

Works in Progress 1

The line in front of the airbrush booth is growing longer and longer.



“Blue crab” wardrones – I was looking for a suitable body for these Robogear legs for a long time. I finally went through my parts boxes until I found these shells from a Bandai 1/144 Jamru Fin kit. The “eyes” are from a Gunze Sangyo kit, and will not pop out so prominently when the wardrones are painted. The weapons are also from a Robogear set, and the “stinger” in the tail is from a plastic Dalek. While it is often difficult, it is nice to be able to create at least two identical vehicles. It makes a force look more realistic when not every vehicle is unique.



Battledrone – Here is the rest of the Jamru Fin. The shells that were used on the “blue crabs” would have been mounted on the sides above the legs, while boxy arms extended from the locations where the engine nacelles are now mounted. Two rotary weapons and an energy weapon were added.



Robotech meets Star Wars - The original legs for the AT-ST were long and flimsy, so I never finished the kit. Also, I always felt the Star Wars models were poorly armed, at least for the LaserGrenadiers setting. The Robotech hips and legs were left over from a previous project. (I know, it's hard to believe I broke up a Destroid Defender kit.)

When I set the torso on top of the legs I immediately liked the combination. All that was needed were weapons. The blue rotary weapons came from a Bandai Gundam H-Arms kit and the olive weapons are from Lionel Trains.



Heavy scouter - The artwork for this Warzone vehicle always appealed to me as a fully enclosed vehicle. I started working on this model back around 1999 and finally finished it this year. This is the third turret I tried on this vehicle. It is a MechWarrior tank turret from Iron Wind Metals. I am not completely happy with the amount of turret overhang, but the angles of the upper hull made it difficult to avoid. The turbofan is a Robogear part.



Battledrone – This project was a repair as well as a conversion. When the AT43 Cog Vandal model arrived in the mail it was shattered. The left leg was broken off at the hip and the right foot and right shoulder were broken off. The hip was the most difficult repair. I had to remove the large armor skirt from the rear of the vehicle and create pins for the joint out of sprue and wire. A similar pin was created for the shoulder. The two main weapons were supposed to be mounted on the shoulders where the smoke launchers are now. I decided to mount the weapons in a more “traditional” manner on the arms. Gluing the feet to a base gave the model a lot of stability and should help prevent future breakage. I decided I liked the model without the original armored skirt so I did not restore it. This is a large model, but it does not seem big enough to hold a pilot, so it may be reclassified as a wardrone.



Heavy battledrone – Revell named this model Aqualo and sold it as part of its Robotech line. It is supposed to be a deep diving mech, but I liked the heavy armor look for use on land. The big pods on the back will give this machine a jump capability. The parts did not line up very well so some puttying and sanding was necessary on the torso. The legs seemed to be a lost cause, so I just filed them as much as I could. The weapons are from Bandai Gundam kits. (It is hard to believe that Gundam kits used to have the puniest weapons.) I had enough parts to build two of these.