

Works in Progress 2

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



Ground attack - This is the Aerial Hunter Killer model from Pegasus Hobbies. The single ventral weapon may have been sufficient to terrorize human survivors armed with light weapons, but some heavier weapons are needed in combined arms battles. Although the fuselage is very irregular and there are no wings, I managed to mount two twin weapon mounts in the nose and a couple of missile pods along the fuselage. The result is a fast and effective ground attack aircraft that can also loiter due to its turbofans.



Battledrone - This is the T-Rex from Imex/Robogear. The basic model is quite impressive. I only added a few extra detail pieces and two additional Robogear weapons.



Battledrone - I built two identical Robotech Exaxes (a.k.a Orguss Ishforn) as standard battledrones. This is the Orguss Ishkick, which has been modelled for a specialized recon role. In addition to its enhanced detection equipment, the battledrone also has an ECM pod to disrupt enemy targeting systems. The vehicle is rather heavily armed, so it can fight for information when it has to.



Small battledrone - This is a very basic conversion of a DUST Soviet KV-47 walker, but it took quite a while to resolve. The aim was to replace the awkward orangutan arms of the original model. They did not seem to point in any useful direction and could not be re-posed into better positions. New shoulder joints were created to move the arms upwards and closer to the torso, and parts were found to fill the gaps that resulted when the fists that controlled the weapons were removed. Although it looks complete, it will get a repaint to join a battlegroup of one of my stellar nations.



Antitank tractor - This is the Varan from Imex/Robogear.

The square tubes were originally spring-loaded so they could fire toy missiles.

The launchers have been converted into cannon and the missiles are now mounted below them as one-shot anti-armor weapons. The hull has been closed off where the ungainly human figure was supposed to sit. Overall the vehicle appears to be an inexpensive but potentially effective support vehicle for light forces.



Destroyers - Gundam Ball models sitting in their special frames as they would in a base or encampment. These are destroyers, fulfilling the role of tank destroyers in previous wars. As yet untested in battle, it is unclear if they will be effective and why so many have been produced. The vehicles have powerful thruster engines to lift them off the ground and propel them forwards assisted by numerous small thrusters that bleed power off the main engine to adjust the vehicle's position. I am considering naming the three gray vehicles Maces (two variants) and the orange one a Morningstar. They should look cool in their combat colors.