



Designing and Building Vehicles in the Ash Wastes

By Robert J. Reiner, aka Arbitrator General

I hope you all have enjoyed the Ash Wastes Setting that I revamped and got back into all of our hands. I had a blast ironing them out and play testing them myself, but the most fun I have to admit was creating the vehicles and modeling them. Some are 40K kit bashes and others were totally from scratch. Here are my thoughts and experiences on some of my Ash Waste vehicles...

Well, where to start? I guess the easiest place to start in vehicle creation is with what is it that you want to create? The Ash Wastes are home to everything from standard bikes to bolted together creations. My main inspirations are the old Necromunda Magazine articles on vehicles and of course, the Mad Max series of movies. Please also note that I am not a member of the Games Workshop Staff, am only a veteran gamer and Necromunda guru, heck, I even get other people to paint my figures whenever possible as I do not have the talent, time, nor patience needed to paint good, let alone decently. Since I did not get any parts for free, I also took a look around at what I had on hand.

EXAMPLE 1 – 40K KIT BASHED CHIMERA

I was a 40K space marine player, actually a Space Wolf player. I had a lot of Rhinos, some razorbacks, and few Land Raiders too. These would make easy conversions, but how would a Necromundian get their hands on a full Rhino? I couldn't think of a legitimate way either, so I bought a Chimera. Imperial Guard is a far easier stretch. So, here it is.



To make it look more like an Ash Waste vehicle I used as many bits as I could. I ordered up a bunch of Forge World crates, barrels, etc. and raided my hobby shop's supply of misc. resin scenery kits. I put it all together and added extra weapons slung on the outside to simulate fighters storing their gear as they got in. It is also good to note that the standard

turret armament of the Chimera is a good representation of an auto-cannon or heavy stubber without modification and the pintle mounted storm bolter is the basis of the twin-linked bolter. After I had it altogether it was off to my buddy Pat Wells for painting. Thanks Pat for a wonderful job on this one.

EXAMPLE 2 – 40K KIT BASHED SENTINEL

Ok, so the Imperial Guard is already an easy target so why not also steal a Sentinel while I was at it? I did essentially the same thing. I started with an armoured company sentinel and tricked it out from there. Again, once it was assembled it was off to Pat to paint and get an original debris inspired base.



This one also incorporated a multi-barreled heavy weapon. In play testing I used it as a heavy stubber. The armoured sentinel cabin also lends itself to having more than one fighter in it. This is essential to the rules as the heavy weapon can only be used on a vehicle that can transport fighters and not a single-seater. I also added extra basic and close combat weapons on the side to symbolize the fighters stashing their weapons while on board.

EXAMPLE 3 – 40K KIT BASHED BIKE

The bike is by far the easiest to make. The obvious easy choices are the space marine bike, old imperial guard bikes, ork vehicles, or anything that looks like a bike. I designed the bike rules to cover anything that looks like a bike so that the ork warthingy with a wheel in front and a track in back can be used. So, here is my shot at making a bike. The easiest thing I could do was take a space marine attack bike and throw on some old school imperial guard figures to make it look more like Ash Waste then before. I even modeled a laspistol in the driver's hand so that he can shoot per the revamped rules as well. Also, since the sidecar is now an equipment option the heavy bolter makes this a perfect addition to my Ash Wastes Nomad gang as they can use Heavy Bolters.



EXAMPLE 4 – SCRATCH BUILT CRAWLER

The largest vehicles in the Ash Wastes are called crawlers. These massive vehicles are so large that fighters can move around on them and almost have a battle inside of a battle. My crawler is the vehicle that I originally set out to create from scratch. It took me close to three years to collect the pieces and get the inspiration I needed to complete it. This vehicle is 95% recycled materials. I am an engineer by day and we use a lot of technology based items that run out of ink or need to be replaced, so I took parts out of the trash here and there and combined them with other things and came up with my crawler. So, with that said, here are the steps I took to create my crawler.

Step 1 – Motivation: This step was used to determine what type of locomotion my crawler would have. This has no barring on the rules, but definitely does on the looks of the vehicle. I decided that large wheels would do the trick. So, I took a look at the parts I had and here is what I started with...



So, what the heck is that? Well, those are three different types of paper roll protector end caps and some small wood panels. What I then envisioned is one axle with a large wheel on each side. Here is how it looked after I assembled it...

