



Free Downloads of Build Instructions,
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I



1. Carapace

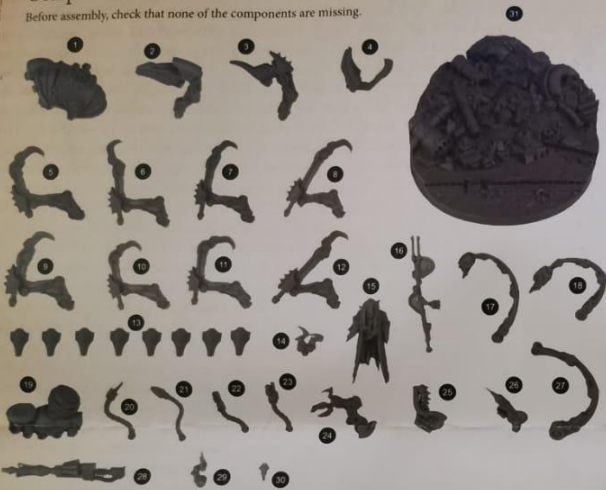
2



19. Lower Body

Components

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



- 1. Carapace
- 2. Right Claw
- 3. Left Claw
- 4. Pincer
- 5. Leg A
- 6. Leg B
- 7. Leg C
- 8. Leg D
- 9. Leg E
- 10. Leg F
- 11. Leg G
- 12. Leg H
- 13. Leg Plates x8
- 14. Small Blades
- 15. Torso
- 16. The Vodian Sceptre
- 17. Right Tail
- 18. Left Tail
- 19. Lower Body
- 20. Mechadendrite 1
- 21. Mechadendrite 2
- 22. Mechadendrite 3
- 23. Mechadendrite 4
- 24. Servo Arm
- 25. Spine
- 26. Injector
- 27. Main Tail
- 28. Photon Thruster
- 29. Dual Injector
- 30. Machinator Flamer Nozzle
- 31. Scenic Base

Component Highlight — Note Parts for Assembly ■

Shim for Removal ■ Insert ■

If you need to contact the Forge World Customer Service team regarding this model, you can get in touch via email - foreworld@gwplc.com - or call:

0115 900 4995 within the UK
 011 44 115 900 4995 from the USA and Canada
 0011 44 115 900 4995 from Australia

00 44 115 900 4995 from Europe and the rest of the world.

I



1. Carapace

15. Torso

25. Spine

2



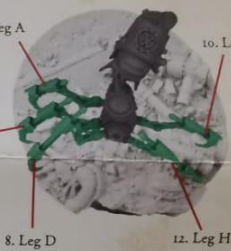
19. Lower Body

3



13. Leg Plate

4



5. Leg A

8. Leg D

10. Leg F

12. Leg H

Attach part 13, Leg Plates to each leg (parts 5 -12) and remove shims as shown.

All of the legs above should have contact with the ground when put on the base. Do not glue to the base at this stage.

5

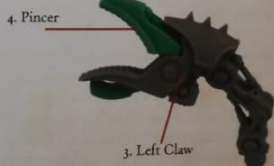


27. Main Tail



16. The Vodian Sceptre

6



4. Pincer

3. Left Claw

Remove any left over shims from the additional components.

