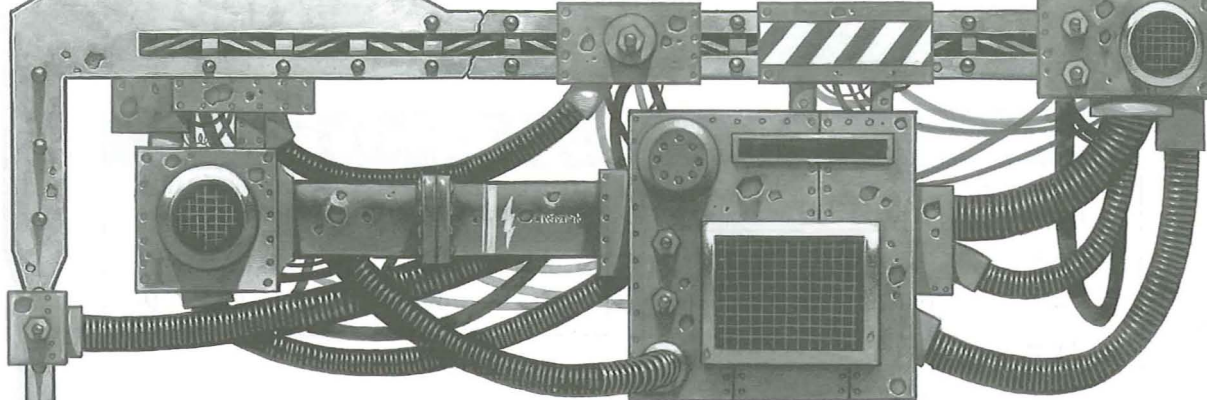


*Journeymen gang, with rig and
bikers, in the Ash Wastes*





BUILDING A RIG AND JOURNEYMAN GANG

So, how do you make a Journeymen crew, and a whopping great rig for them to travel in? The answer: with insurmountable determination, enthusiasm and the Magic Item, Andy's Apparently Bottomless Box of Bits (see Shed, Garden – Uses for... in 'A Wargamer's Guide to Avoiding Arguments With the People You Live With', publ 1878, McWidget + Madeup).

Before I start rambling on about various lengths of wire and bits of plastic, let me tell you how I came to be involved in this and who I am. My name's Andy Foster, I used to manage Warhammer World a year and a bit ago and I have a bit of a reputation for a) upsetting people by being honest and b) being a bit obsessed with converting and modelling things. Some of the older people out there may remember me from other GW magazines such as White Dwarf 245 (my Khorne army for 40k) and 234 (my undead army got a double-page spread. Wahey!) and even older, wispy-bearded types may recall Citadel Journal #20, which had Scyrak the Slaughterer in (they may also remember shillings and Wham! Bars, which were impossible to eat). Yes, yes, Andy, we remember you. Get on with the

explanation, for I am eager to build my monster, you say.

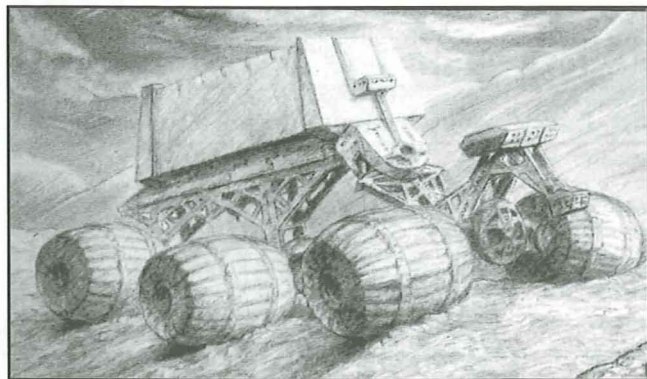
One evening, the trapdoor in the ceiling of my 'room' opened and Stu Witter poked his head in to talk to me. Narrowly avoiding a severe bite to the face, he hurriedly withdrew and returned later with some chloroform, some tea and a packet of fig rolls. Once the sedative kicked in and I had returned to something approaching civility, he explained that he and Chris Ward were making a new background for Necromunda, and asked if I'd like to make a gang to go with it? Of course, I at once flew into a howling frenzy of conversion, but by this point Stu had attached the manacles my wife had had fitted to the walls of my miniatures room, and he escaped with nothing worse than a new head and a repositioned leg.

