



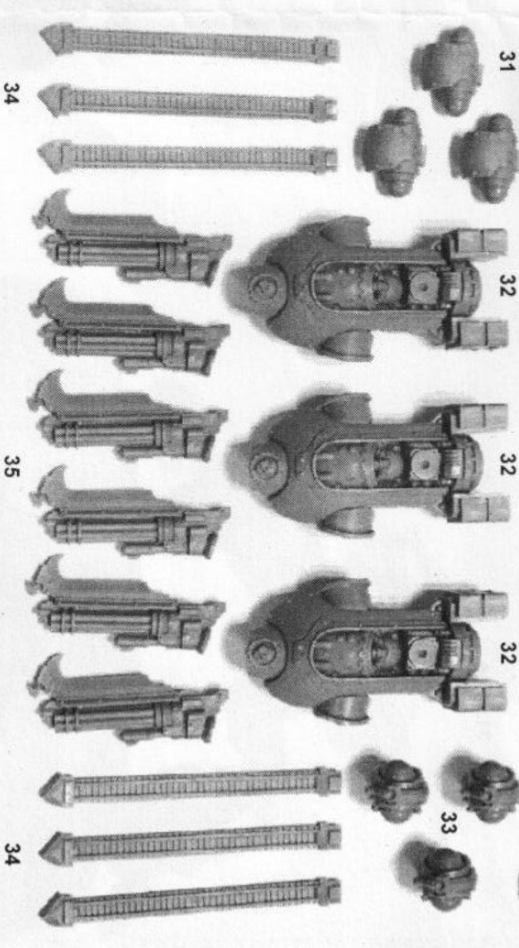
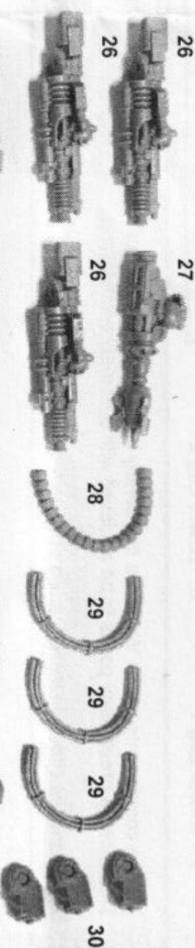
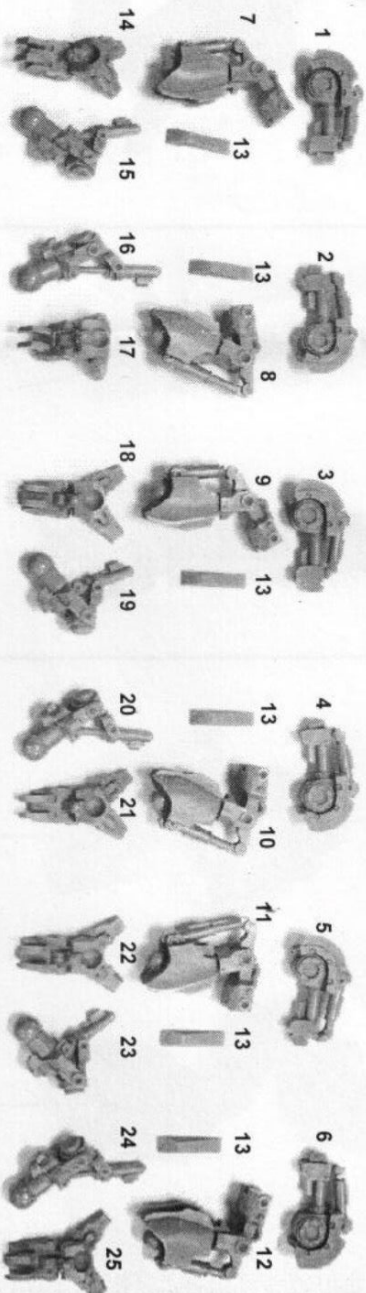
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VORAX CLASS BATTLE-AUTOMATA

