



Subby's Guides Presents

The How To Mini-Tutorial For: Valkyrie / Vendetta Magnetized!

Forward:

First and foremost this is a guide to converting miniatures, I have used pictures of my own miniatures in this step-by-step guide and these are for example purposes only. I am in no way affiliated with Games Workshop.

If you have any suggestions for other guides or new techniques then feel free to email me at [da_sub\(at\)subsunderground.com](mailto:da_sub(at)subsunderground.com).

This guide is presented free and as-is; it assumes you already have some knowledge of converting miniatures. If you need tips on undercoating, using spray pack, basic painting and assembly then have a look around online (or for another guide on this site). If you want to host this file on your site then drop me an email.

This guide all about converting, modifying and generally mutating your miniatures, so if you are a model purist you may want to look away now.

Background:

I bought an IG Valkyrie so I could test out my Airbrush, and because I really wanted a Vendetta I looked around online for a tutorial/guide and came across the following by *the Goat* at Battlebarge.com:

<http://www.battlebarge.com/2009/06/modelling-guide-imperial-guard-valkyrie-vendetta/>

I liked this immediately and started to assemble the main parts of the Valkyrie straight away. About at the point where I was going to put the twin-linked lascannon next to the cockpit it hit me! Why not use magnets to be able to use all the weapon options? So I gave it a try and wrote this tute up for others to use. There are some differences between how to set up the wing mounted twin lascannons but more on that below. Still kudos goes to *the Goat* for figuring this out in the first place and inspiring my own efforts.

As in *the Goat's* Guide, don't put the wings on the Valkyrie till last so you can work on them easier. Also don't glue the Fuselage mount onto the Kit until you test and drill for the things that need to go there.

One good source of Landraider Lascannons used to be the Old Crusader kit, now ask any of your friends who have done a Forgeworld Mk2B or Prometheus kit if you can have them. Note the New Plastic Redeemer box does not come with the Lascannons!

Check your bits box before buying anything if you haven't been there for a while, just in case...

First things First:

First you need equipment;

- Imperial Guard Valkyrie Kit
- Plastic Dreadnaught Lascannon Arm
- Two Landraider Twin-Linked Lascannons
- Some 1mm Plasticard Sheet (about 6cm/1inch square)
- Some 1.5x4mm Plasticard strips
- Some 2.5x1mm Neodymium Magnets (go Ebay)
- Some 2mm Steel wire
- X-acto or Stanley knife (for carefully cutting things)

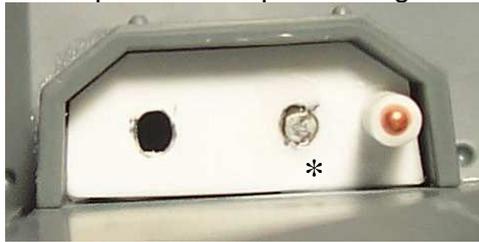
- Jewellers/razer saw (for really cutting things)
- Plastic glue – for gluing plastic to plastic
- Super glue – for gluing metal and resin to most other things
- A bits box – for extra parts to work with
- Small detail files – for removing waste and shaping things
- Green stuff/sculpting epoxy – for gap filling and small custom bits
- Paper clips/brass rod – for pinning and making fine cabling
- Hardened Steel Clippers – GW or Model clippers will not cut 2mm steel wire
- 1mm, 2mm and 2.5mm drill bits and a pin vice.
- Felt-tipped marker.

Prep:

Assemble Valkyrie body and wings. I used some small pieces of 1mm plasticard to put “glass” in the side door windows, as I plan to paint the model as an Inquisition unit with red light showing in the windows to stand out from the hull. Leave the landing gear off for now, as it would get in the way. Also don't glue the cab window bits on.

One – Fuselage Mounted Weapons:

Prep the Dreadnaught Lascannon as per *the Goat's Guide*, but instead of cutting the mount off the Multi-Laser cut one the same shape out of the 1mm plasticard. You can use one of the spare light/detail fittings from the IGV box to trace out the shape on one side of the plasticard. (The below pic has my original scratch targeter in place on the emplaced mount. (* the emplaced steel pin for magnet to stick to))



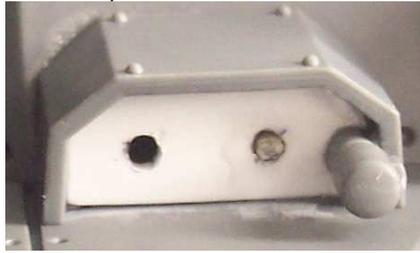
Take the Dreadnaught Lascannon and when looking at the back drill two 2mm holes in what would be the centre of each barrel (there will be little holes already there where the centre of the barrels meet due to moulding). Shove a piece of the 2mm wire into the holes and use paint or Felt tip to mark the opposite holes on the mounting plate.

