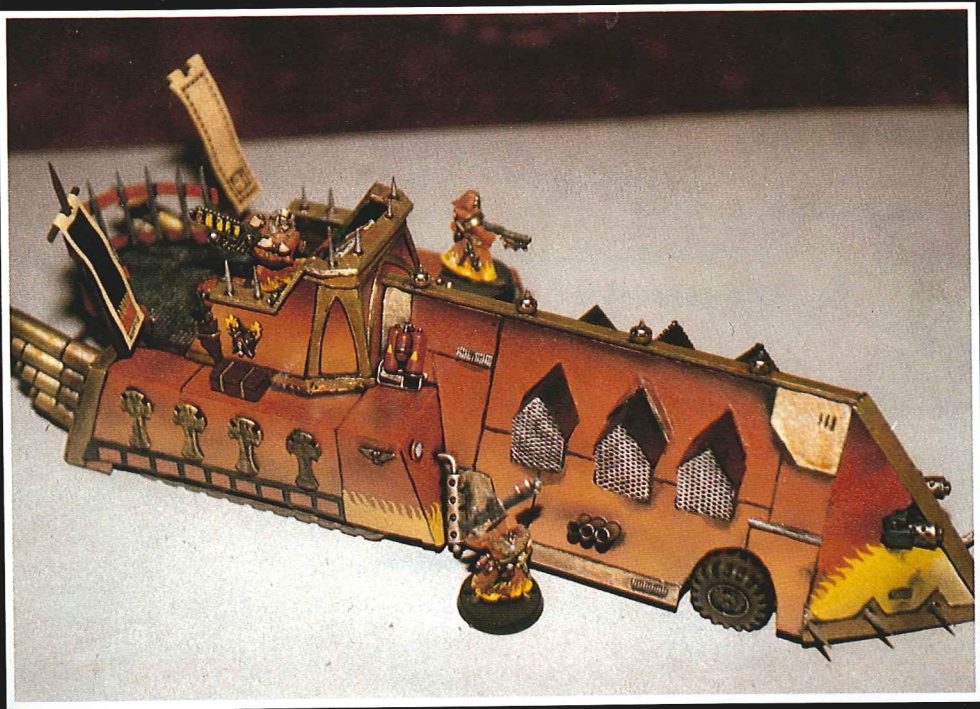




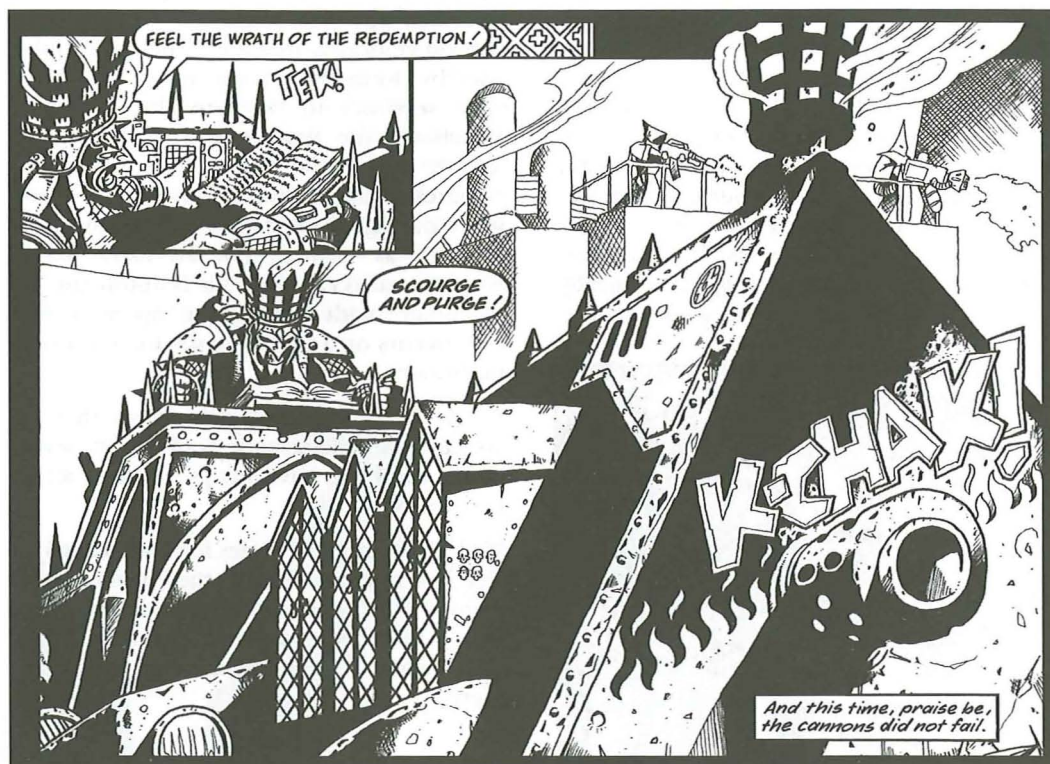
*The Pulpitek – Klovis, the Redeemer's, armoured vehicle for travelling the Ash Wastes.
Model scratch-built by Wayne Reynolds
(check out pages 14-19 for details of how Wayne built it)*

SCOURGE AND PURGE!

