



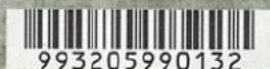
Free Downloads of Build Instructions,
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NECROMUNDA



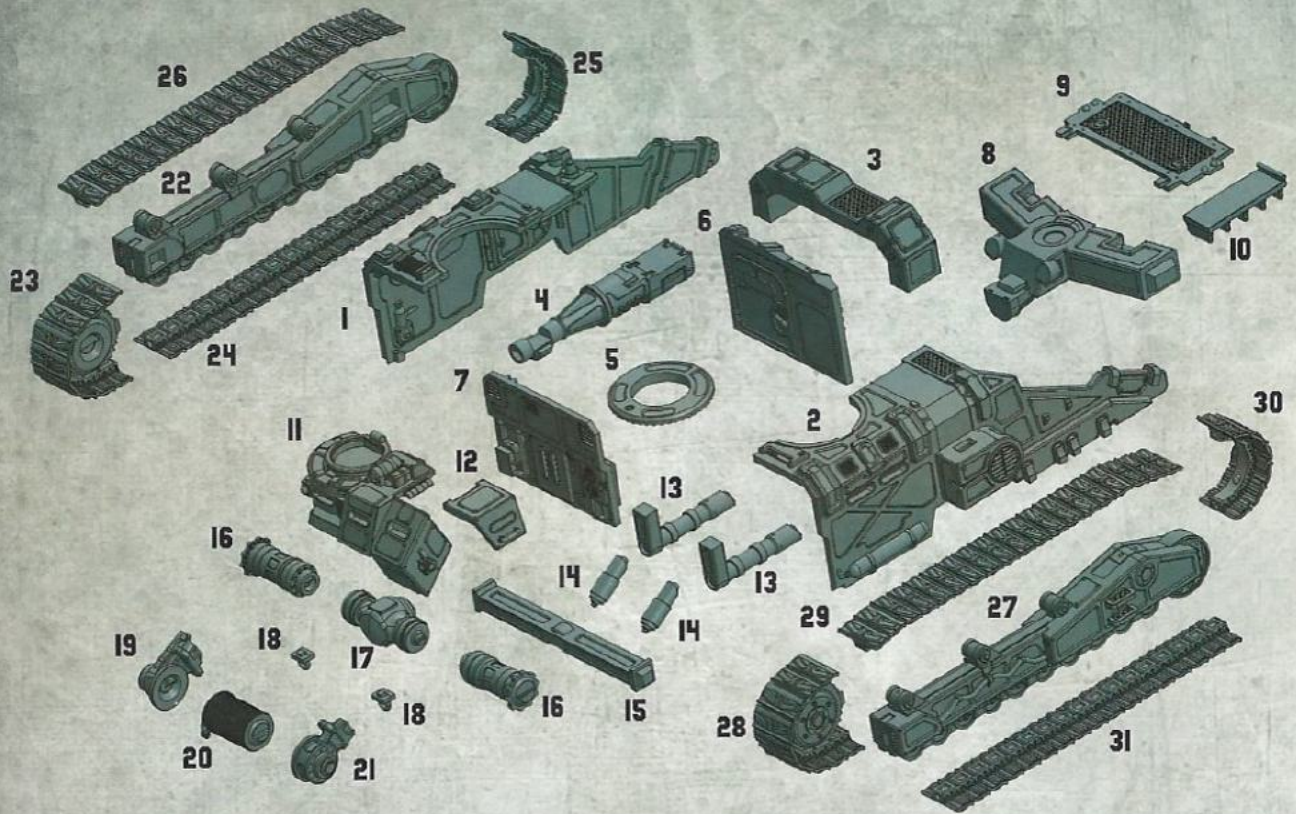
CHRONOS PATTERN IRONCRAWLER



993205990132



RESIN COMPONENTS



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

- | | | |
|-------------------|-------------------------|-----------------------------|
| 1. Right Hull | 12. Access Hatch | 23. Right Drive Wheel |
| 2. Left Hull | 13. Suspension Arms x2 | 24. Right Lower Track Links |
| 3. Ducting | 14. Shock Absorber x2 | 25. Right Rear Track Links |
| 4. Transmission | 15. Chassis Brace | 26. Right Upper Track Links |
| 5. Turret Ring | 16. Outer Front Axle x2 | 27. Left Wheel Bogeys |
| 6. Rear Bulkhead | 17. Differential | 28. Left Drive Wheel |
| 7. Front Bulkhead | 18. Tow Loops x2 | 29. Left Upper Track Links |
| 8. Rear Axle | 19. Right Tow Cable Arm | 30. Left Rear Track Links |
| 9. Rear Deck | 20. Tow Cable | 31. Left Lower Track Links |
| 10. Ladder | 21. Left Tow Cable Arm | |
| 11. Cab | 22. Right Wheel Bogeys | |

