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# NECROMUNDA



**VESPA 'MINX' MERDENA,  
ORLOCK BOUNTY HUNTER**





## VESPA 'MINX' MERDENA.....245 CREDITS

*The kid sister of Margo Merdena, and equal youngest of Slate's twelve daughters, Vespa is a loose cannon – quite literally! After getting involved in the family business she joined the Sump Dogs out of Dust Falls, but in hardly any time at all was causing trouble for the clan in Hive Primus; killing people she shouldn't and starting fights with Guilders and Enforcers alike. To temper her rebellious nature, her father sent her out into the wastes where she would hopefully do less damage. This turned out to be a vain hope, as no sooner had Vespa arrived in Cinderak City than she fell in with a 'bad' crowd of outland Orlocks and began raiding convoys all across the Great Equatorial Wastes – perhaps in an effort to impress her older sister, the Road Boss.*

*As a concession to Vespa's wild nature, Slate sent one of his old crew, Big Pete Plainsman, to look out for his little girl. Of course, it didn't take very long for Vespa to wrap the old ganger around her little finger, with Pete regularly driving her quad while Vespa hung off the back laying down barrages with her belt-fed rocket launcher, 'Mischief'. When Vespa can get Pete sober enough to drive, he is an exceptional driver, throwing himself between danger and his precocious charge should the need arise.*

### SPECIAL RULES

**Agile:** When performing a Move (Simple) action, this vehicle may make two turns of up to 90° at any point before, during or after its move, rather than the usual one.

**Dedicated Gunner:** When performing a Move & Shoot (Basic) action, this vehicle may move up to its full Movement characteristic instead of half.

**Wheeled:** This vehicle uses wheels as its primary form of locomotion; this impacts how it interacts with difficult terrain.

**Orlock Wild Child:** Vespa Merdena is a Bounty Hunter that can only be taken by House Orlock gangs.

### USING THIS MODEL IN YOUR GAMES

To use Vespa 'Minx' Merdena in your games of Necromunda, you will need the vehicle rules found in either the *Ash Wastes rulebook* or *Book of the Outlands*.



# VESPA 'MINX' MERDENA

245  
CREDITS

## VEHICLE CHARACTERISTICS

### TOUGHNESS

M	FRONT	SIDE	REAR	HP	HND	SV
9"	4	3	3	3	3+	5+

## CREW CHARACTERISTICS

BS	LD	CL	WIL	INT
3+	6+	7+	5+	6+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Mischief - frag rockets	24"	48"	+1	-	4	-1	1	6+	Arc (front), Blast (5"), Crew Operated, Knockback, Rapid Fire (1)
- krak rockets	24"	48"	+1	-	6	-2	3	6+	Arc (front), Crew Operated, Rapid Fire (1)
Custom stub gun	12"	24"	+2	-	3	-	1	4+	Plentiful, Sidearm

**SKILLS:** Jink, Trick Shot



## RESIN COMPONENTS




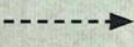



Before assembly, check that none of the components are missing.

- |                         |                                |                        |
|-------------------------|--------------------------------|------------------------|
| 1. Fairing              | 9. Big Pete Left Arm           | 16. Launcher Tube Rear |
| 2. Toolbox              | 10. Vespa Head                 | 17. Turret Arm         |
| 3. Right Equipment Pack | 11. Vespa Right Leg            | 18. Safety Chain       |
| 4. Left Equipment Pack  | 12. Vespa Body                 | 19. Power Cable        |
| 5. Turret Base          | 13. Custom Stub Gun            | 20. Upper Rocket Belt  |
| 6. Big Pete Torso       | 14. Vespa Left Arm             | 21. Lower Rocket Belt  |
| 7. Big Pete Legs        | 15. 'Mischief' Rocket Launcher |                        |
| 8. Big Pete Right Arm   |                                |                        |

## ASSEMBLY PREPARATION

### ASSEMBLY LEGEND

-  Parts for assembly
-  Glue contact area
-  Reverse Angle
-  Insert
-  Detail View

For a more detailed guide to working with resin models, go to the Downloads section of the Warhammer Community website.