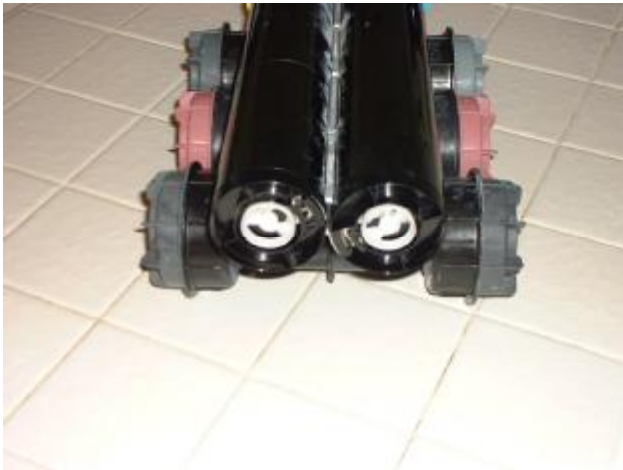


I had to use some misc. plastic sprue bits to keep the large wheels in place on the axle, but hey, everything in the Ash Wastes is in some sort of disrepair and has something jury-rigged, right?

Step 2 – Base: This step was used to determine what the base of the crawler would be. I needed something to put the wheels on and then the rest of the crawler would also need to attach to it. I settled on some used toner cartridges and glued them together. The beauty of these cartridges is that they have a metal assembly on one end that looks like a fan belt and handles on the other that look like intakes. These are definitely a nice drive unit. Here, see for yourself...



Here are two views, one front, one rear...



Step 3 – Cab: I now had wheels and a drive unit. So, where do we drive this thing from? I mulled this over for some time and decided that I needed to kit bash and add lots of bits here, so I started by stripping down some Rhinos and gluing them together with the circular side parts cut off and assembled together to make an access path between the two cabs.



Then, I decided that I needed a lot of bits because the command area would need to house all the electronics, crawler monitoring equipment, and

crew/cargo monitor equipment. Here is the final front view...



One side...



And the other side...



As you can see there are a lot of bits, antennas, and misc. parts thrown in on this one. Now that I had a cab I need to get it onto the crawler. Should I put it on top of the drive unit? Well, the wheels have a very high clearance, so I decided to use the top of the drive unit for cargo modules and put the cab on

the bottom of the front side. Now my crawler looks like this...



Step 4 – Defense: This step puts the fixed weapon on the crawler. I need to protect my crawler, but I also know that I will probably have a mobile heavy on board and will not be able to turn much each movement phase, so I decided to protect the front arc. I already have kit bashed sentinels so I took another one. I shortened up a Sentinel Cab and put a bunch of guns on it. I know that I will only be able to use one, but I am not good at interchangeable weapons, so I put a variety on it so that each time I used it I had some options. Next was how to mount it. Here is what I ended up with...



Now I have the basic crawler completed. I have large wheels, a suitable drive unit, dual cabs, and a gunnery turret. So now all I need is cargo.

Step 5 – Cargo Option 1: In this step I designed a bunch of cargo containers and loading configurations. The first was the easiest. It is a simple decking system. This also illustrates the size of the crawler. The figs are Ash Waste Nomads.



Step 6 – Cargo Option 2: This option was also the basic premise for my crawler. The idea was to have a liquid container that traveled from hive to hive across the wastes. Here it is...



Step 7 – Cargo Option 3: This option is the one that I will use the most often. This option is the platform from option 1, but I heavily modified it. I added cargo access doors in the floor, armoured walls, space for scenario specific cargo, places to hide fighters, and more. Here it is...



As you can see I used a lot of different Games Workshop pieces and parts and some more recycled

items too. The brass ring is from an old floor light and the cargo tube is an old deodorizer canister, heck, the armoured walls are from a blind spacer from my old windows. I tell you, you can find the darndest things when you go to throw stuff away. Now you might ask what the heck is up with that brass fitting? Well, any good cargo hauler will tell you that you need a crane, so I built one...



I used an old printer cartridge protection piece as the base and added a sentinel leg as the hydraulics. I then added an imperial vehicle hook as the cargo hook. I added some other items too, like a remote control (bio-scanner) and a backpack with weapons in case the operator needs one really quick while loading or unloading cargo. Here it is on the cargo deck...



If you look closely there you will also see another piece of equipment I built. I decided that any good

ABOUT THE AUTHOR

I am Robert J. Reiner. I am Arbitrator General. I do what I can for Necromunda because I am a veteran gamer that loves this game. I hope you can enjoy it one day as I do. So sit back, throw down some dice, and have fun blasting your friends across the table.

crawler can take a beating and dish one out so I scratch built a mine layer from two sentinel feet put together and used a rhino door hatch as a base to make it look like it was retractable. You can also see that the crane appears to be able to lift cargo and place it in the hold of the crawler. Here is a shot of the crawler with the cargo platform and crane and cargo holds...



And here is a final shot of the crawler, with a fighter on it that shows the full magnitude of what I envisioned a crawler to be...



CONCLUSION

Try to have as much fun as you can with designing, creating, and building your Ash Waste Vehicles. You do not need to be a green stuff expert. Heck, you can kit bash or create things from scratch, either way you should have some great looking vehicles to cruise through the Ash Wastes in.