ASSEMBLY PREPARATION

ASSEMBLY LEGEND

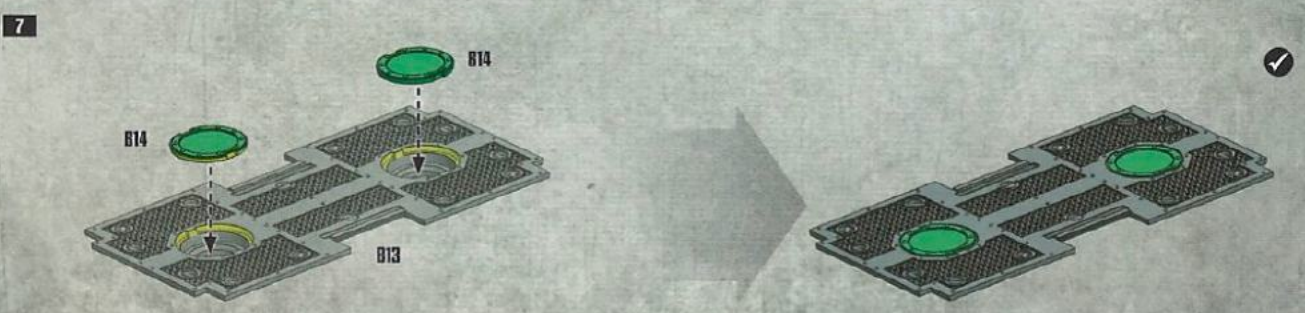
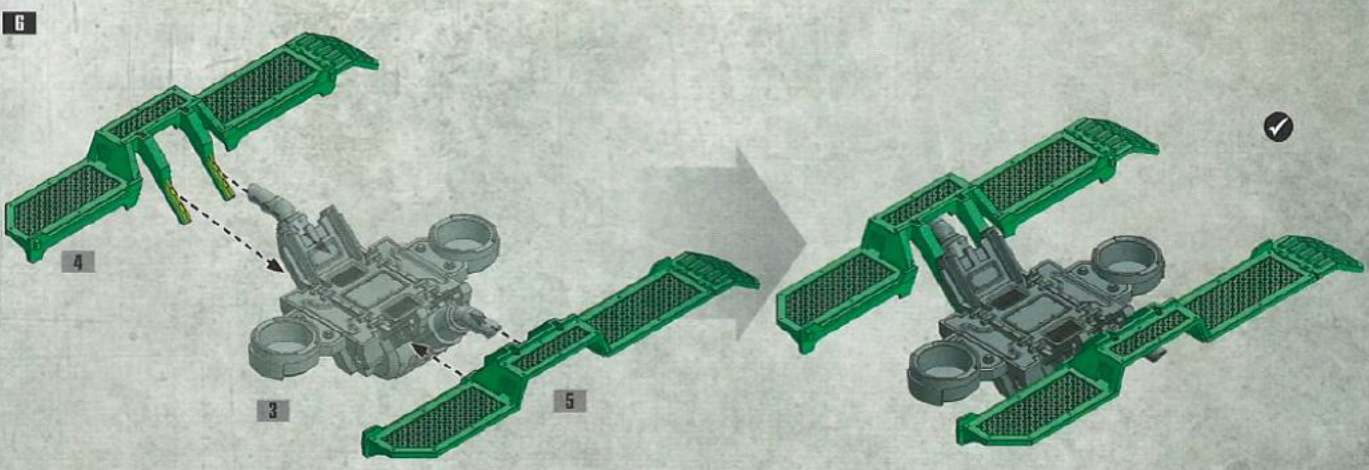
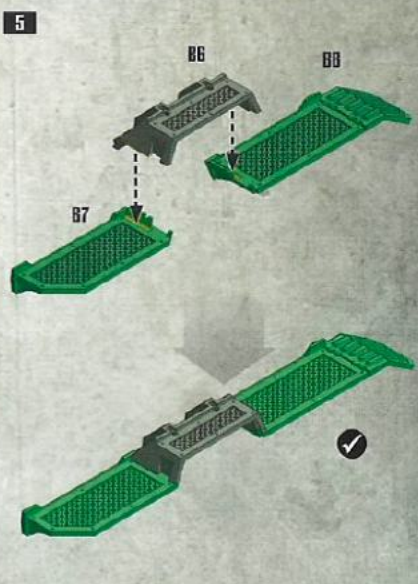
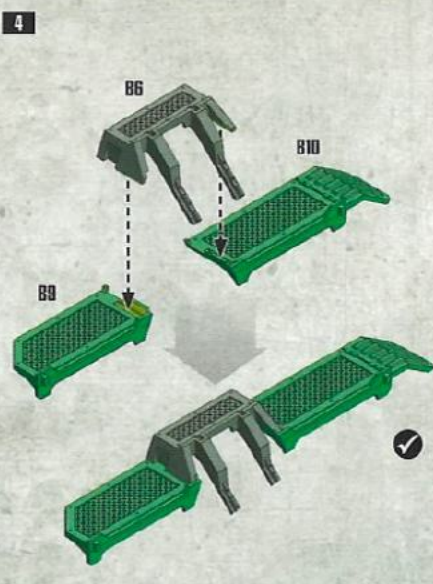
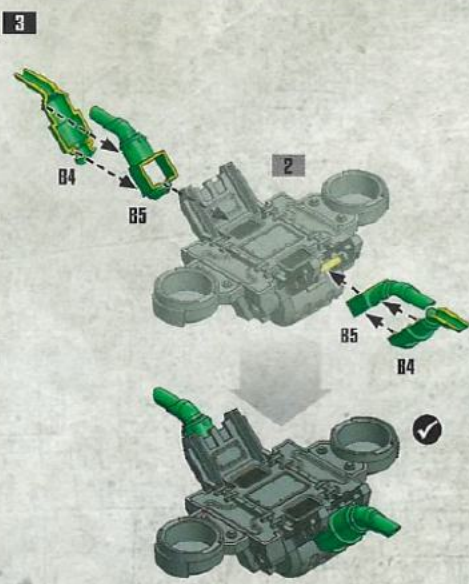
