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# AR REVENANT T WITH PULSARS

### COMPONENTS LIST

- Head Mask Head Crest
- Cockpit
- 5. Long Decorations (x4) 4. Short Decorations (x4)
- Primary Exhausts (x4)

Holo-Fins

9. Left Primary Engine 8. Right Primary Engine

0. Collar

- 30. Knee (x2) 29. Front Guard

12. Left Shoulder Right Shoulder

13. Torso

- 31. Leg Engines (x2)
- 33. Heel Engine (x2) 34. Heel (x2)

15. Shoulder Rings (x2) 14. Upper Arm (x2)

- Pulse Laser Cables (x2) 17. Left Pulse Laser Right Pulse Laser 35. Foot Arch (x2)

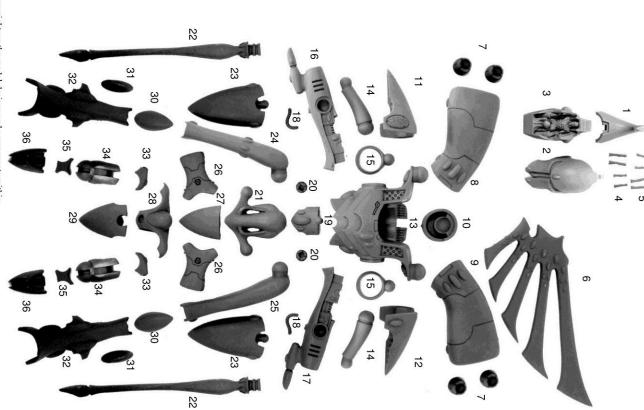
- 20. Tertiary Exhausts (x2) 19. Abdominal Plate
- 22. Pulse Laser Barrels (x2) 21. Hips
- 23. Leg Guards (x2)
- 24. Right Thigh
- 25. Left Thigh
- 27. Rear Guard 26. Secondary Engines (x2)
- 28. Pelvis
- 32. Lower Leg (x2)

This kit contains all the pieces required to build the Eldar Revenant Titan To glue the resin pieces together and to plastic kit parts use Citadel Super Glue.

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

## THIS IS NOT A TOY

WARNING: Resin dust can be harmful if inhaled. Always wear a dust mask or respirator when sanding or sawing resin parts. Not suitable for children under 15 years of age.



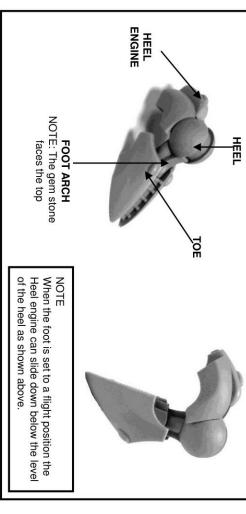
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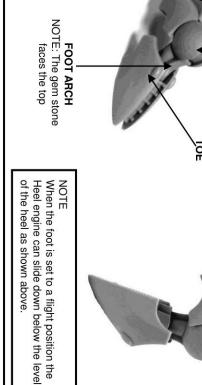
#### it is worthwhile to have the pose you want the Titan to be in decided before you begin. We recommend starting construction with When constructing your Revenant Titan the legs and working up.

