

ON YER BIKE!

by Stuart Witter

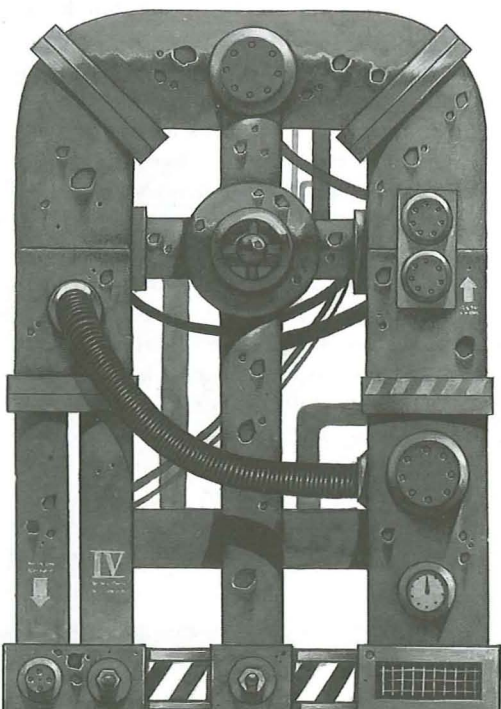
After playing with my Nomad gang for some time, gaining the odd skill and picking up a sizeable stash of creds along the way, I decided it was time to make some more vehicles. These would be for the footslogging gangers and juves that tagged along with the existing buggies my gang used. Having only light vehicles so far in my gang I did not want anything that would slow them down too much, and making more buggies didn't really appeal to me that much either. 'Bikes then,' I thought and had a look in my bits box to see what I might be able to make use of.



The Space Marine bike sprue was the first that came to hand but I had my doubts about it. A huge armoured bike designed for lugging around half a tonne of genetically enhanced, super human was hardly the sort of thing knocked out in a shanty town. With this in mind I started to weaken the two main halves of the bike and make the whole thing look a lot lighter. Mainly I did this on the armour that covered the wheels and took the forks off at the point where they meet the headlight area. This left me with a bit of a predicament what to join the wheel on with later but I decided to think about when I came to do it later and carried on with the removal of the rear wheel's armour. After taking off the rear armour I glued the two halves together, and added the handlebars. The headlight (useful in the murky ash storms and mists) was cut away from the

protective windscreen armour plate and glued inbetween the fork mountings. It was at this point I realised I had no way of putting the wheels on either end now... Disheartened I made a cup of tea in preparation for the next bits box search that lay ahead.

For the front forks I found two banner poles from Ork war buggies gutted making other ash waste vehicles. They had a big sun on the banner top, that when turned round made quite good disc looking bits. I trimmed these down a bit and found that the original wheel would now never fit between them, I sanded down the two halves of the tyre before gluing it all in place. I had no idea how the back wheel of a motor bike fits on, so I went and had a look at one (reference materials are best when completely stumped by a modelling project). I found they are held on one side on newer racing bikes. Armed with this equipment and a further cup of tea I knocked up a plasticard arm to hold the back wheel on. I added a couple of hubcaps that you get on the tyre sprues onto this arm for a little detail, and the hub cap for the outside was made by cutting down one of the tank wheels you get spare when putting





together a Chimera. I covered an unsightly gap in the back of the bike caused by removing all its armour with some miscellaneous piece of sci-fi stuff, oh and I should probably point out that I tried putting the foot rest jobby on but decided it ruined the smaller look I had given the bike. Without this bit and having removed the original exhausts along with the rest of the armour, I had no pipe at all on the bike. Not wanting it to sound like a dodgy old Nova SR I gave it new pipes that went into the barrel from an Ork shoota, a nice looking silencer (I was quite chuffed with that bit!).

The rider seemed a logical progression and having secured myself a set of the lovely new ash nomad models I decided it was best to cut them up. I picked a model with an arm held out, this meant an almost natural riding position could be achieved. First I cut off his legs at the waist. I had some Space Marine Scout Biker parts that were meant to originally ride this bike. The legs from the scout made the nomad sit perfectly on the bike and the hand meant he would hold onto the handlebars fairly well. After adding an autopistol for its short range effects (bikes in the game can move again after firing when moving at fast speed, making short range weapons really useful) and a small backpack the nomad was set aside whilst another hunt was made for bike material.