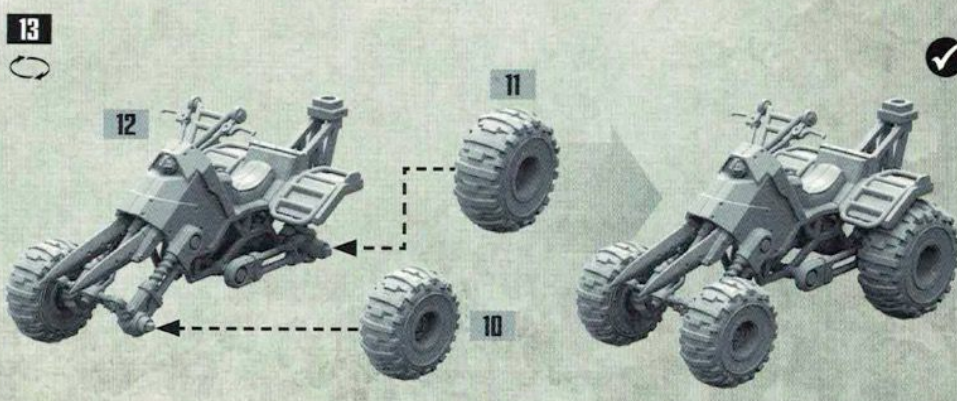
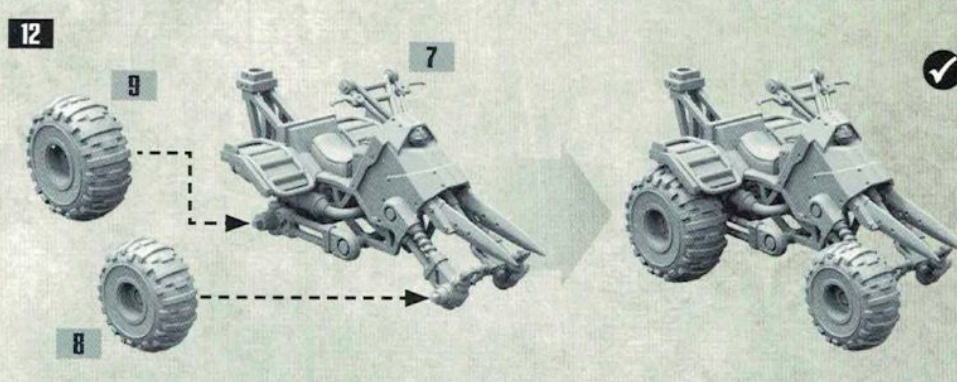
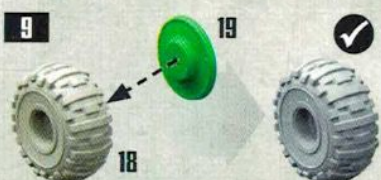
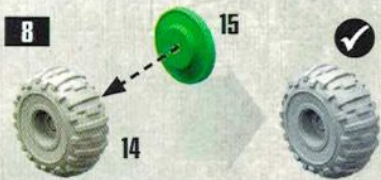
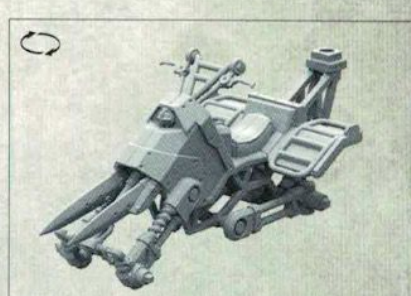
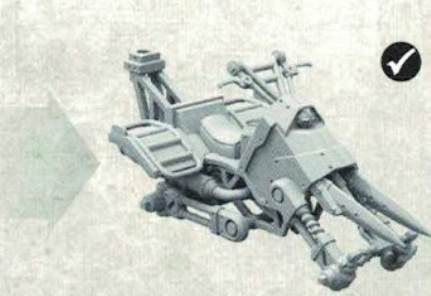
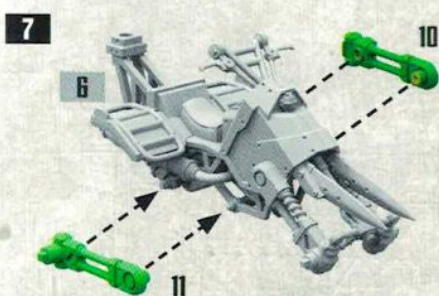
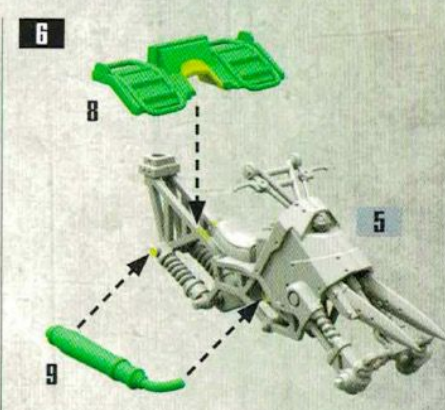
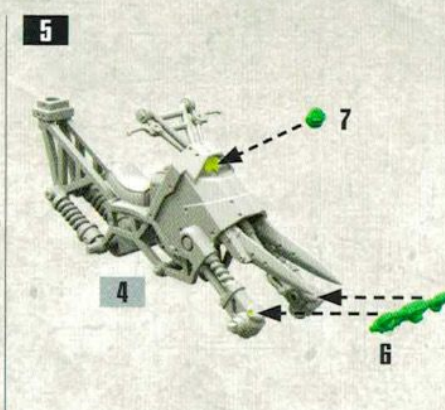
