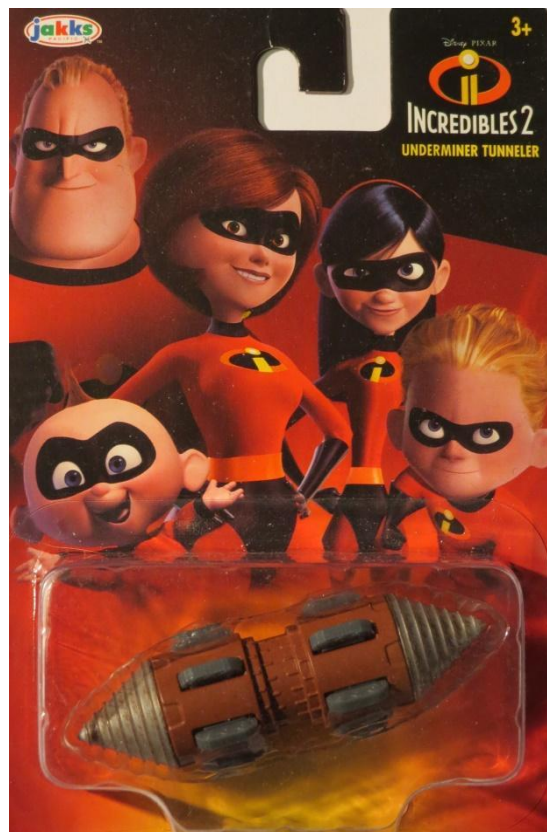


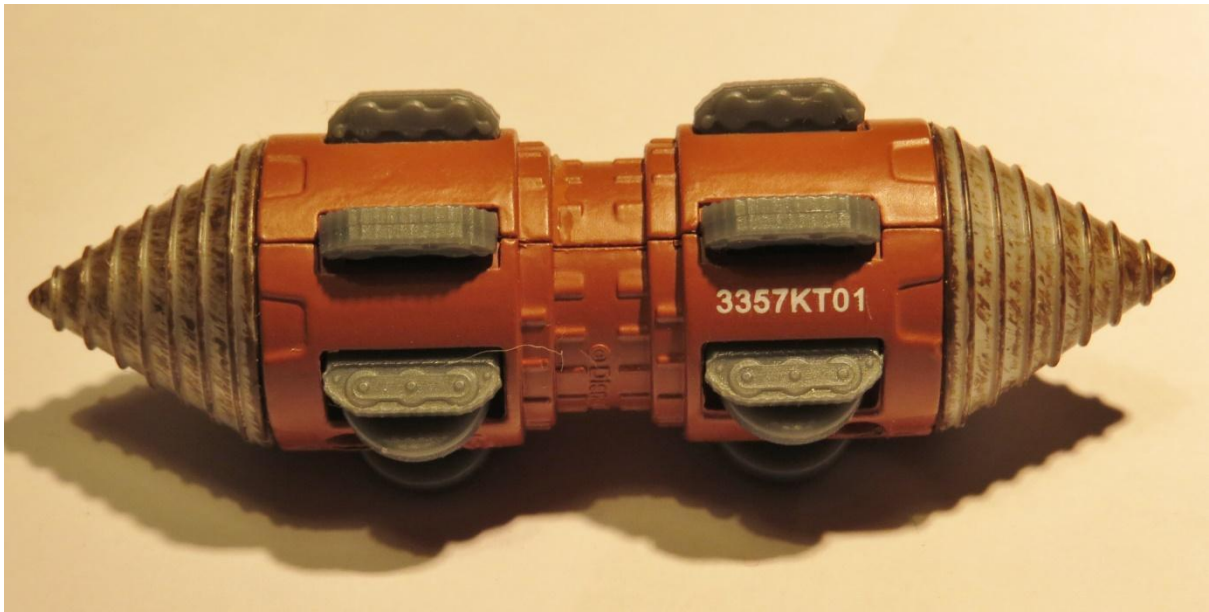
***Incredibles 2* : Underminer Tunneler**