Of all the gangs in the new Ash Wastes setting, it was the Journeymen that most captivated my imagination, brought up as I was in the years of films like Mad Max II, and of course, the ultimate trucking movie, Convoy. After some further discussion, I decided to make a gang of rather unkempt Journeymen, a gang down on its luck and fighting for survival in the wastes, but with a small degree of organisation. There were two main areas I would have to get right.

The most important was the Rig; the other was the Crew.

THE RIG

All journeys start with a single step. The trick is to get the second step to follow it and build from there. The problem with big projects like this though, is that you often get to the top of the first flight of stairs, only to realise that you're in the Empire State



Building and all the elevators are broken. Such seemingly overwhelming odds can often leave a job half done. I find that having a deadline works wonders for me, 'cos it makes me cut out all the 'really cool' (defined in the Wargamers Dictionary as: Impractical or otherwise implausible ideas that will be more hassle than they are worth) details I might have thought of and concentrate on getting the nuts and bolts done. An example. Please note – this model cost me a fortune in real terms – I just happened to have a lot of bits of kit sitting around that weren't going to get used when I was honest with myself. You may want to sit down when you work out the total cost of the rig. And please excuse the slightly... bent... nature of the finished model. As Stu and Chris will confirm, the rig I finished at 2:30am on the morning of Games Day, before going to bed, was a work of art, with not a join or seam to be seen. The rig I accidentally sat on and crushed into over a hundred separate pieces at 6:30 am shortly after I got back up didn't look quite so good. When Chris arrived at 6:45 to pick me up to go to Birmingham, I think he took it worse than me at the complete destruction that had been caused. Still, a good hours work and a lot of superglue accelerator, and it was successfully reassembled to resemble a pale shadow of its former glory.

This is how the rig started...

The front of the cab has been made from a Landspeeder top half, glued to the floor of a Land Raider, cut down. Two strips of thick plastic card have been glued to the sides and cut to fit the land speeder cab. The roof is again from the Land Raider (the rearmost hatch). The exhausts, unbelievably, will need two Land Raider sprues, as they are each made from the rear half of the engine. The door to the cab is a Land Raider hatch with a curtain made from a fantasy Orc bannerpole, glued directly behind the open hatchway. I wanted to make the Rig seem ancient, and suffering from 'bodging' (from the Latin bodgus, lit. the art of maintaining something without spending money). The STC technology has been poorly looked after by various crews over the thousands of years of service, and yet it still functions well enough. Note the fuel tanks, made from the ends of a fuel drum from the 40K terrain sprue, and the tracks. Both were later

discarded when I discovered I didn't have enough tracks to make a rear set for the rig or the trailer. I wanted to make the cab look less like a Land Raider, so I cut most of the sticky-out bits off, and removed a hatch from the front. I then removed the winch from the Land Raider 'tool door' at the cost of a new blade for my knife, and a little blood (Blood, as all serious converters will testify, is the mark of a good conversion. A little sacrifice to the god of modelling, Xacto) I glued the main part of the winch behind one of the removed panels, with the end on the outside.

At this point, the rig sat on my desk for several weeks whilst I did grown up things like get a new job, tidy up, get married, etc. It wasn't until two weeks before Games Day 2001 when Stu asked if I could finish it in time to put on a demo game for Fanatic. Of course, I lied, no problem.

The first change I made was to rip the tracks I had made off the sides, and replace them with some double-thickness chimera tracks. I carved or filed away the major Imperial detail and chopped down the body armour a little to try and disguise the fact I had ripped these from a busted chimera model I found in my bits box (the Shed).