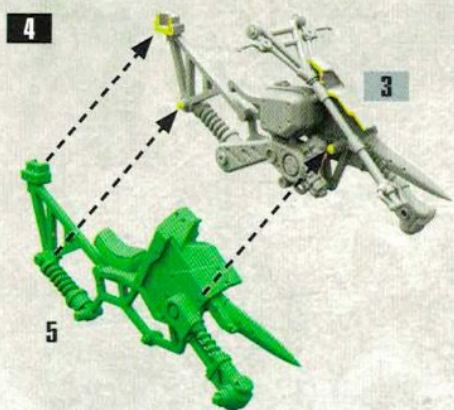
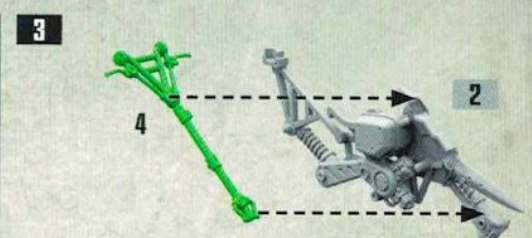
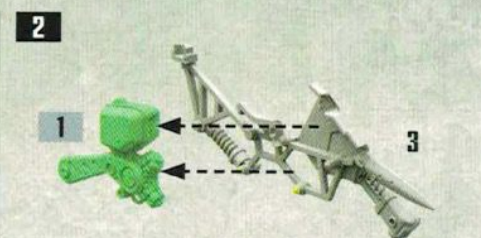
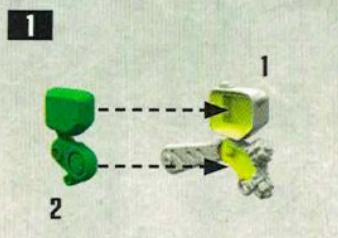
This kit contains all the pieces required to construct Vespa 'Minx' Merdena. To glue the resin pieces together, use super glue. To glue the plastic pieces together, use Citadel Plastic Glue.