Review by Jonathan Aird

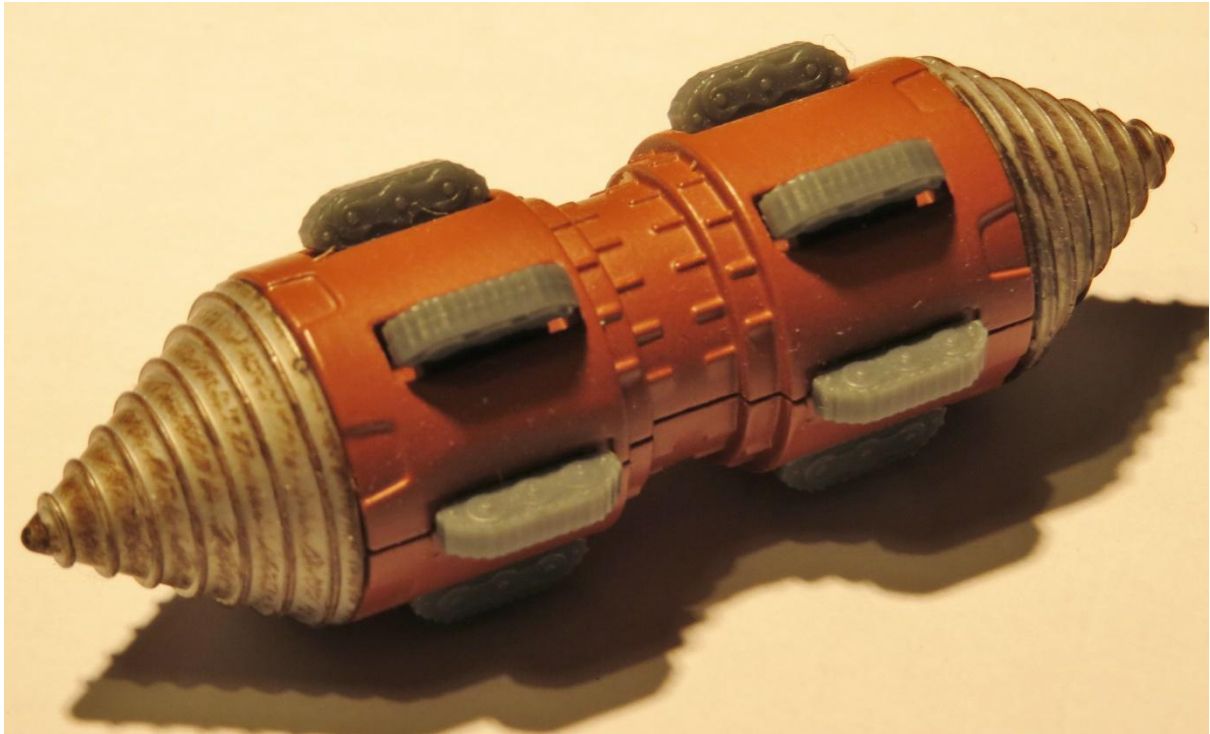
"What on earth can I do with these?" I thought to myself whilst browsing the latest stock of remaindered diecast vehicles in the bargains store. The vehicle in question was the Underminer Tunneler from the animated superhero film *Incredibles 2* - and a pretty simple vehicle model it is, being effectively a screw drill at either end of a cylinder with drive treads along the body to force the Tunneler through the subterranean routes that it excavates. I had no idea what I wanted them for, but they were only £1 each, so naturally I bought two just to be on the safe side.



The model is about 8cm long and has a main cylinder radius of about 1.1cm. Too small to be a vehicle for anything larger than 15mm figures, it could be an autonomous "drone" of some sort, although the absence of obvious weaponry lets it down a little there. What would a 28mm sized figure be using this for, other than drilling out drains or similar pipelines for a SF settlement? Hmm, well that is one possible use. And, of course, someone might always crawl through such tunnels as an infiltration method.



The Tunneler does have a bit of a mad scientist look to it though, which eventually suggested a possible use for a 6mm Victorian Science Fiction army for *Hordes of the Things*. Under those rules it might be classified as a Behemoth - at four points it'd be a quite expensive part of a standard twenty-four point army. Would I want two such? Maybe not. However, one, as a centrepiece, might look quite nice backed up by red-coated infantry and artillery. I'd need a few 6mm figures though, probably from the ranges of Irregular Miniatures, as I could get just the bases I needed. Which thoughts eventually made me recall another possible use - many years ago, I purchased a complete copy of Irregular Miniatures' *TUSK!* mammoth hunting setup (which includes several solo scenarios) on eBay. My version of *TUSK!* was cavemen hunting dinosaurs, but *TUSK!* includes an option to use a Victorian exploration party instead of the dinosaur / mammoth hunters of prehistory.



Maybe such an expedition would benefit from having a vehicle? Maybe it's how they found the dinosaurs - in an *At The Earth's Core* sort of exploration? The figures for this game would probably be taken from the 15mm options, so this device could potentially carry perhaps two individuals - some room having to be left to accommodate the engines! So I have the creatures to be hunted, all I need is the Victorian hunting party! The ideas that this diecast bargain is provoking means that it is *really* saving me money...all I need are two more small armies and I can use these models! But, that's part of the fun of gaming, isn't it?