The next change was to glue on two more Land Raider halves, one to each side of the cab, breaking up the square appearance, making it look less like Optimus Prime (one for the chaps over twenty-four there) whilst at the same time making the tracks seem to be part of the model rather than just stuck on the outsides. I used the lid from the ammo box on the terrain sprue to seal off the ends at the top, and used the terrain-following sensor from the 'speeder as a bit if extra tech on the right of the cab. I figure that the average rig has a lot of gubbinz to help it find its destination through the many terrible chemical storms it has to travel in.

The front window was made from plastic rod for the support struts. Behind this was glued our old friend, car body repair wire mesh. The top is made from a bit of plastic card, on top of which is another slice of 'raider engine, taken from the roof panel. Note the main headlights. These are both Land Raider searchlights, one of which had to have the edge cut off, reversed and glued back on so that it was a mirror image of the

original rather than identical. On a whim, I added extra lights to the side sections, again from the raider sprue. The ram bar is from an Ork truck.

The top plate. This has a removable roof to allow me to position models inside the cab, hence the unsightly gap at the front there. I used the over-the-horizon radar from the raider and a turret from it too. Shady Slim, my gunner, fires from here and I wanted extra armour to protect him from all the attention he'd get from gangers jealous of his lovely Hive-manufactured heavy bolter 'Have some of this, ya buggy-drivin' freaks!' The gun itself is from one of the many 'speeder kits I ruined in the course of making this model. The box is from the old Rhino – I was going to put loads of extra baggage up here to act as extra armour, but ran out of time. The two armour plates on the gun turret are also from the old rhino, given serious consideration from a modelling knife and two sizes of twist drill for that ancient, bullet-ridden effect. Loads of bullet holes festoon the rig's cabin and the motor section of the trailer. This rig has seen thousands of years of skirmishing and bears the marks to prove it!

THE TRAILER

Well, this was also a case of 'plan B'. I wanted to make a much squarer, cargo-hold style trailer, much like an AT-AT walker from Star Wars without the legs but time put a stop to that. I nipped down to my local unfriendly model shop and carefully explained that I need something to use as an ancient fuel tank from a waste processing plant or similar, and asked what they had. Ignoring their scornful replies (railway enthusiasts can be so harsh) I mooched about and found two huge trailer kits for articulated trucks. Ideal! I chose the cylindrical one of the two. It was massive – twice as long as you could realistically get away with in a game, so I cut it in half and glued one half together. To make it look like the right scale, I added lengths of 'T' shaped plastic trim along the sides, to break up the smoothness of the tank. I used eight old Land Raider engine nozzles from my bits box (you order these things and never use them, but sometimes, just sometimes, you find another use much later...) to represent sockets which would be used to fit the tank

into its destination by some Mechanicus adept. The 'handles' on the side (cooling pipes?) are just thick plastic rod bent into shape and poly-cemented to the tank. The hatch from a Leman Russ lascannon turret was stuck to the front – if you look at real fuel tankers on the motorway they often have these small access hatches apparently randomly placed on their steely hides.

Incidentally, truck drivers don't appreciate it when you drive at exactly the same speed alongside them in order to better study their trailer in detail. Drive safely, people! I used two missile pods from the 40k terrain ammo sprues as spare fuel tanks on the trailer section. Single width chimera tracks for the motive power here (I ran out of Chimera tracks, so no double width) with the side of a Leman Russ cut to a square for the rear panel rather than the standard access door on the back of a normal chimera. This was just to try and stop it looking quite so much like a standard imperial tank kit with a Pringles tube on top! One of the golden rules I follow is to always try to avoid doing what people expect in a conversion. Stay away from the clichés unless you can do them really well. For instance, don't just chop off lots of heads with a knife, glue them haphazardly to your model's base and cover them with blood red paint – this will undoubtedly suck. Rather, you should choose either one head that has not been used for this purpose before or two at the most, add a few gory details like a section of spine sticking from the neck socket and loose flaps of skin hanging from the severed area. Use the darkest red you've got and shade it down with lots of brown and red ink. Always use a delicate application of gloss varnish for the blood to shine. Spend as long painting the head as you would the rest of the model, because it's going to be looked at more than the actual figure! What you want to aim for with any project is believability and finesse. To help with this on the trailer section, I tried to make the tank look like a part of the model by attaching support struts to the top of the motive section, holding the tank in place.