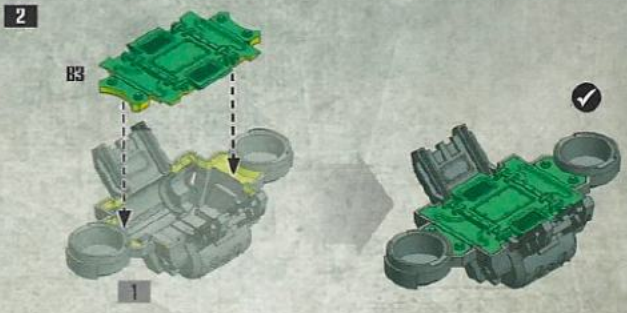
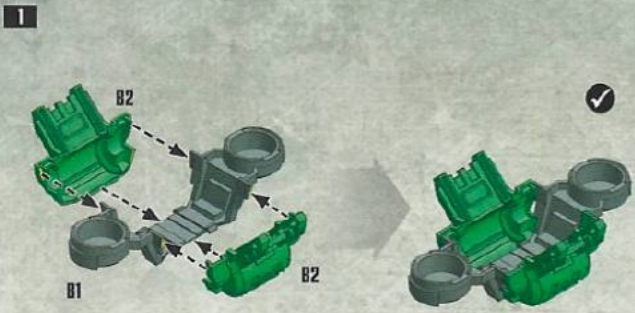
-  Parts for assembly
-  Glue contact area
-  Remove Part
-  Reverse Angle
-  Insert
-  Detail View
-  Optional Assembly