The top hole on the lascannon is then enlarged with the 2.5mm drill to a depth of about 1mm, to accommodate the magnet. Glue a magnet into the top hole and a piece of the 2mm wire into the bottom hole. The bottom pin provides stability to the magnetised Lascannons.



Drill the 2mm holes in the mounting plate and glue a piece of 2mm wire into the hole that would be the top one and file the front side so it is flush with the surface. Add a targeter bit from the single lascannon that comes with the IGV and trim the single lascannon down as shown in the pics before adding a magnet to it. If it is done right the sides will act as guides and you won't need the lower pin, and the hole in the mount will be hidden when the weapons are on.

Glue the Mount to the fuselage and that part is done (you can do the multi-laser the same way as the single lascannon)



Notice in this pic I have changed the targeter to the spare one left over from trimming down the single lascannon.

Two – Wing Mounts:

Ok the Wing Mounts are fairly straight forwards. First take a wing and flip it over, where the mount goes is a short fin. Find the centre of this and make a line there with the tip of an x-acto. Cut out a 2.5mm wedge with an equal distance to the centre from each side. Use a file to clean up the bottom. Super-glue the magnet in place and the first step is done. It should look like the pic below.



Take the mounting lugs and after cleaning off the mould lines find the centre on the bottom. Use a 2.5mm drill to core this out to fit the magnet, be careful to make sure the drill stays centred or it might tear out the side of the piece. Then once this is done use a 1mm drill to drill all the way through the block and out the centre on the other side. This will leave you with it looking like this below.



Glue this in place with plastic glue by putting a bit at each end of the slot (*marked), so long as the through-hole does not get clogged the pins in the weapons will be able to reach the magnet. Doing it this way both stops the magnet pulling out and provides torsion stability to stop the paint chipping and weapons coming off.

When done it will look like the pic below. Tah-dah hidden magnet!



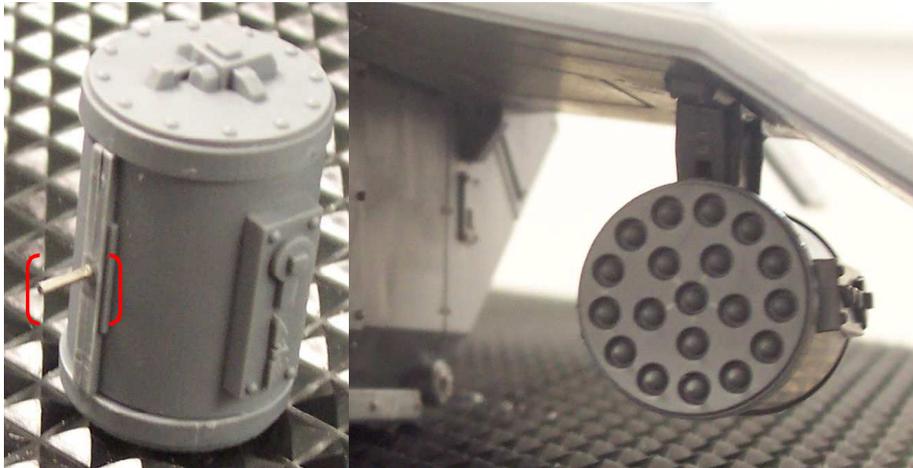
Rinse and repeat on other wing. Don't Glue the wings on just yet though; you want to be able to test fit the weapons easily.

Three – Wing Weapons:

Normal;

The weapons that come with the IGV are easy to do, I used the pod-rockets (yeah I know they are really called something else!). Simply find the centre of their mounting fin and drill a 1mm hole for a piece of paperclip there, go in about 6mm deep and stay straight to avoid the pin being crooked. Make sure you have a straight bit of

paperclip, superglue into place on the weapon and then trim it off with about 10mm extra length sticking out. Dry fit and trim/file till the weapon a) sits flush in the mount and b) the pin sticks to the magnet. Repeat for both sides and they're done, see the pics below.