Now I had the tank positioned, I needed to create some areas for my crew to walk upon. Rigwalking is a required Journeyman skill in the wastes; they often use their rig as

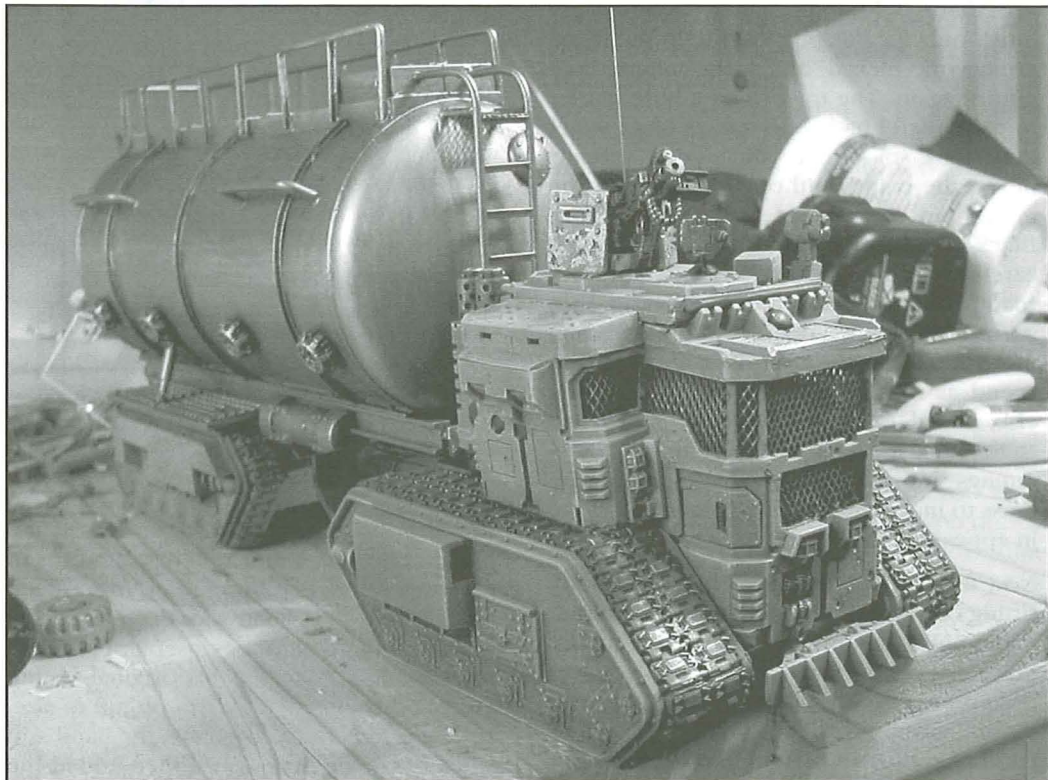
a mobile fortress against raiding shanty scum or beast riders. I decided that the most likely way this would happen would be that the journeymen have a set of gantries and walkways at their disposal that they simply weld to whichever cargo they have been hired to transport and adapt it to form a useful firing platform. With this in mind, it was out with the old plastic rod and the superglue accelerator (aerosol chemical spray that sets superglue in a fraction of the normal time. Indispensable for today's modern conversion freaks). Simply bend the top railings to the length required and glue on. Add struts along the length to required taste (about an inch and a half apart) and hey presto. The ladder is created in the same way, except in this case I used 'T' shaped rod for strength.

Notice that the tank itself is not covered in dents and bullet holes like the rest of the model. This was to emphasise that it is a separate and new addition to the ancient rig.

