ash Wastes Nomads and how I could probably have a go at converting some of them up. "But how was I to make them different from his?" I asked myself.

After a collection of less than promising conversion ideas and wondering whether I was ever going to get my promised 'jammy toast' I began thinking about fighting Chris' Nomads against my own... Perhaps using some treacherous conditions to represent the Ash Wastes weather. It suddenly dawned on me! I could convert up another kind of gang to be used outhive. The dense terrain of the Underhive had always put me off from using vehicles in my games, however the open, polluted desert was an ideal location for Gorkamorka style vehicular fun! I would write a comprehensive set of vehicle rules for Necromunda.

Most ideas I have of this kind are filed in an area of my brain titled 'projects to be talked about in the pub - but never undertaken' and this one briefly was, mainly due to the

arrival of the afore mentioned toast. But whilst I was off my feet and more importantly, off work, I had the time to build the conversions here.

BUGGY ONE

I knew that the vehicles I created had to look human, any old Ork vehicle with nomad crew would not do. I set about modifying the heavy Ork chassis of a Warbuggy to create a frame from which to build my vehicle. To weaken the vehicle I used a variety of tools; my favourite was a hand held electric drill (not made by Dremel but that kind of thing). After removing every piece of armour and every strengthening strut, I weakened it a little more. I wanted the vehicle to look like a roll-cage with an engine, as such I weakened it a tad more. At this point the chassis snapped. I knew I had the weakest I could get away with. After gluing the two halves of chassis back together I added wheels.

I was originally going to put the Ork wheels straight on, but they looked massive upon such a tiny frame and so I cut them down and sanded them so that when the two halves were assembled they gave a thinner more realistic wheel. This process took a while and numerous cups of tea were drunk whilst sanding down all four wheels.

Buggy 1



The next most important items were a seat and the engine, both of which I found on the abandoned sprue from an Imperial Guard Sentinel. The seat, which fitted on a treat cut down slightly, attracted my attention and the power plant from the back of the Sentinel turned on its side made an excellent engine with twin exhausts. Having created an unsightly gap between seat and engine I set about filling it with a backpack from a Mordheim sprue, a lasgun and an oil can from a tank trap sprue.

I next made the roll-cage; this was made from various pieces of plastic rod (banner poles, spears etc.) and glued into place. Secure in the knowledge that the driver was now only in danger from the gun-toting gangers of my opponent, I set about putting armour onto the beast. The forward facing plate is plasticard, which was cut to shape before being glued to the inside of the cage. The roof is aluminium car body mesh that was cut accurately to fit inside the frame and super glued in place (take care not to fill up the holes in

the mesh with glue, it looks terrible when painted).

Finally I decided that the vehicle should look a bit more functional, so I added a spare tyre (more tea needed at this point), side steps, towing hooks, a gear stick made from a banner pole with a skull on the end and some headlights made from the vents on either side of an old Space Marine backpack.

BUGGY TWO

I now had the basic technique and set about another buggy with renewed vigour. The chassis underwent an even

more rigorous weakening process, because this time I removed the axles attached to the frame and reattached them to the corners. Onto these I fitted more time consuming cut down wheels, but I think they really are worth the effort.

Using another Sentinel kit's seat I noticed some of the roll cage bits on the sprue and safely hoarded them for later. The engine this time was taken from an Ork warbuggy kit, albeit cut to pieces and assembled in an innovative way, and this time the twin exhausts were donated from the current and previous buggy kits.

The roll-cage was more elaborate this time, but was helped by using the parts I had

Buggy 2



Buggy 3



fleeced from the Imperial Guard Sentinel. Again plasticard and car body mesh were used to give my vehicles continuity.

Finally I added a bedroll from a Leman Russ kit, a hastily made steering column and more headlights from a Space Marine back pack.

BUGGY THREE

Having light single-seater buggies in the proverbial bag, I went on to a larger multi-crewed wagon. This time an Ork Wartrukk was leafed of its components and the weakening process commenced. I had recently seen the movie 'Three Kings' and had the idea from a dune buggy in the film. Having liked how the wheels on the corners changed the look of the second vehicle, I did this to the trukkk kit as well.

The wheels from the trukkk kit were again slimmed down but as I put the halves together I offset the tread to give a different tyre design. I also added spiky hubcaps to aid in sideswipes and rakes!

Next the engine went on, from the original buggy kit, converted and put at the front of the vehicle. The seats were made from the sides of the trukkk back, cut into pieces, and glued to the only remaining strut I left on during the weakening.

The roll-cage kind of evolved, again using plastic rod, I first covered the engine adding a grill made from mesh and a bonnet made

from plasticard. Then I made a structure to protect the driver and passenger. The back platform is made from plasticard covered with mesh in order to give an industrial flooring kind of look; this was glued in position before adding a roll cage and armour plate around where the gunner was eventually to sit.

The headlights were 'borrowed' from my mate's Chimeras that he has not yet assembled (I hope he didn't want to give them searchlights) and a tow hook from the Ork trukkk was added to the rear of the wagon.

CREW

Crew for all my vehicles use Steel Legion gas masks and Tallarn Desert Raider head wraps. My leader sports a hat purloined from a Mordheim sprue, as were some of the crews' arms. The heavy is a Steel Legion lascannon gunner with Brakar the Avenger's heavy stubber, chosen for its excellent chain fed ammo!

Most of the pieces I used were lying around in my bits box. I appreciate that to recreate these exact vehicles from scratch would be expensive and similarly weak structures could be made entirely from plastic square section rod or sprue. Seats and engines can be easily created from other ranges of citadel miniatures (old metal land speeders have good seats) so just use a bit of imagination. In the ash wastes vehicles aren't mass produced so each should look different.

You can see Stuart's buggies in colour on the inside back cover of this issue. Next issue we'll be including Stuart's rules for designing and playing with vehicles in the ash wastes.

BUGGY ON DOWN...

Here are Stuart's superb scratch-built dune buggies for his Ash Waste Nomads gang. He tells us how he built these models in this issue, and rules for using vehicles will appear in Necromunda magazine 4.



Leader's Dune Buggy



Heavy's Dune Buggy with Heavy Stubber



Ganger's Dune Buggy