VORAX BATTLE-AUTOMATA RESIN COMPONENTS LIST

1. Upper Leg 1 (Right)
2. Upper Leg 2 (Left)
3. Upper Leg 3 (Right)
4. Upper Leg 4 (Left)
5. Upper Leg 5 (Right)
6. Upper Leg 6 (Left)
7. Lower Leg 1
8. Lower Leg 2
9. Lower Leg 3
10. Lower Leg 4
11. Lower Leg 5
12. Lower Leg 6
13. Foot Plate x6
14. Foot 1
15. Arm 1
16. Arm 2
17. Foot 2
18. Foot 3
19. Arm 3
20. Arm 4
21. Foot 4
22. Foot 5
23. Arm 5
24. Arm 6
25. Foot 6
26. Lightning Guns x3
27. Irad Cleanser
28. Irad Power Feed
29. Lightning Gun Feeds x3
30. Gun Mounts x3
31. Hips x3
32. Torso x3
33. Sensor Units x3
34. Ammo Feeds x6
35. Rotor Cannons x6

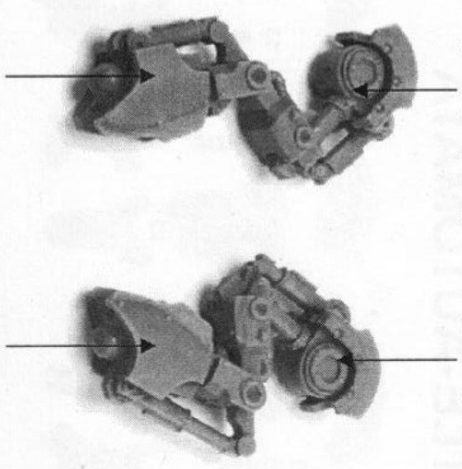


This kit contains all the pieces required to build the Vorax Battle-Automata.
To glue the resin pieces together and to plastic kit parts
use Citadel Super Glue.

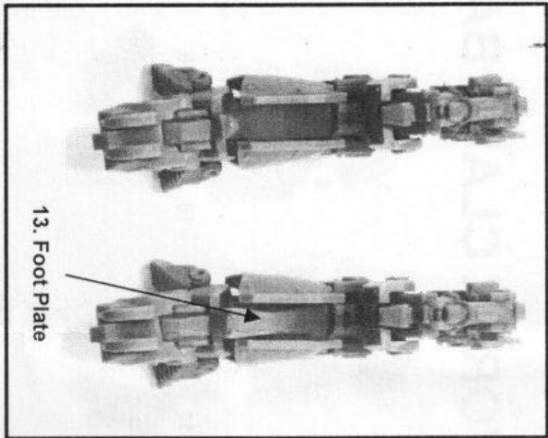
NOTE: We have cast this kit using the most advanced techniques and the best quality resin, but due to the nature of the casting process your model may contain very slight air bubbles. These can easily be filled with model filler or super glue. Any slight warpage of thin parts can easily be corrected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

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

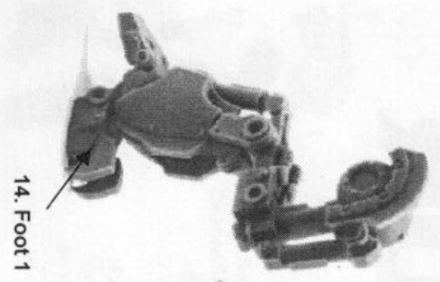
- 1. Upper Leg 1 (Right)
- 2. Upper Leg 2 (Left)