The final task was to paint the whole model. First I should point out that the best way to paint anything is to do as little actual

painting as possible, for maximum effect. This is why I have six different shades of shadow grey mixed in order of highlight, and numbered. In this case, lacking an airbrush I used the old mask-and-spray routine. First the model is entirely sprayed black. Then I gave the cab a hefty spray of tin bitz (if not available, go to Halfords and see what matt colours they have. You'll be impressed.) The following coats of colour were all lightly sprayed from the top down in several coats, to allow a degree of 'self-highlighting', where the paint that is sprayed picks out the raised detail for you, saving a lot of work. The tin bitz was almost the final colour for the whole rig as it gave a lovely antique feel to the model, but in the end I plumped for a more traditional industrial feel and gave the model a coat of bubonic brown spray. I then re-applied some tinbitz, spraying the ground just short of the model itself, to give a dusting of muck along the bottom of the rig.

I used some thick card to block off the tank from the tracks on the trailer, and repeated the process. I then used the card to mask off the tracks whilst I gave the tank a hefty spray



The completed Journeyman Rig

of boltgun metal. Having sprayed my patio a variety of interesting browns in the process, I quickly scurried back indoors before any blame could possibly be apportioned to me.

Having returned to my pit, I dried the model off with a hairdryer – ready to paint in under a minute! I then gave all the tracks and engine parts that showed a liberal coat of brazen brass, followed by wet-brushes of boltgun metal, then mithril silver. A wash of thinned down brown/blue/black ink, then (heresy) Windsor + Newton ‘Peat Brown’ Drawing Ink brought out the depths without altering the colour too much.

Satisfied with myself, I proceeded to drybrush all the rest of the rig with a straight bubonic brown paint (it was lighter than the sprayed coat, which appeared much darker due to the undercoat of tin bitz) then picked out various edges with a lighter drybrush of bubonic brown/bleached bone mix. I then shaded all the recesses with a thin wash of scorched brown. To break up the Land Raider appearance, I painted a few hatches in industrial striping of white and black or plain red. The lights were painted white, given a turquoise glaze (showing my age there. Old, old paint. Useful pretty much only for this purpose) then the metal grille-work picked out with boltgun and mithril again. The trailer was a little harder to paint than I had expected, as I had to get it to look smooth. In the end, I actually mixed the paint (mithril/chainmail) on the model in order to save time. More Black/blue/brown ink in the recesses, carefully removing excess with another (damp) brush. Picked out the edges in mithril where it needed definition and then had a look at it for a bit. It is important to spend as much time planning as anything else, in order to get it right. Having mulled at length, I decided to paint the walkway railings and supporting girders in brazen brass to make them a little more ‘bolted-on’ in appearance.

Now for the tedious part. I had a shiny rig sitting on my desk, but I wanted a battered, millennium falcon feel. So, every bullet hole, scratch, dent and overlooked gap was picked out first in boltgun metal, then with mithril silver highlights. **THIS WAS VERY DULL.** I really can’t stress that enough. But that was the final stage.

JOURNEYMEN CREW

Before I begin, let me point out that not all Journeymen crew look like mine. You should tailor them to match your vehicle and playing style. I drew inspiration from numerous films of my youth, as well as some of the better Glen A Larson productions, and observing the varied, delightfully aromatic Games Workshop staff and customers over the years. I decided to make my Journeymen one of the more eclectic business outfits. By using the redneck stereotypes of popular culture. ZZ Top beards, dungarees, rolled up sleeves and baseball caps for the main crew. In addition, they would have dedicated outriders that would scout ahead of the main rig to spot trouble, and this would reflect in their clothing and equipment being more practical for the atmosphere outside the hive. Also, a couple of shady hired goons to deal with any trouble would be brought on board to protect the journeymen crew in a fight. I named the company Big Al’s Trucking Co. Now I needed Big Al.