Note: We have cast this kit using advanced techniques and the best quality resin, but due to the nature of the casting process, your resin parts may contain small air bubbles. These can easily be filled with model filler or super glue. Any slight warpage of thin parts can be corrected by immersing the part in hot water for about 1 minute, then bending it carefully back into shape.

Before assembling the model, wash each resin part thoroughly with an abrasive brush, such as a toothbrush, to remove any model release agent that may be on the surface of the parts. Then, remove any excess resin such as mould lines, casting gates, vents and shims.

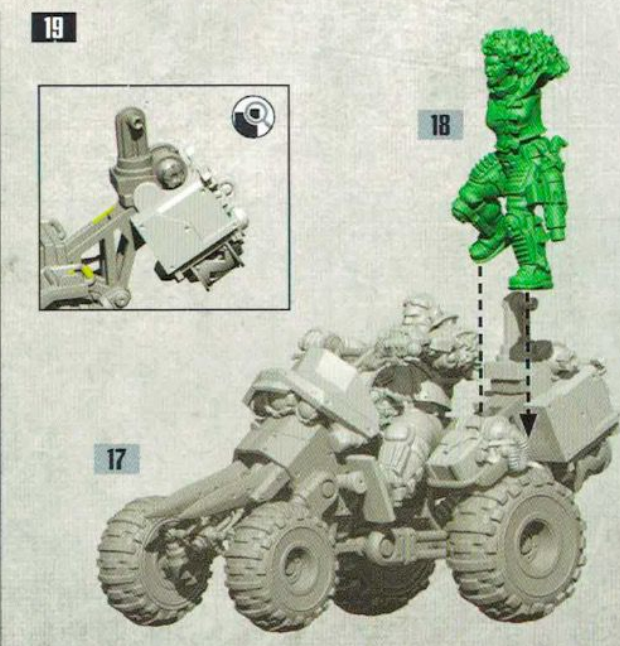
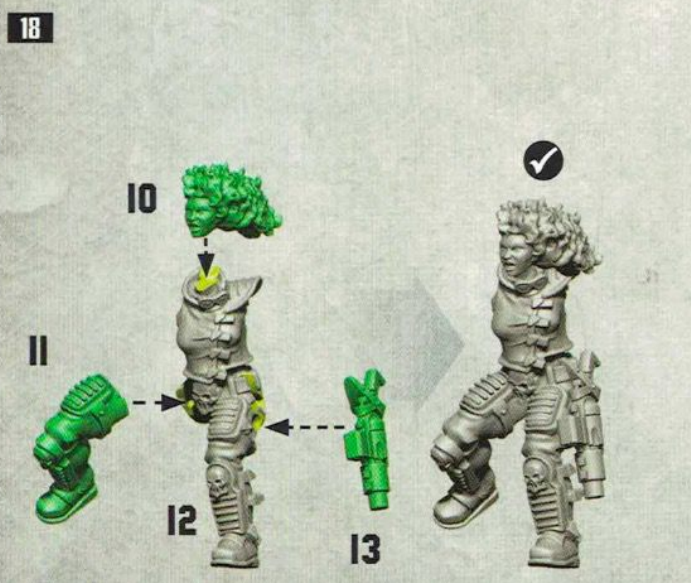
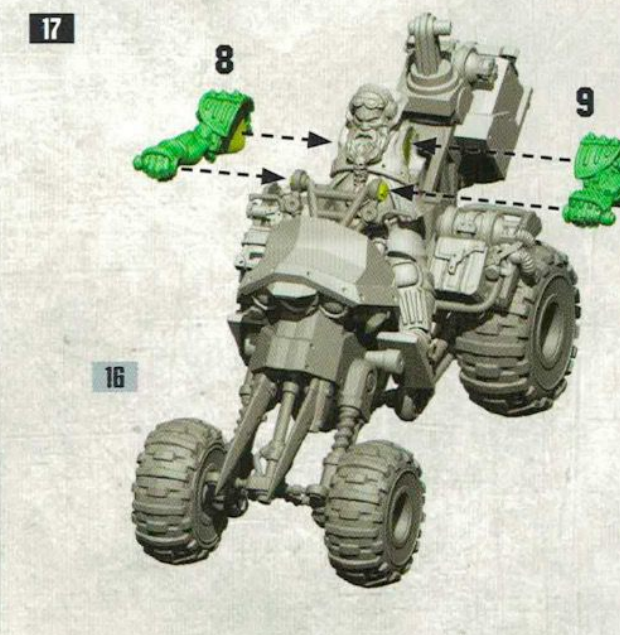
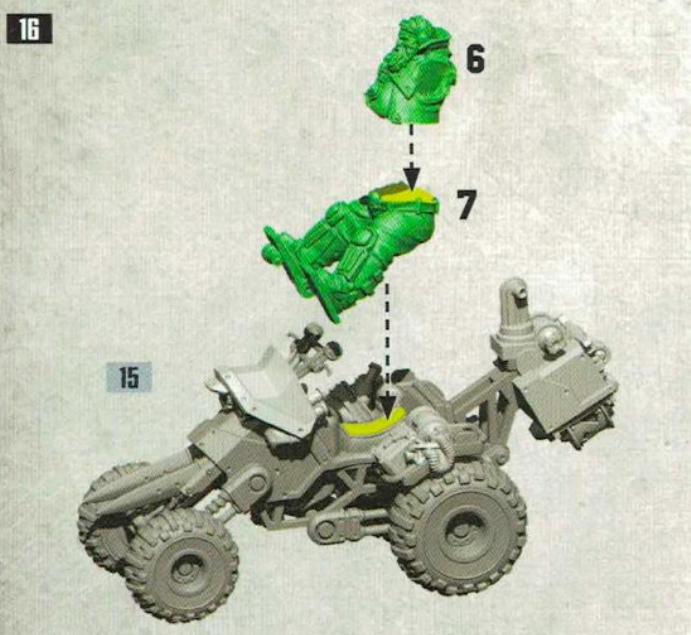
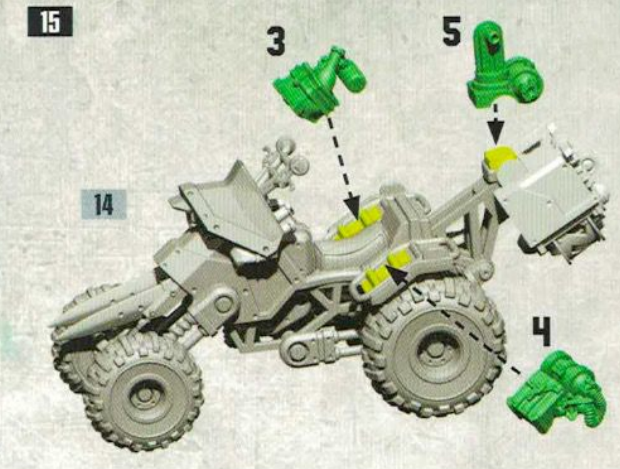
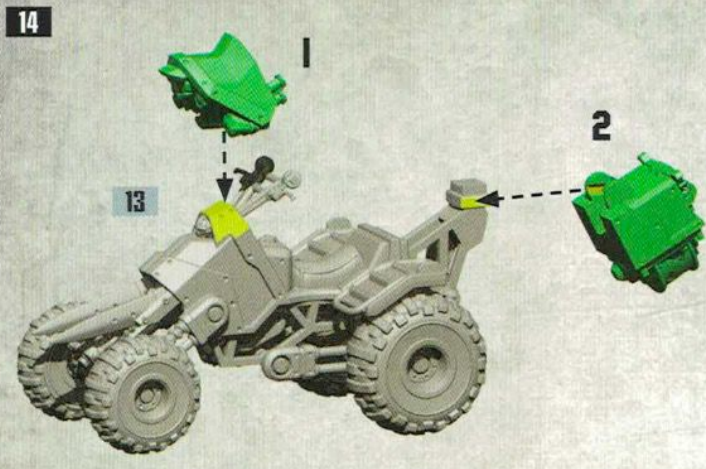


