

MODELLING WORKSHOP

TURNING YOUR RHINO INTO A WHIRLWIND

BY TONY COTTRELL

Welcome to *Modelling Workshop*, the first of a new regular *White Dwarf* feature in which we will be exploring the possibilities of converting Games Workshop models to create exciting new variants for your games. Don't worry if you have never converted a kit before - it's very easy, and it's great fun.

In the first article, we use the Rhino kit as the source material for the Whirlwind, one of the thousands of vehicles currently in Imperial service. The STC system of the *Warhammer 40,000* universe means that it is a simple matter to create totally new vehicles from a single basic design, each of which provides you with totally new tactical options to explore in your games.

The Whirlwind is a Rhino variant armed with a multi-launcher. The conversion uses everything contained within the Rhino kit plus the parts listed below. You will need no special tools for this conversion; a sharp knife and a steel ruler should prove more than adequate.



● CONSTRUCTING THE WHIRLWIND

The following instructions take you through the Whirlwind's construction step by step. If you follow the sequence in order you should have no problems putting the kit together. The numbers preceded by a 'W' refer to those parts of the kit that are specially made for this model; their construction is covered in the first section, *Making the New Parts for the Whirlwind*. The other numbers match those given on the Rhino instruction leaflet.

● MAKING THE NEW PARTS FOR THE WHIRLWIND

Parts W1, W3, W4, W5 and W6 can be made from either plastic card or cardboard. Plastic card can be bought from model shops and comes in a variety of thicknesses. A thickness of 0.03" is the most suitable for this conversion.

Lightly glue a photocopy of the templates provided to your card or plastic card with a contact adhesive and using the templates as a guide cut out the shapes with a sharp knife. A steel ruler is useful for cutting straight lines. If you're using plastic card it is better to score it first and then bend it rather than trying to cut it out straight away.

Parts W2 are made by cutting a Citadel 40mm slotta base in half and trimming off the unwanted side edges.

Part W7 can be made from a plastic rod or round plastic sprue.

Part W8 is made from a 35mm length of sprue taken from the Rhino kit. The ends are then tapered using a knife.

Any of these parts that you have made from plastic can have their edges smoothed using a fine sand paper.

Plastic pieces can be stuck together using polystyrene cement. If using cardboard these pieces can be adhered with a contact adhesive or epoxy glue.

● WHIRLWIND CONVERSION ASSEMBLY

Vehicle Body Assembly

1. Build the Rhino kit as normal but leave off both hatches (5), circular hatches (4), aerials (17), stowage boxes (20), grab rails (18) and dozer blades (10).
2. Remove the hinges on the upper hull rear using a sharp knife.
3. Glue the new plate (W1) over the hole in the upper hull.
4. Glue the spare 'taillight' strip (9) to the front of the Rhino.
5. The holes in the underside of the vehicle may be covered with plastic card/cardboard.



30°

60°

70°

80°

110°

130°

Classified

W1 Upperhull Plate



W3 Launcher Side Plates x2



Launcher Front and Rear

W4 Launcher Top Plate



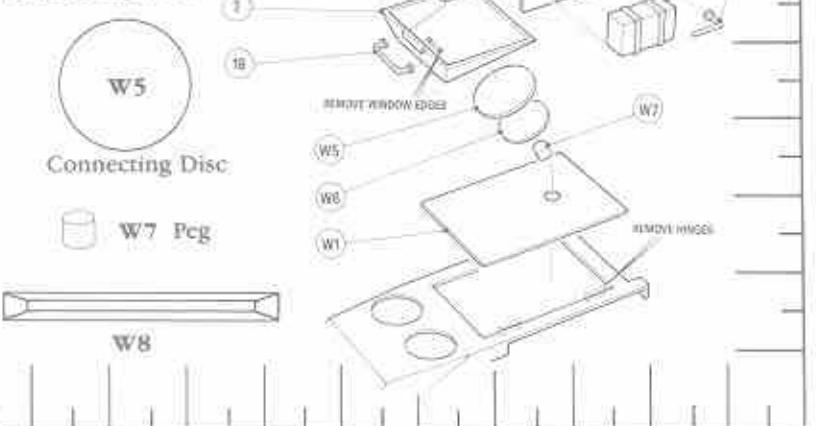
W6 Connecting Disc



W5 Connecting Disc



W8

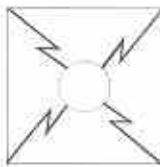


Multi-launcher Assembly

1. Glue the launcher front (W2) and rear (W2) to the bottom of the 'hatch' (5).
2. Glue the other hatch (5) to the top of launcher.
3. Glue both side pieces (W3) to the launcher and the top plate (W4) to the upper hatch.
4. Remove the window edges from the ramp (7) using a knife. Glue ramp (7) to the underside of the launcher then fix discs (W5) and (W6) and peg (W7) to the ramp.
5. Cut one grab rail (18) in two and glue them, along with the boxes (20) to both sides of the launcher.
6. Fix the other grab rail (18) to the front of the launcher and the circular hatches (4) and aerials to the rear.
7. Glue part (W8) to the top of the launcher.

Place, but do not glue the launcher onto the vehicle.

The first - the three colour variant used by the Space Wolves - may simply be photocopied, painted in the appropriate colours, cut out and stuck onto the vehicle using contact adhesive. The centre circle is Chaos Black, while the opposite pairs of triangles are Sunburst Yellow and Blood Red.



Space Wolves symbol



stenciled symbol

The second is the version displayed by most of the Imperial Guard regiments - although some Marine Chapters also use it where the symbol is stenciled onto the top of the multi-launcher in a contrasting colour. Photocopy the symbol, making sure that it is in the centre of the page. Attach the photocopy to a piece of thin card and carefully cut it out so that you have a piece of card with a symbol-shaped hole in the centre. Place this on the model and lightly tape it in place. Keeping the card as flat as possible, spray paint the area around the hole using an aerosol can or an airbrush. If you don't have access to either you can achieve a similar effect by stippling the paint through the hole using an old brush, you should only have a trace of paint on the brush otherwise the paint will seep beneath the sides of the hole. When you remove the card, you should be left with a clearly-defined multi-launcher symbol on your model.

PAINTING THE WHIRLWIND'S SYMBOL

Whirlwinds are painted in the same colours as normal Rhinos, but carry an additional identification symbol on the top of the multi-launcher. Although the symbol varies between the different Chapters or Regiments, it always retains the same basic shape: Two examples of the multi-launcher symbol are shown below.