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

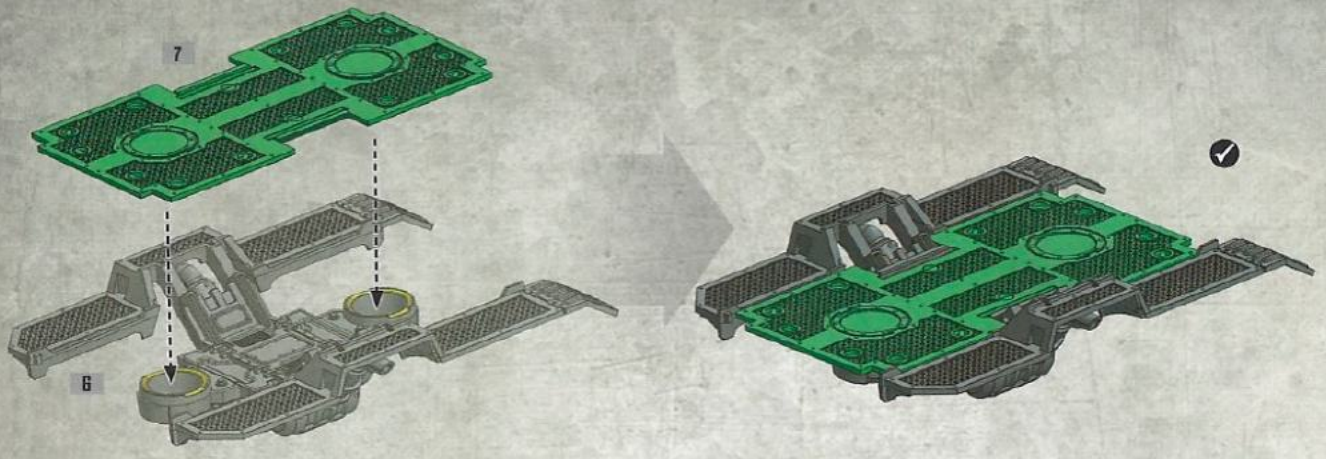
This kit contains all the pieces required to construct a Chronos Pattern Ironcrawler. To glue the resin pieces together or to plastic, use super glue. To glue the plastic pieces together, use Citadel Plastic Glue.

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.