- 7. Lower Leg 1
- 8. Lower Leg 2



13. Foot Plate



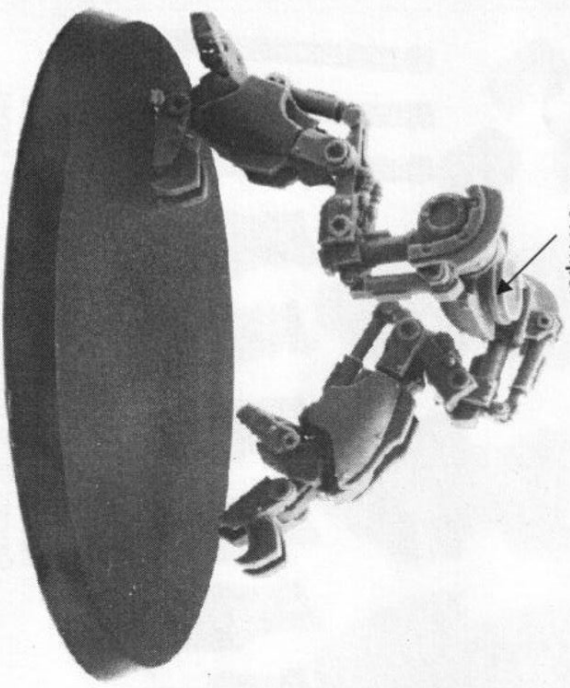
14. Foot 1



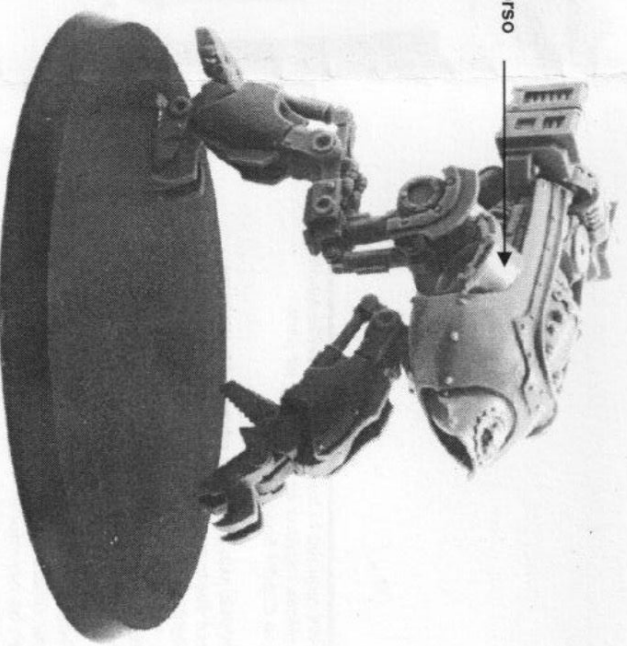
17. Foot 2

The leg components on the Vorax are completely interchangeable between sets. The feet and lower legs can be used either left or right, while the upper legs are sided. This allows a great many poses to be achieved with a little experimentation. The examples shown in these instructions use the sets as numbered.