Big Al

Big Al is ex-Imperial Guard, so I used the Cadian Lieutenant and added hair, a cap, an eyepatch and a breathing mask from green stuff. I used two small slices of plastic rod and stuck them onto the nosepiece as filters for his mask. I clipped his original lasgun away and trimmed a plastic boltgun to size, so that it fitted exactly against the hand and stock of the original arm. I then added the set of two plastic grenades from the Space

Marine sprue to his belt. It's when the little things like these go right first time that I get the greatest pleasure from converting. Usually this sort of manoeuvre simply leads to hours scrabbling around on the floor trying to find the b~#*^%& piece you've just spent an hour working on!

The original colour I had in mind for the rig was camo green, and I still wanted that colour in my scheme somewhere, so I used it on the 'uniforms' of the rig crew. Big Al was painted from black with Dark Angels green, given a dark green ink wash, rehighlighted with Da green, then successively highlighted with camo green, a 50/50 mix camo green/rotting flesh, then rotting flesh for the final coat. I left his armour black because I didn't want to draw attention to his Guard background too much by making it stand out. In order to diffuse his Imperial appearance further, I painted his baseball cap a nice bright red. A coat of lovely, lovely GW red ink (can't beat it) gives it depth and, well, redness. I painted the mask codex grey, then white. The bases on all my figures are simply railway ballast, given a drybrush with bubonic brown.

Big Zeke is the driver, and is completely sculpted from green stuff except for his guns! (If you want to see more of the models I've done, have a look at my website at www.heresyminiatures.com) There were just no models available from GW that fitted my redneck idea so I had a go at it myself, with OK results. My theory was 'If you can

convert, you can probably sculpt. It's essentially the same principle but starting from nothing, if you see what I mean, although I recommend getting a grasp of anatomy and proportion first. To make the model look appropriate, I added a couple of plastic grenades again (never go anywhere without them) and a gas mask made from a flamer fuel cell, guitar string for the pipe and green stuff.

Again the camo green paint scheme and red hat, but this time I had a white shirt as well. I was going to do one arm sunburnt in true trucker style, but it dawned on me that you don't really want to stick your naked arm out of the window in the Ash Wastes! You can't really see it by the way, but there's a yorkie bar sticking out of Zeke's pocket under his gas mask.

Cletus, the juve, is another sculpted model, with a metal laspistol. He was the first model painted for the gang and has a red hat after Fred Durst, lead singer with popular beat combo Limp Biscuit. I positioned him to be skidding through the dust firing wildly and ineffectually at raiding Nomads.

Silent Bob's job is to stand on the trailer and blast any vehicles or gangers that come alongside the rig using either his shotgun or grenades. He's a Delaue ganger with shotgun body, slightly converted by the addition of a hat. And now, how to make hats!

1. Get a metal ruler or a ceramic plate. Squash a small ball of green stuff into a disc about 1mm thick. Put a much smaller ball than you need for the 'head piece' (technical hatter terminology) in the middle.
2. When this is dry (use a lamp to speed it up), add more green stuff onto the smaller ball and turn it into the hat shape you want with a rounded modelling tool. Expo does a great set of dentists carving tools that should fulfil most of your needs as a converter.
3. When that dries, add a thin sausage flattened around the edge of the headpiece for a trim, if desired. Remove the hat from the tile/plate when dry using a sharp knife. Try not to stab yourself like I always seem to manage to do.



Zeke

4. Clip the top of the head of your model off, smooth off with a file or knife and glue your new hat on.

5. Paint to desired taste.

I painted Silent Bob's hat and overcoat brown rather than the company green because it's a practical item of clothing worn to shield him from the weather outside the cab, not a dress code. Big Zeke doesn't give a psyber-monkey as long as Silent Bob does his job right. For the record, I used scorched brown. I used a mix of bestial brown with a little white and bubonic brown in to highlight. The inside of the coat was painted bubonic brown to distinguish it from the outside of the coat, the trousers camo green to tie in with the crew and the equipment black. I have another pot of a black/blue grey mix that I use for one-stop highlighting on gaming pieces. Just do the edges a slightly lighter shade and you're sorted. On the base of Silent Bob, I added a skull taken from the chaos spiky bits sprue. Use scorched brown, bubonic, bleached bone, and skull white in that order to paint it.