Pulpitek Conversion

By Wayne Reynolds

'If it doesn't hurt, it doesn't count!'



Redeemer artist Wayne Reynolds of Warhammer Monthly fame has taken Arch Zealot Klovis's tag line to heart, going beyond the call of duty to construct a 3D model of that engine of destruction, the Pulpitek. You can combine this model with the Redeemer rules and conversion article from Necromunda magazine issue 1.

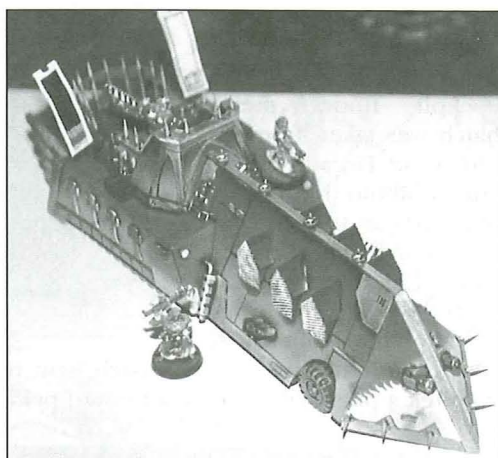
Proving his dedication to the crusade, the project was managed in stolen moments of the artist's free time. Wayne initially made a cross-section picture to help him work out the shape the vehicle would take in 3D form. The size of Redemptionist miniatures was taken into account, so the model would be in proportion to the fanatical figures that

would eventually stand atop of it. A 'Doctor Frankenstein' approach was taken to selecting the materials – spare parts left over from completed models were incorporated into the design, along with such eclectic materials as car body mesh and a seemingly endless supply of cocktail sticks!

The Pulpitek model's formidable appearance stems from being based around the tracks and sides of a Rhino model kit. Yet the flavour is 100% pure Necromunda. The distinctive red and yellow flaming paintwork comes straight from the comic pages, and there is a smoke-stained effect on the vehicle that credibly suggests the action the Pulpitek has seen on its righteous campaign through the Underhive.

The pennants are exact replicas of those in the Redeemer comic, but Wayne decided to change the design on the sides of the vehicle. Four metal shields, shaped like ornate crosses, were mounted on either side of the Pulpitek, increasing its visual impact as a crusading battle vehicle.

Customising your creations is a large part of the fun of model building. Use your imagination to bring that industrial, apocalyptic Necromunda essence to your own Pulpitek model. As for the basic elements of making a Pulpitek from scratch – Wayne has broken down his project into a handy user's guide...



CREATING THE PULPITEK

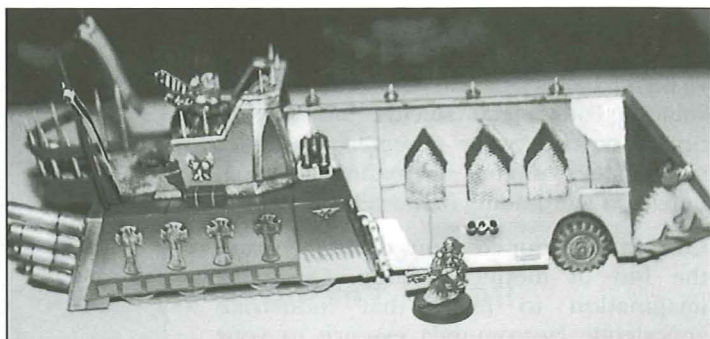
MATERIALS

- The tracks and sides of a Rhino model kit were used as the basis for the original Pulpitek model.
- Thin mounting card (A2 sheet). Thin plasticard is also suitable.
- Car body mesh, enough to cover the floor on the Pulpitek's cockpit and the Pulpitek's windows (available from high street car maintenance shops).
- Backpack from an Imperial Dreadnought.
- One set of wheels from an Ork Buggy.
- Citadel Black acrylic spray.
- Citadel Paints: Blood Red, Flaming Orange, Golden Yellow, Burnished Gold and Mithril Silver. Also Citadel Brown ink.
- PVA glue and super glue.
- Empty ink cartridges for the exhaust pipes, lots of cocktail sticks, and white cartridge paper for the pennants.