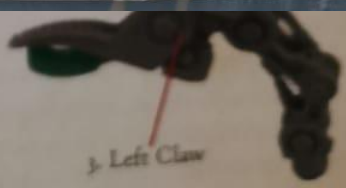
in touch via



27. Main Tail



16. The Vodian Sceptre



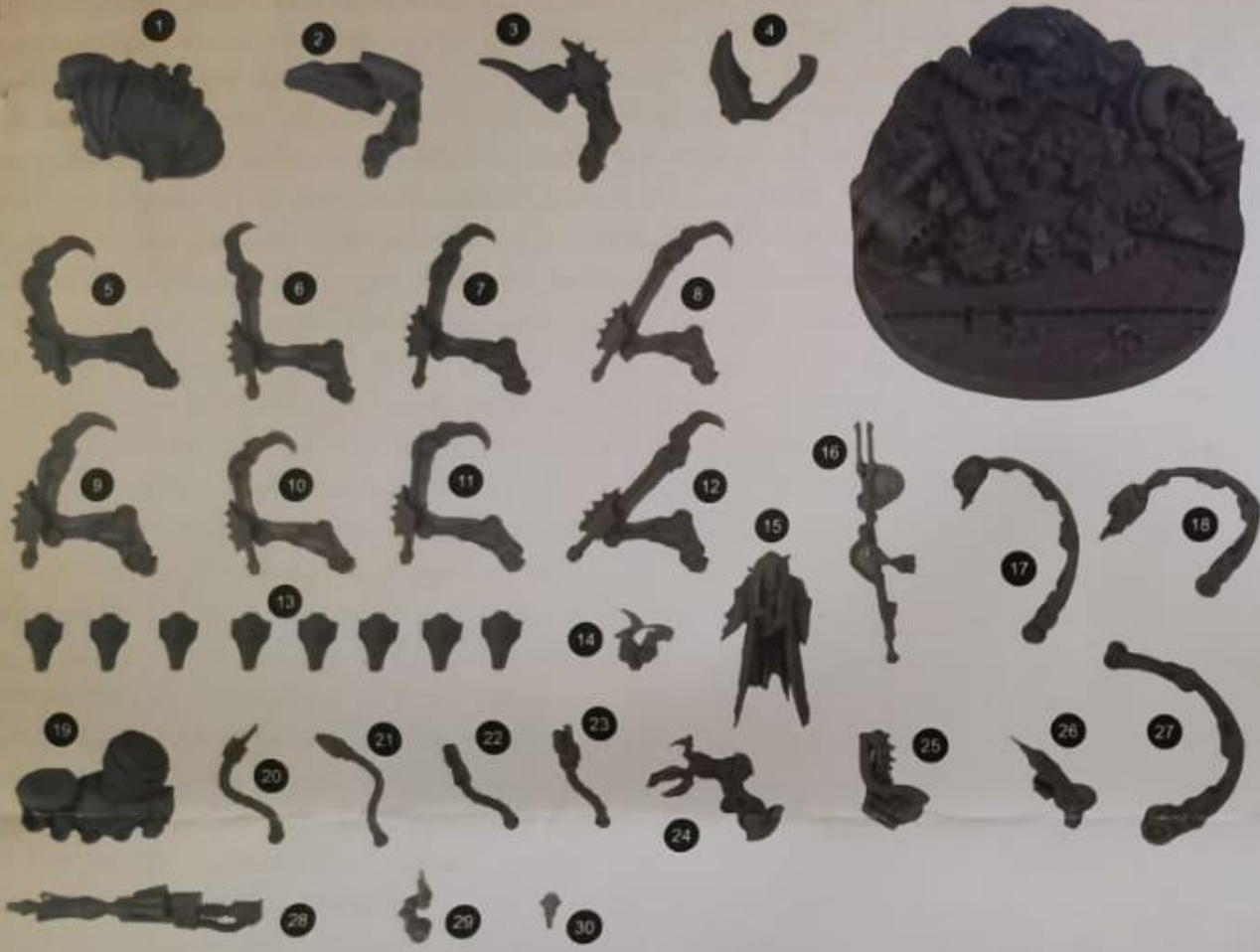
3. Left Claw

Remove any left over shims from the additional components.

Components

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

31



- | | | |
|---------------|------------------------|---------------------------------|
| 1. Carapace | 12. Leg H | 23. Mechadendrite 4 |
| 2. Right Claw | 13. Leg Plates x8 | 24. Servo Arm |
| 3. Left Claw | 14. Small Blades | 25. Spine |
| 4. Pincer | 15. Torso | 26. Injector |
| 5. Leg A | 16. The Vodian Sceptre | 27. Main Tail |
| 6. Leg B | 17. Right Tail | 28. Photon Thruster |
| 7. Leg C | 18. Left Tail | 29. Dual Injector |
| 8. Leg D | 19. Lower Body | 30. Machinator Flamer
Nozzle |
| 9. Leg E | 20. Mechadendrite 1 | 31. Scenic Base |
| 10. Leg F | 21. Mechadendrite 2 | |
| 11. Leg G | 22. Mechadendrite 3 | |

