Vehicle Type: Tracked Armour Type: Heavy Armour Vehicle Name: Pulpitek
Transport Capacity: 5+ Cost: 250+25+600= 875 Driver: Brother Berkrak

Scores	Armour	Area Name	Scores	Armour	Area Name
1	9	Driver	4	9	Wheel
2	9	Fixed Weapon	5	10	Vehicle Body
3	9	Crew	6	10	Engine

Fixed Weapon: Twin Autocannons
Gunner: Brother Brude

Short Range	Long Range	To hit short	To hit long	Str	Save	Damage	Ammo
0-20	20-72	—	—	8	-3	1D6	4+

Equipment, Permanent Damage and Notes:
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!