The original Pulpitek model was customised with parts left over from old model kits, WW II style kits, Warhammer 40K miniatures and Fantasy shields from Games Workshop blister packs. A Redemptionist back banner emblem was affixed to the side of the cockpit with super glue. Plastic wheel spikes from an Ork Buggy were attached to the top of the front

length of the Pulpitek and Rhino exhausts were fitted to the sides. The cockpit floors metal hatch was taken from an old Ork Dreadnought, and a Rhino hatch was attached to the rear of the Pulpitek. Smaller exhaust pipes were made from the protective tubes found on fine paint brush heads. With an inventive approach, you really can use whatever is to hand to give your Pulpitek a personal twist (or a twisted personality!).



TOOLS

- Craft knife, ruler, sharp scissors for cutting car body mesh. A fine paintbrush for detailed pennants.

- Step 1.** Draw out a cross section of the model. This will enable you to work out the card shape needed for the 3D model.
- Step 2.** Measure card to cover the Rhino tracks and sides, and construct the cockpit bay at the back of the vehicle. You will need to cut out window holes, three on either side. Attach the card with PVA or superglue. This may take several attempts, and the diagonals will take a lot of patience!
- Step 3.** Add the front wheels, using a cocktail stick as an axle. The back wheels, as part of the Rhino tracks, are already in place.

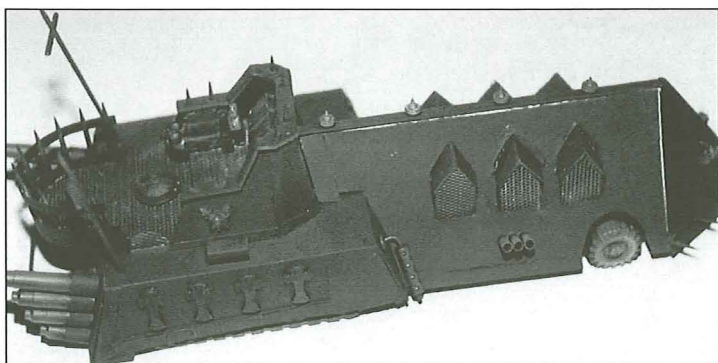




Step 4. Add guns to the front to the Pulpitek, using the Imperial Dreadnought backpack.

Step 5. Back to the windows. You will need to measure more card to make the eaves which protrude from the slanted Pulpitek sides. Attach with PVA glue. When the eaves are in place, cut car body mesh in the previously mentioned hexagonal shape (see Step 2) to make window grills. Measure and cut mesh to cover the floor of the Pulpitek's cockpit. Attach mesh with superglue.

Step 6. Add parts from other model kits to the Pulpitek: shields to the sides, a lectern and Gorkamorka Deathkopta parts to the cockpit. Attach a chassis and hatch at the rear of the model (an old



of the model (an old World War 2 model kit chassis and a Rhino hatch were used for this in the original), and another hatch on the cockpit floor. Empty ink cartridges and cut to size, make graduated rows of exhaust pipes. Cocktail sticks are used to make Malakev's basket, located at the back of the vehicle.

Vehicle Type: Tracked			Armour Type: Heavy Armour			Vehicle Name: Pulpitrek			Fixed Weapon: Twin Autocannons					
Transport Capacity: 5+			Cost: 250+25+600= 875			Driver: Brother Berkrak			Gunner: Brother Brude					
Scores	Armour	Area Name	Scores	Armour	Area Name	Short Range	Long Range	To hit short	To hit long	Str	Save	Damage	Ammo	
1	9	Driver	4	9	Wheel	0-20	20-72	—	—	8	-3	1D6	4+	
2	9	Fixed Weapon	5	10	Vehicle Body	Equipment, Permanent Damage and Notes:								
3	9	Crew	6	10	Engine	1 Sustained Fire dice each								



Cut the ends off more cocktail sticks to make a row of spike railings, which can be linked with a strip of thin card. After the model is assembled, cover it completely with Citadel black acrylic spray. Use Citadel Blood Red paint for all the red areas, with a topcoat of Citadel Blazing Orange (you may need several coats to build up the colour sufficiently). Pencil out the flame design at the front of the vehicle, and paint on with Citadel Golden Yellow. Use an airbrush for spraying on scorch marks and smoke staining (if you don't have access to an airbrush, this effect can also be obtained by dry brushing). Paint the cocktail sticks and the car body mesh with Citadel Mithril Silver, then add a Brown Ink wash for a rusted look.

The pennants will be folded around and mounted on cocktail sticks – so cut out a double length of cartridge paper, and pencil a duplicate design on either half. Paint this with a fine brush and, when dry, fold down the centre and bend around the top of a cocktail stick painted with Citadel Burnished Gold (again with brown wash applied). Stick the sides together with PVA glue. Cut the poles to length and attach to Pulpitek with super glue.

Mount Klovis and other Redemptionist miniatures on the Pulpitek, and prepare to kick some heretic butt!