Twin-Linked Lascannons;

Firstly clean and prep the lascannons as per the Goat's Guide, but do not take the step of using the little sprue nubs to join them. Instead we are going to do something slightly more complex. Namely build a little box with a mounting fin in the centre of it to put our pin into for magnetising. Of course this will also allow us to put little targeters on the front of the box for a little touch of detail.

Take your 1.5x4mm plasticard strips and cut off the following lengths:

2x13mm strips for the tops

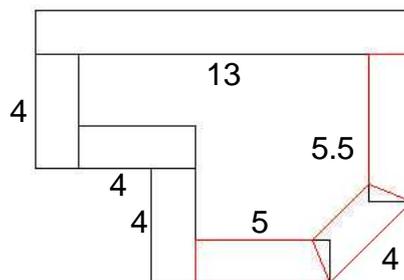
6x4mm strips for the backsides

2x4mm strips for the chamfered lower corners (will be filed to fit)

2x5.5mm strips for the fronts (will be filed to fit)

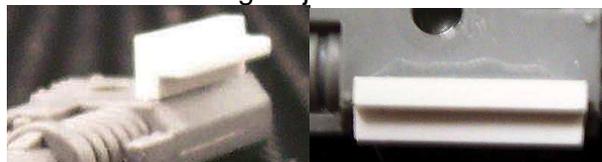
2x5mm strips for the bottoms (will be filed to fit)

What you are aiming for is two boxes that look like this from the side when built, with a mounting fin on the top that is shown in the photos below.



The parts in red have the insides edged filed to fit with each other to make a 45 chamfer on the lower front corner of the box.

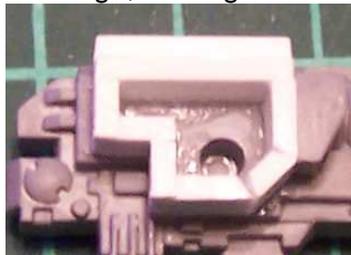
Mark the axis on the top side of the 13mm strips, cut some 13x2mm long strips of the 1mm sheet and glue these onto that axis giving you an upside down 'T' as the top of your box. This serves as our mounting fin just like on the other weapons.



At this point test fit to see where the four stubs on the side of the wing mount sit. Truth-be-told they usually sit right on top of the boundary between the box and the lascannon sides, so you actually have to cut little notches in the side of the lascannons or simply chamfer the stubs to marry up flush with the lascannons as shown below.



When you glue your box into the lascannons make sure that the top of the box sits along the top straight edge on the side of the lascannons. This will make getting both barrels parallel easy. The box should also neatly sit between the rivets at the front and back of the same lascannon edge, making both sides easy to match up.



Add the targeters from your bits box (or scratch build them), to the front side of the box before gluing the second lascannon in place. A good fit is the rectangular targeter assembly from the Space Marine vehicle upgrade sprue. With the mould lines shaved off and a little trim on the bottom it will neatly fit between the two lascannons.



Add your paperclip pin as per the other magnetised weapons and you are done. Rinse and Repeat with the other pair.

Bonus - Magnetic Canopies:

Another cool little thing you can do is to magnetise your canopy as well so that you can show off the interior detail to other dedicated Gamers. This is easily achievable by using two magnets on one side embedded into the fuselage and a couple of pins in the frame of each canopy. One pin will be longer and fit into a hole in the fuselage on the opposite side to the magnet. The other pin will sit flush with the canopy to marry up with the magnet. Although I might recommend smaller diameter magnets

for this part as the ones used for the rest of this tute are somewhat large and cause issues with getting the pilots to sit right by warping part of the plastic frame inwards.

Finish It:

Put all the rest of the details like skids and antenna etc on as you normally would, bath everything again and paint in the preferred manner.

On a final note enjoy painting your new magnetised kit, especially the looks you get when you swap weapons between games when compiling test lists at the FLGS.

Here are a few pics of the Valkyrie/Vendetta with magnetised weapons.



Lastly you can use Blu-tac to mask up you canopy before spray packing:



Hope you enjoyed it.

Check back for more soon from www.subsunderground.com