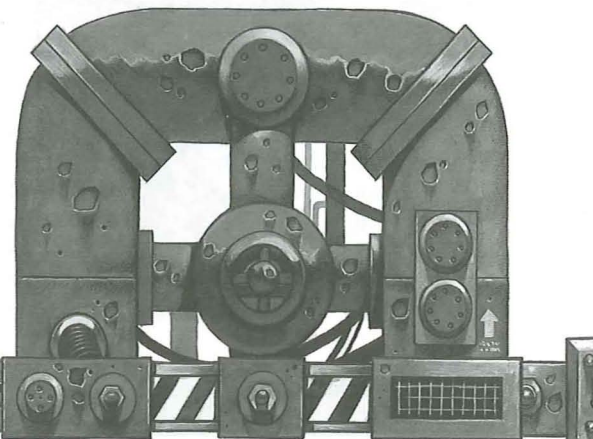
Shady Slim is the gunner on the rig, another skinny, volatile backwater Fred Durst imitating hick with bad teeth and weird hair. Again, he's made of green stuff and guitar string for the main part and is my favourite model in the crew if only for his attitude! He doesn't even wear a shirt to protect him from the weather because weather is for losers, man. I really wanted a facial expression on Slim and having scanned through the imagery in the 40k artbooks, I got around the pollution problem by hardwiring his air supply into the back of his head! Note the cap on backwards too. Even in the forty-first millennium, some people dress like idiots...

THE OUTRIDERS

A little more complicated these. I wanted bikes that looked like they would work, not the clumsy, heavy-duty Space Marine bikes, which are eight times the size of my gangers. I've seen a number of civilian bike conversions over my years of collecting and working in the industry and never really felt they were quite right. A few hours perusal of the various catalogues I own and the answer came to me in a flash.

The kit you need to start from is the Dark Eldar jetbike. It has a built in petrol tank and engine and is much slimmer than the other bikes, allowing regular humans to sit comfortably upon it without the ninety-degree legs split. You need to remove the jet engine and most of the rear gubbinz, trimming the bike right down to just behind the seat area. Carve a circular section out to allow for the new wheel you'll be fitting in a little while. Slice the front of the bike off to the petrol tank and fill the gaps in with green stuff. You'll find it a lot easier and safer to trim the bike down whilst it is in two halves, then glue it together, rather than try to do it in one piece.

I used green stuff to make a petrol cap for the tank at this point, before attempting the front forks. The easiest way to make the forks is to firstly make the wheels, then use plastic or brass tubing of the right size that one fits inside the other snugly. Cut to the appropriate lengths and attach to the side of your front wheel. I took the controls from a Marine bike, removed the central section and glued the remainder together so that the small controls on the handles lined up with the width of the forks. I drilled them out so that the tubing slotted neatly in. I made a speedometer and fuel indicator from more tubing and glued this between the handles where they would more or less be on a normal motorbike. The light is also from a Marine bike or you can use the brilliant one from the Ork killa cans sprues. The exhaust on this one is from a Rhino again, with bent plastic tubing to connect it to the engine and form the fork that holds the wheel on. On the other side, the 'chain' section is made from a section of another Marine boltgun, a hubcap piece from a Sentinel or Marine bike, with the actual cabin a thin piece of plastic rod bent and glued on. Fiddly, so watch out.



The wheels are the most tedious bit. And boy, are they tedious. Take a normal small wheel; use a knife to draw lines from the treads on the outside edge to the inner hub. Sand each half of the wheel down to the hub itself (careful not to file that bit away). Then trim away all the normal outer edge away to leave a smaller tyre with your lines on. Finally, cut in new treads on the outside edge. Be very careful here because one false move with the knife can easily ruin half an hour's work.