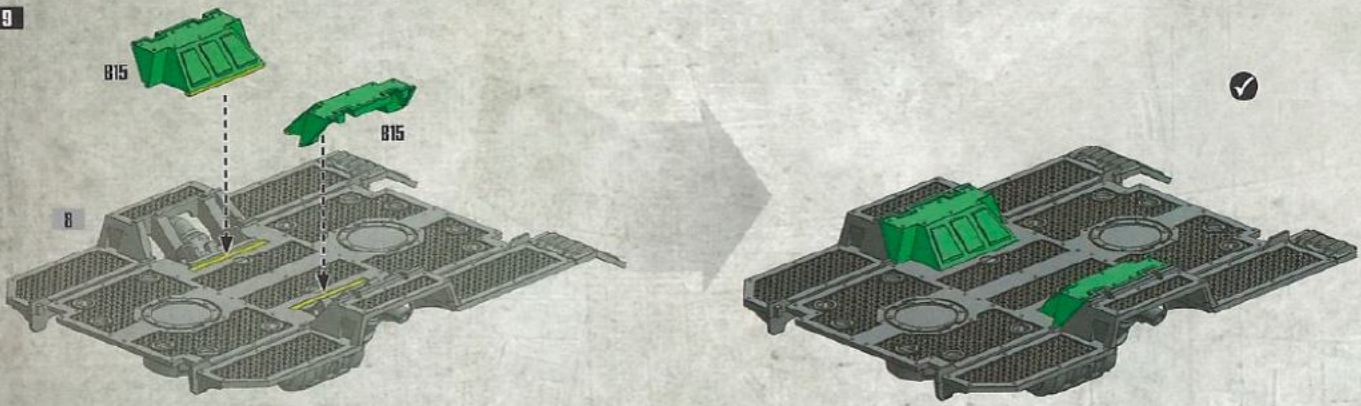
PLASTIC ASSEMBLY



8

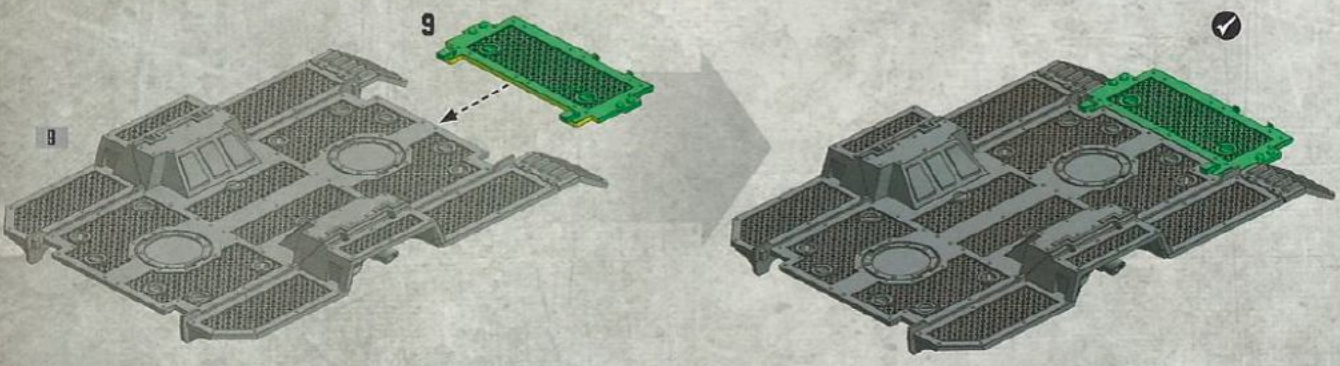


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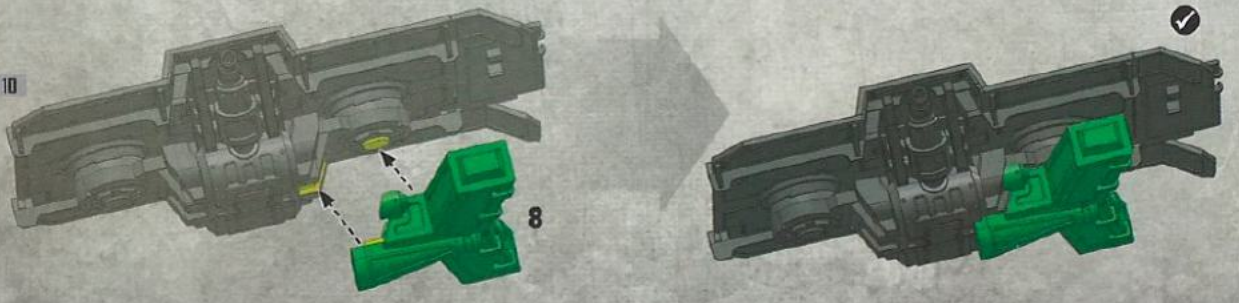


