

#72 FEBRUARY 2004



1 SKULL - EASY

Minor cutting.

2 SKULIZ - MODERATE Moderate cutting & minor putty work.

3 SKULIZ - DIFFICULT

Extensive cutting & moderate putty work.

4 SKULLZ - MASTER

Extensive cutting & putty work!

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Inquisitor Sister of Battle by Rob Hawkins

ERSION CORN

I have wanted to field a Sister of Battle since the initial release of Inquisitor, but I've had to put the project on hold due to the lack of female models. With the release of the Daemonhuntress and the Sister Repentia, now there are finally enough female bitz in the range to construct a fully armored Sister of Battle! The construction involved a lot of cutting. I only recommend this conversion for experienced modelers who are comfortable working with putty and using a Dremel tool.

Stop 1- Glue the torso and legs together then attach the model to the base. Having the model on the base gives you something to hold onto while you work and it will allow the miniature to stand undisturbed as the putty dries.

Stop 2 - Use side cutters to clip away all the details on the cliest. This process doesn't have to be perfectly smooth, as long as the skulls are removed and the seams are smooth. Cut off the right arm with a saw, leaving a smooth area that matches the left shoulder.

Step 3 – Sculpt the chest detail with modeling putty. You can achieve the underwire effect below the breasts by attaching two curved pieces of wire once the putty has partially dried. The ribbing that runs down the center of the stomach is much easier to add after the main body of putty has fully dried. Simply lay on a thin strip and carefully cut the lines into it with a sharp hobby knife.





SIND 9 – For the backpack, clip the long vents off of the Seraphim jump pack. Trim down the rounded part of a Space Marine backpack. It should be squared off so the Seraphim pack will fit over the top. Attach the new backpack to the model.

Guitar string (available at music shops) can be used for the cables that run from the chest to the backpack. The skull on the chest is the emblem cut off from the gas tank of a plastic Space Marine bike, but any suitable icon will do. Please note that the Space Marine bike sprue is not included with the offer to the right.

Step 10 – Attach the grenades, pouches, sword, and any other details like purity scals. Finally, glue the hands into place and detail the base! (The skulls used on the base of this model are bit number 139901814.)



Step 4 – While the putty is drying, you can prepare the other parts. Clip the corners off of the shoulder pads, and trim the outer edge so it comes to a point. File the cuts so they are smooth, and then file the eagle emblem off one of the shoulder pads.

Step 5 – File off the laurel details from the coat tails, and trim the tops so that they will fit the model's waistline. Using superglue, attach a single piece of sand to the cloak to represent the buttons along one edge, making sure the "buttons" are evenly spaced. Be careful not to use too much glue, as it will cause the surface to appear rough once painted. When the buttons are dry, apply a thin strip of putty to the opposite edge of the cloak. With a holbby knife, cut slits into the cloak for the button holes.

Step 6 – With clippers and a Dremel tool, remove the arms from Eisenhom's sleeves. Trim the Daemonhunter's arms so they fit into the sleeves. The left arm is an easy fit, but the right arm requires a little more work. Clip out a section of the right thigh with the kneepad attached from the extra set of legs. This section will form the upper portion of the right arm. Clip the forearm from the arm holding the halberd, and attach the forearm to the "upper arm."

Stop 7- Attach the new sleeve arms to the body of the model. Round the tops so that the shoulder pads will fit over the top. A simple hand swap can be used to attach the bolter hands from the Sister Repentia arms, but save that step until last so the bolters don't interfere with detailing the rest of the model.

Step 8 ~ With the arms in place, attach the coat tails to the front and back. Be aware of the joins, and remember that the accessories will help to hide the seams. On the front cloak, use a piece of thin wire or chain for the lanyard attaching the icon.



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TROLL is created by Jult "Monoley" Causey Salar follow, Hot: Terratio, Havidon, Moore "Createaux" Sevential, Mile Staugane, and River Waters.

"If you lows semulting, fel it go. If it comes back to you, it's yours. If it's tun over by 4 per you don't went it." - ALF



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TRADEMARKS

The biowarp are all biogenetics of Garma Warnings, Lis Aspect Warner, Anniel, Wriel Angele, Biostheine, Bioddfreiser, Goders, Canadana, Cores, Damonophis, Danie Hasper, Danie Jims, Dogar, Fasel Housel, Origani, Soldon, Schlammin, Danie Universit Pre-Barthern, Danie Kolgen, Dat Horte Steps, Houper of Sources, Philanes, Angele Fascher, Lawers, House Lindersteine, Lighten, Balance Parcher, Lawers, House Lindersteine, Lighteng Gain, Lord & Change, Maching Mar J. Han, Ministry, Wayny Schlass, Mindlandy, Nar J. Han, Ministry, Wayny Schlass, Mindland, On Friedboor, Regulationer, Dengel Fasel, Histor Party, Freemann, Source Huns, Benner, Bastreff,

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Sprue shown smaller than actual size

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