31. Hips



32. Torso



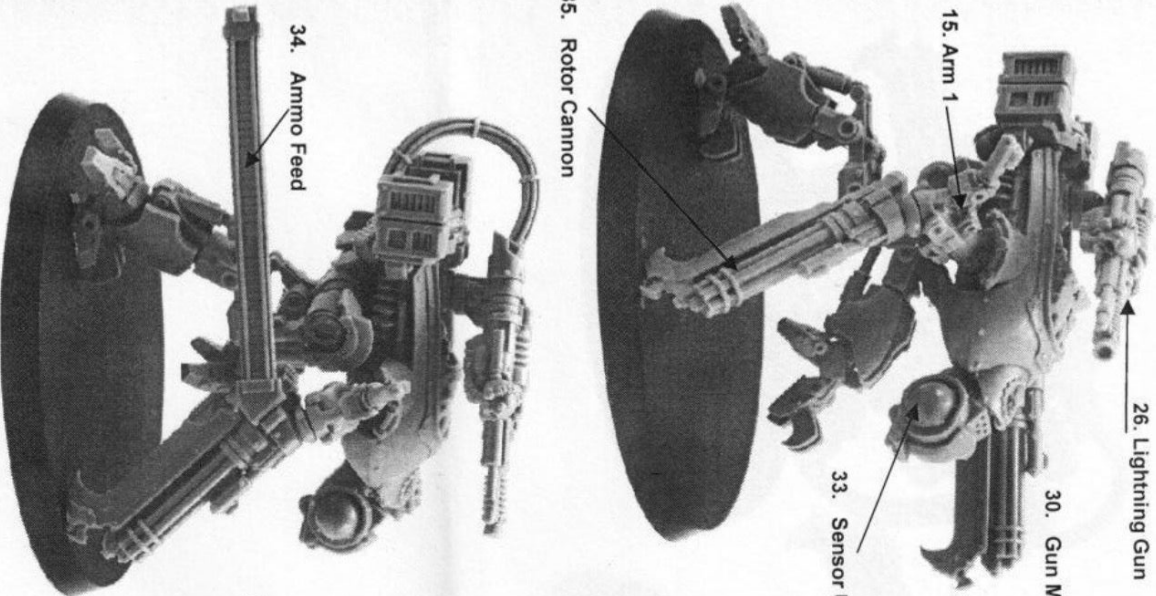
26. Lightning Gun

30. Gun Mount

15. Arm 1

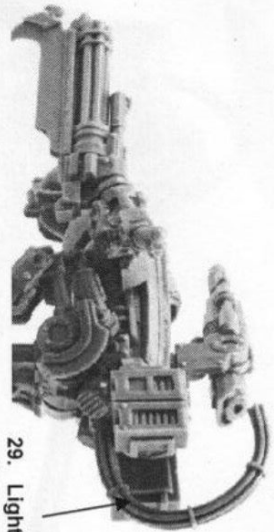
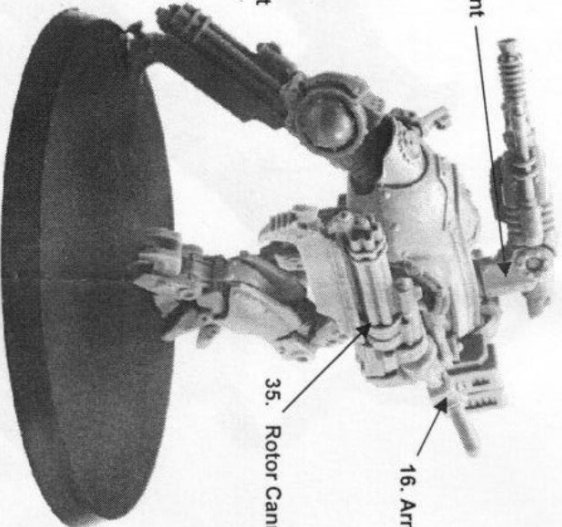
33. Sensor Unit