RESIN ASSEMBLY

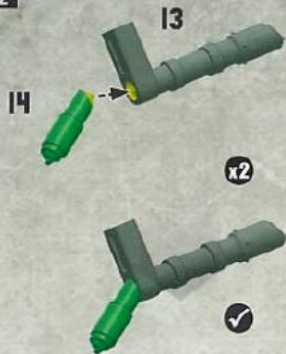
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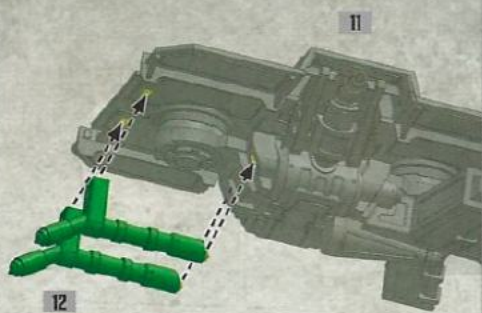
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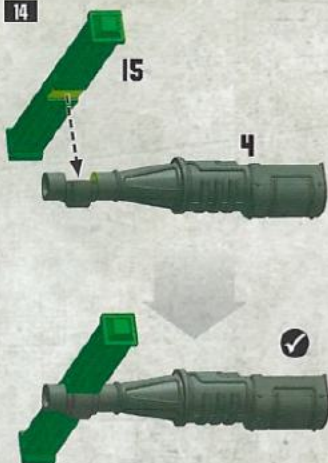
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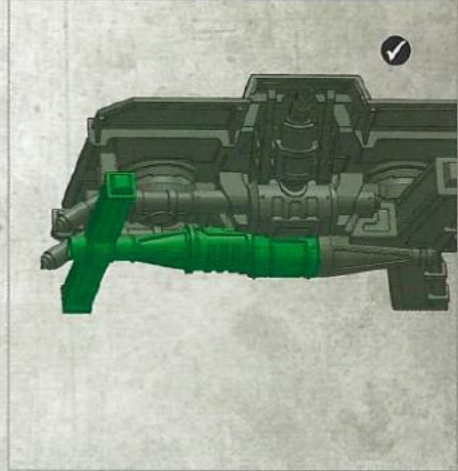
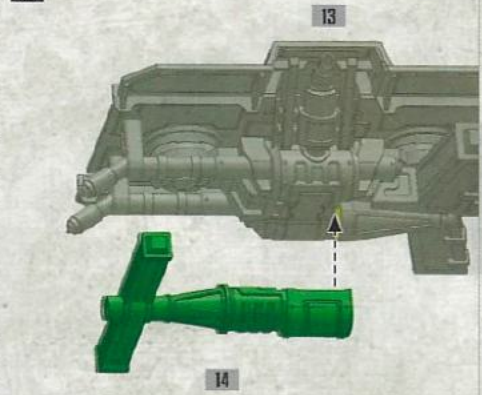
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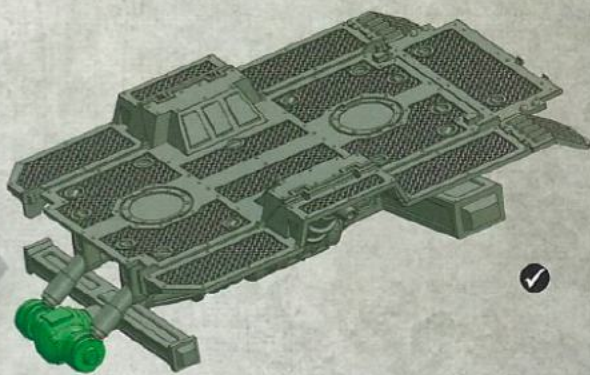