Chris decided that he would have a go at this motorbike production. After all it looked a doddle and readily started to chop up an abandoned Ork warbike. He removed the front forks and all the armour that

previously housed the tracks, added new forks made from spear staffs and a cut down front wheel. He then realised he didn't know how motorbike back wheels fitted on either. The half made bike then lay dormant, awaiting inspiration for a couple of days... I asked Chris if he would mind if I finished it, as I was a bit short on bike bits. He was more than happy to give up the front wheel that he had created.

I added handlebars and a headlamp to match my first bike and tried to find a way of adding the engine and back wheel. A Sentinel leg link turned up and was added to one side to give a rather beefy looking motor. I quite liked the look this gave and wanted it to appear like it was driven by electric as well as fuel, so I added a power pack and wires from a lascannon that I pinched off of Rob. I then needed a set of exhausts for the beast, and having looked at loads of gun bits whilst trying to find wiring, had turned up an Ork skorcha from the back of a Warbuggy. Cut in two the barrels made fairly nifty looking exhausts.

The rider was again made from the new models that Fanatic have produced. I left the long cloak, removing the front of the legs and then gluing Space Marine Scout legs to his waist. The cloak gives the model a real feeling of speed and the chainsword seemed to set this off nicely... I was partially inspired by the picture of the nomad leader from the ash nomad rules in Necro mag 3.

The juves of my gang didn't deserve such large impressive bikes; I took a trip to a local model shop to see if I could find anything smaller. The range of bikes was less than startling and I settled for the only ones they did without sidecars. The bike I used for this juve had millions of parts to put together but I only used the completely necessary ones! Well... most of the completely necessary ones. The engine was replaced by the body of a multi melta, a power pack from a Van Saar heavy was added to feed extra power to the new motor and a back pack from a mutie raider was used to make the bike look like it was a bit of a work horse.

I gave the juve on top mutie raider legs, these were used as the Scout legs looked massive on such a small frame. The arms were positioned into a riding and throwing



position, the hand not grasping on for dear life was to throw a grenade. Grenades can be chucked off in any direction by a biker giving them massive flexibility. I added a backpack to the juve to further the image of a functional vehicle. The notion that the rider didn't have a gun perplexed me a little so I finally added a holster taken from a space marine sprue to the side of the bike, ready to be drawn in case of emergency.

This bike needed to look different from the other juve's so I added armour. Shocking though the idea was, I am usually found weakening my ash wastes vehicles to the point of no return. Half circles were added to protect the wheels and the engine was replaced by the stock of a multilaser, with an armour plate covering any workings. I fashioned an exhaust out of a spear staff and the exhausts cut off the Ork bike Chris had ravaged.



The juve rider was made in the same way as the first, although the lack of space marine scout hand (all scouts hold on with their left) meant I had to resort to an archer's hand that happened to turn up.

At this point I fancied making a quad and spent a couple of hours making one out of a pair of Space Marine Bikes, adding new forks, mud guards, etc. before Chris and Rob convinced me it really did look just like a ride-on lawn mower that the caretaker might have ridden around on when we were at school. Not being able to get the image of my nomad mowing verges out of my head I filed the conversion in my bits box for another more suitable application.

Painting the bikes was a matter of replicating the colour scheme already used on my buggies, vermin brown over black, chips-scuffs and dirt. These are gaming miniatures and as such I didn't dwell on the paint job, I reserved more of my painting time to my new Ash nomad gang (coming soon).

I hope that I have shed a bit of light on how these little bikers were put together and perhaps inspired you to have a go, I recommend you have a look at a real motorbike first – it really does help!

Useful bits for making your bikes with!

All the components shown below can be ordered from Mail Order.

102791 Small Wheel sprue

102807 Marne Bike sprue

010300107 Dreadnought Exhaust

00801 Ork Warbike sprue

010505312 Multi-Melta

010505302 Hatch Base

010800509 Immolator Blast Shield

030500504 Shadowsword Cannon

030700107 Carapace Heavy Weapon

030300316 Exhaust 1

030300317 Exhaust 2

FNCMO16 Ash Waste Hand Weapon sprue

FNCM017 Ash Waste Basic Weapon sprue