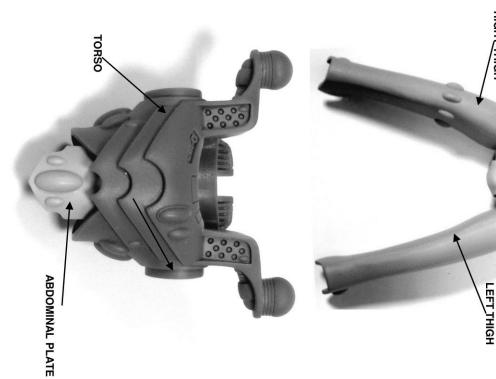
HPS

PELVIS



RIGHTTHIGH



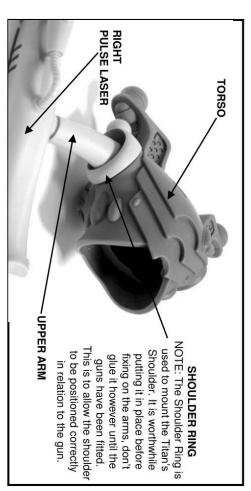


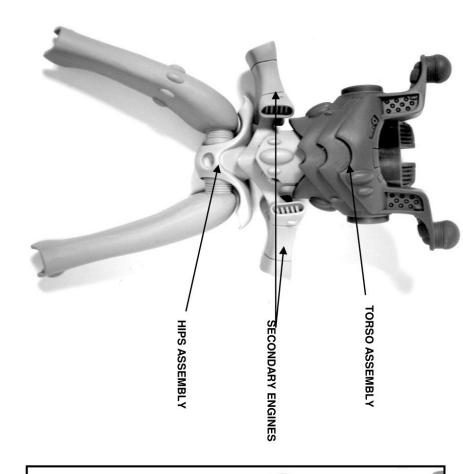
LEG ENGINE

RIGHT THIGH

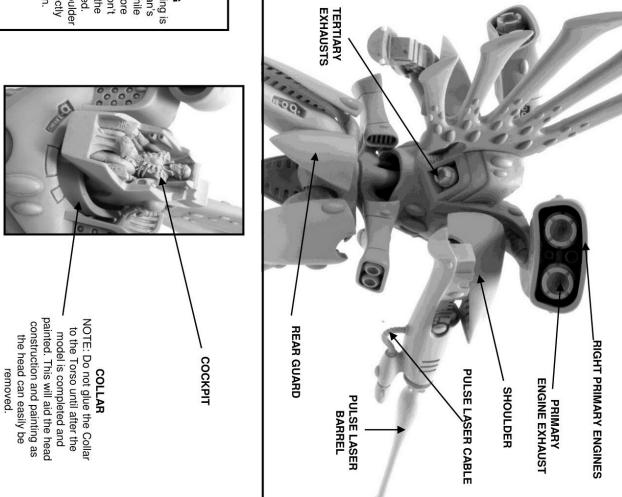
KNEE

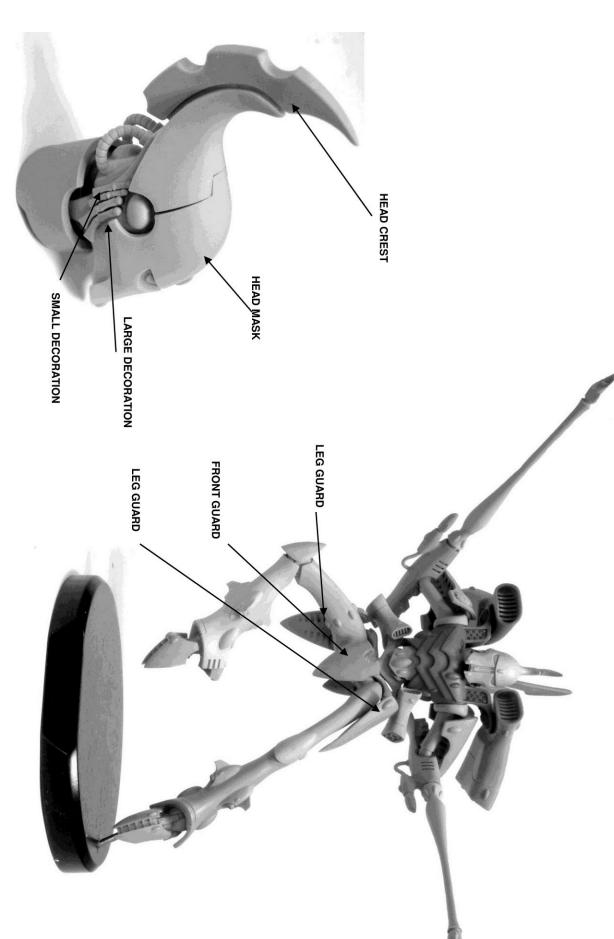
**LOWER LEG** 





HOLO FINS





### DECORATIONS

These are a great way to represent movement on the head. They can be bent in to shape by holding with tweezers and gently heating with a hairdryer. Once heated bend to the desired shape that matches the direction of motion that the model has been posed in. The head shown above demonstrates backwards movement.