Component Highlight — Note ! Parts for Assembly ■

Shim for Removal ■ Insert

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1



2

19. Lower Body



3

13. Leg Plate



4

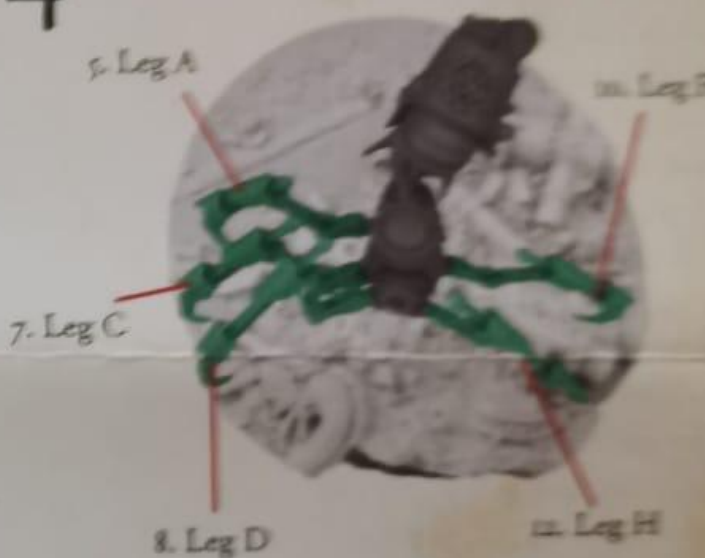
5. Leg A

10. Leg E

7. Leg C

8. Leg D

11. Leg H



! Attach part 13. Leg Plates to each leg (parts 5 -12) and remove shims as shown.

! All of the legs above should have contact with the ground when put on the base. Do not glue to the base at this stage.

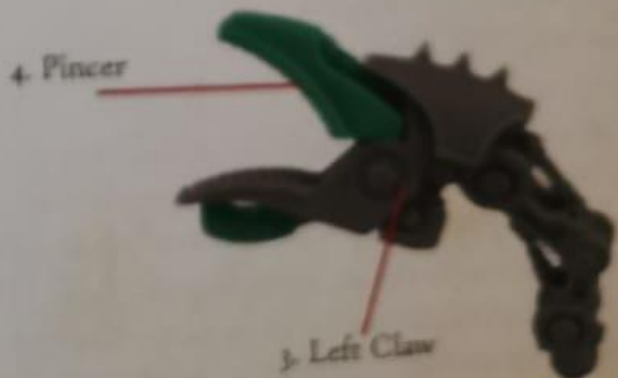
5



6

4. Pincer

3. Left Claw



! Remove any left over shims from the additional components.

7



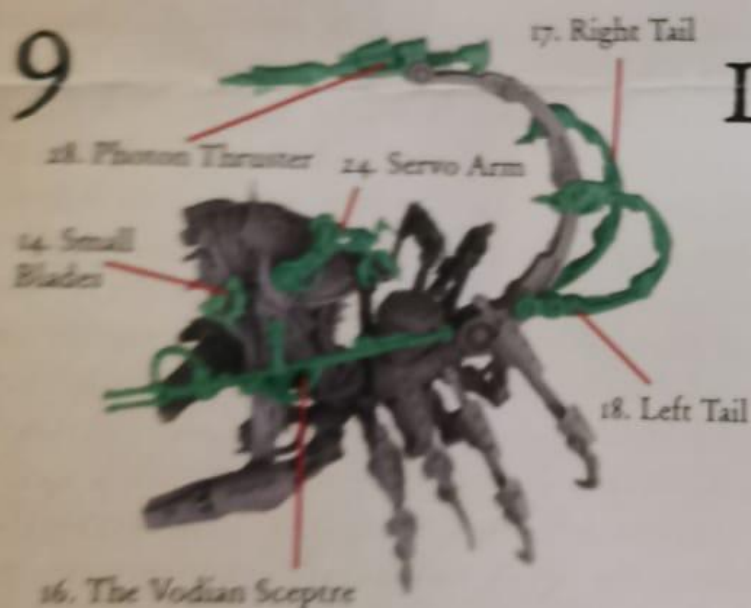
Left Claw Assembly

8

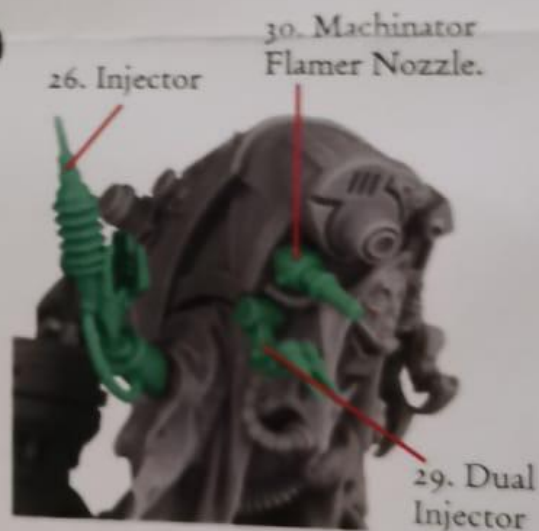


To assist with painting later on, just tack Leg A, C, D, F and H to the base using an adhesive putty.

9



10



11



Parts 20-23 Mechadendrites plug into the holes highlighted on the right.