# PLASTIC ASSEMBLY





# RESIN ASSEMBLY

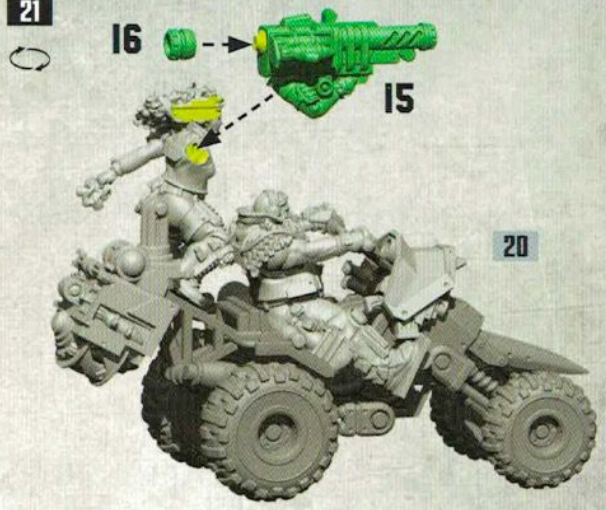




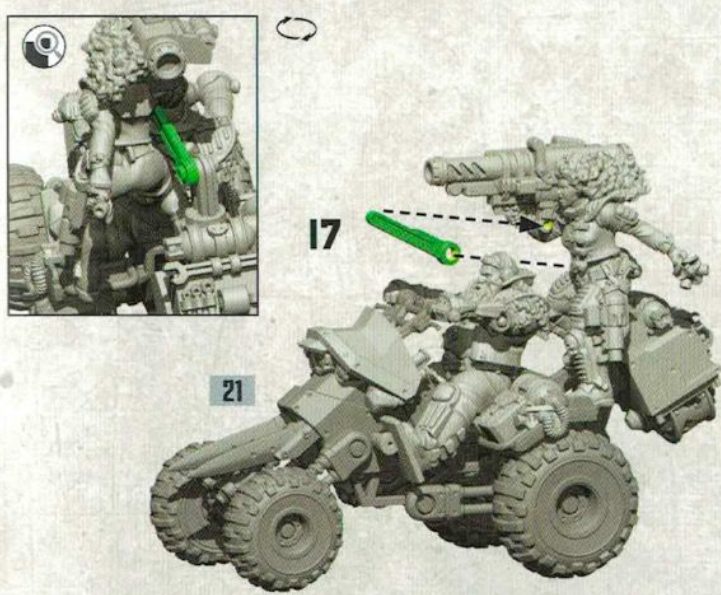
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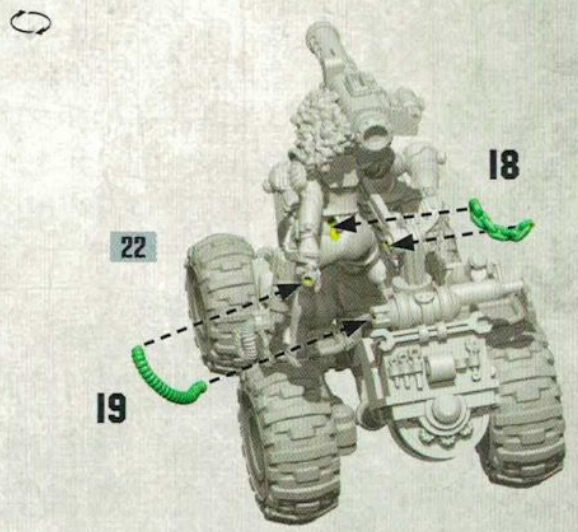
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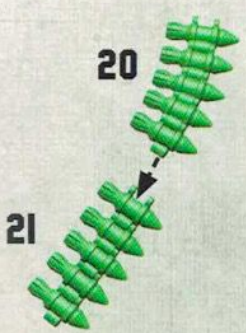
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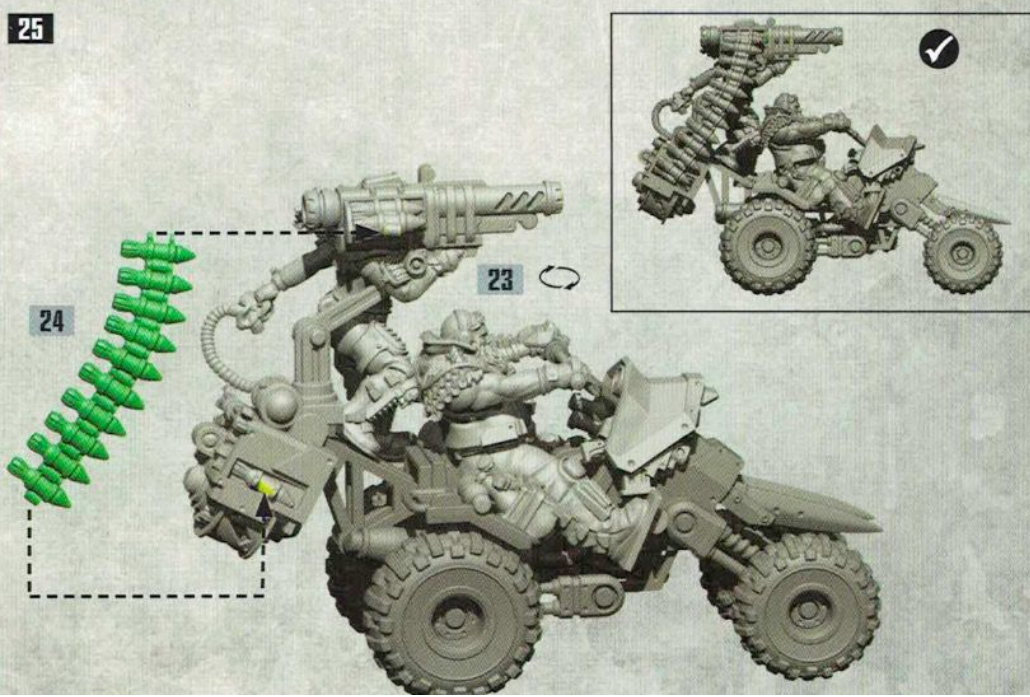
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