35. Rotor Cannon



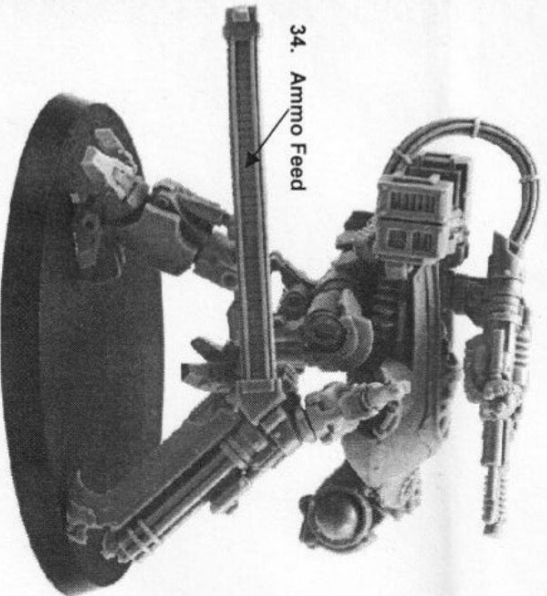
16. Arm 2

35. Rotor Cannon

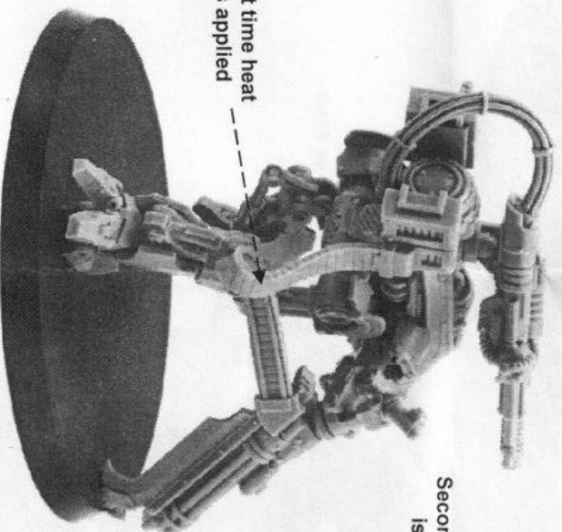


29. Lightning Gun Feed *

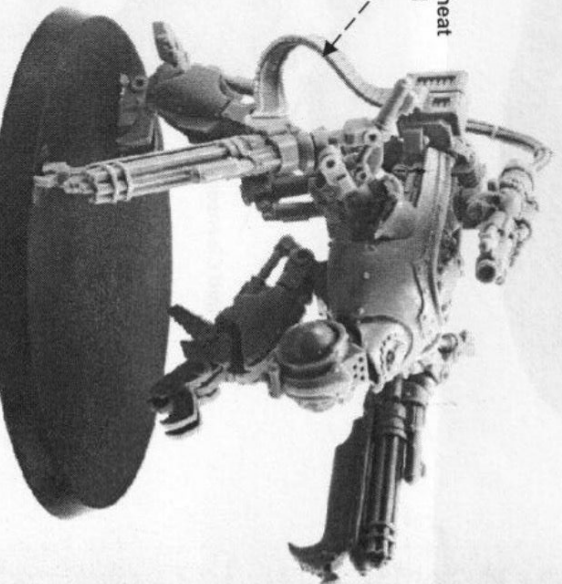
34. Ammo Feed



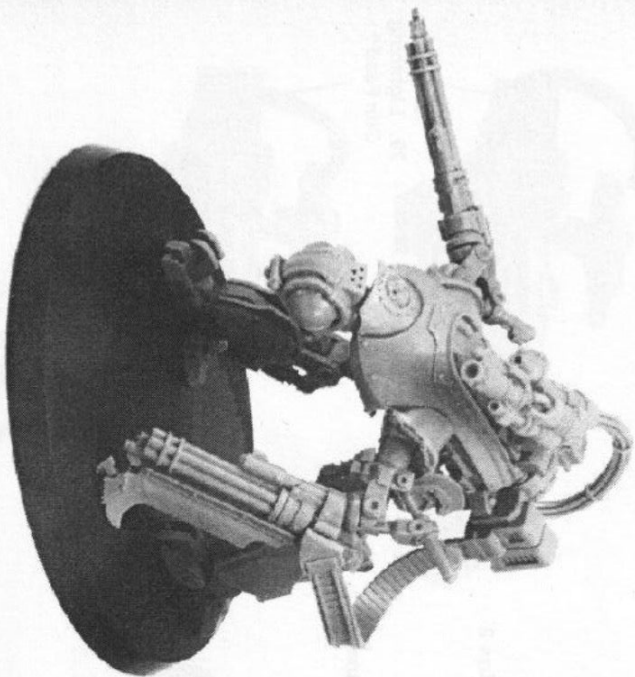
First time heat is applied



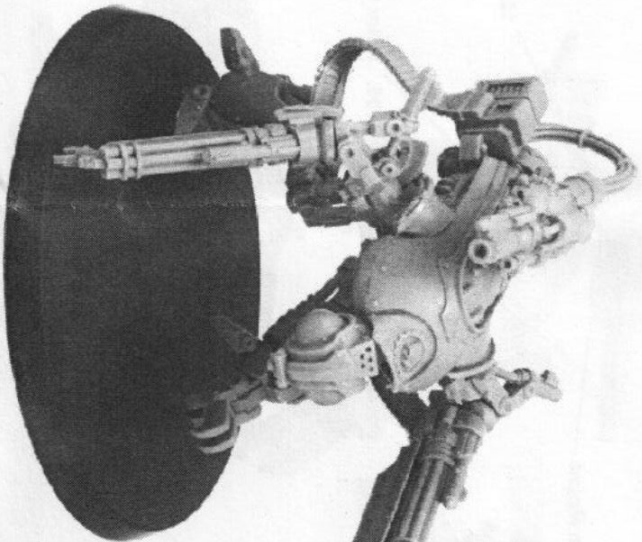
Second time heat is applied



* The power and ammo feeds need heat bending to fit. Attach one end to the model and carefully apply heat using either a hair dryer or submerging in hot water, once the part is pliable bend it to fit, holding in place until cool. There should still be enough flex in the part to apply glue. Once both ends are attached applying a little heat again will allow it to take a more natural curve.



27. Irad Cleanser



28. Irad Power Feed