The riders themselves are converted from Imperial Guard bits. I used the gunner legs from the Catachan range, one with a plastic Catachan body, the other with Sentinel pilot parts. I used a Goblin arm with green stuff sleeves for the first biker's left arm. I decided to give him an autogun. The Necromunda ones were a bit small for some reason so I made one out of a plastic lasgun. I shan't name the chap who couldn't see how I made it (A tradition amongst me and the ladz is to be able to name every part in a conversion. Ultimate triumph is achieved when your opponent cannot guess one or more parts. Not that we're nerds or anything. We're just over competitive. Honest.) but it is in fact the end of an old plastic autopistol from the Marine combat sprue, cunningly glued onto the end of a plastic lasgun from the new Imperial Guard sprue, modified by gluing a bolter clip in place of the energy pack.

I removed the Imperial eagle because these are not actually army-issue guns, more likely a cheaper run obtained from the House Van Saar factories. The hand is green stuff around the handle. Again, the gas mask is green stuff.

The second rider was mainly a straightforward Catachan. I found a Necromunda backpack that had a gas mask on it so I allowed myself to use a face that was open to the elements (some rare areas of the ash wastes aren't actually lethally poisonous and regular filter plugs can be worn for a short time. That's my excuse for having some models with characterful faces instead of gas masks all the time much to Stu's annoyance!).

The two bikes were painted in the same spectrum as the rig itself, with scorched brown and bubonic brown schemes. The flesh is dark flesh, dwarf flesh, elf flesh highlights, and all the metal was given a wash of the ink mix I used on the rig.

I have found the bikes are very useful in a game, because although the rig I use is very well armoured, it can only move a few inches and seems to attract ramming from enemy vehicles like some sort of buggy magnet. I'm going to have to get a couple more bikes ASAP to protect my rig by harrying shanty scum and deterring them from these attacks. They always seem to get lucky and destroy a track or similar. We improvised some jack-knifing rules at one point because I had two sets of tracks – front and rear – and the left-hand side of the front unit was not working. This meant that the rear unit would be pushing against the cabin, causing it to attempt to move faster than the cab. This was quite amusing in the game and also quite realistic. We determined that the jack knifing would cause the rig to flip after it went out of control at high speed (Zeke got shot in the face by a lucky shot from a laspistol. A LASPISTOL, I ask you. What an embarrassment).

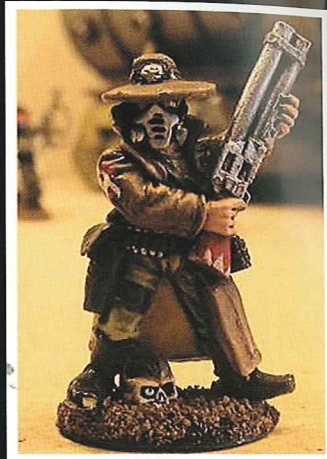
And that's it. I need to add those extra bikes and another heavy weapon of some kind to stave off those damned buggies, as well as another goon to walk the trailer. I hope you found this guide useful for making your own gang. Until next time, keep truckin' good buddies!



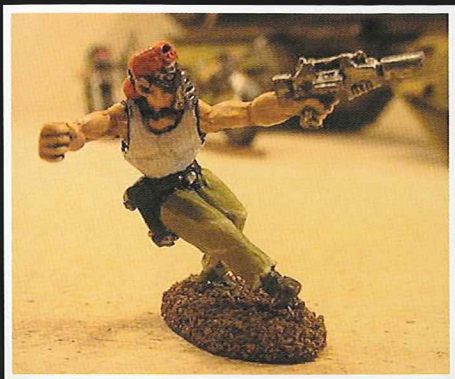
Outriders on bikes



Outriders



Silent Bob – Goon



*Cletus –
Goon*



Big Al – Mercenary

Journeyman Gang

*Painted and converted for the Ash Wastes
setting by Andy Foster*



Shady Slimm – Gunner



Zeke – Driver