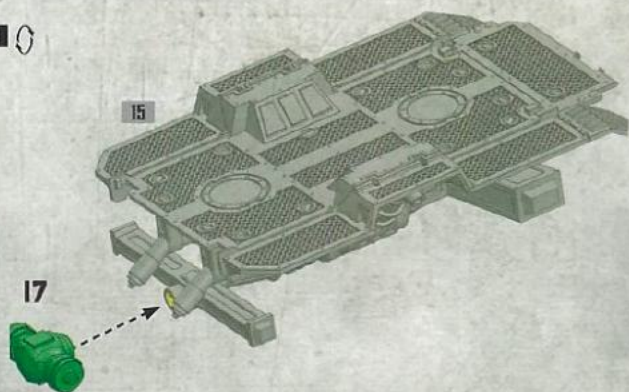
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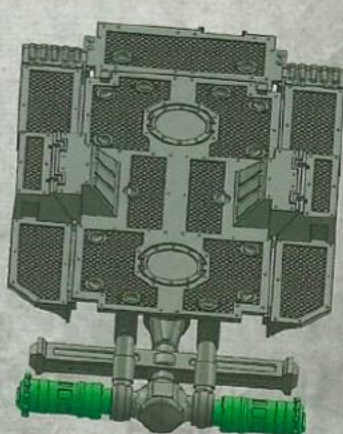
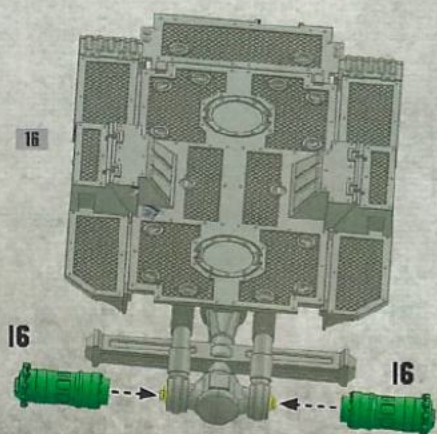
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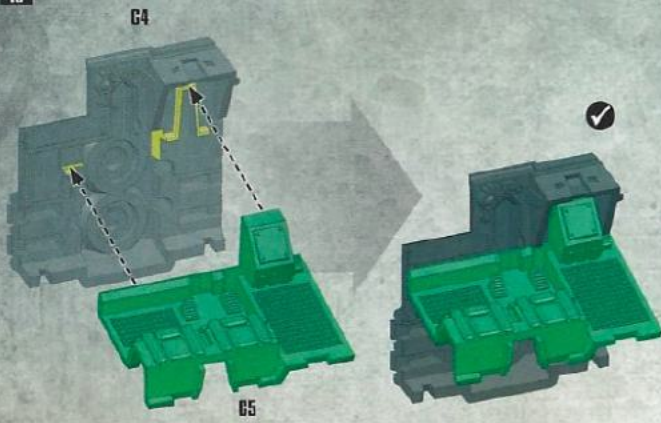


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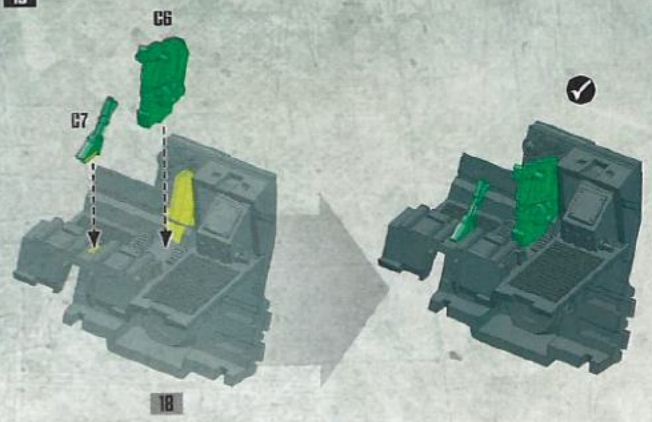


PLASTIC ASSEMBLY

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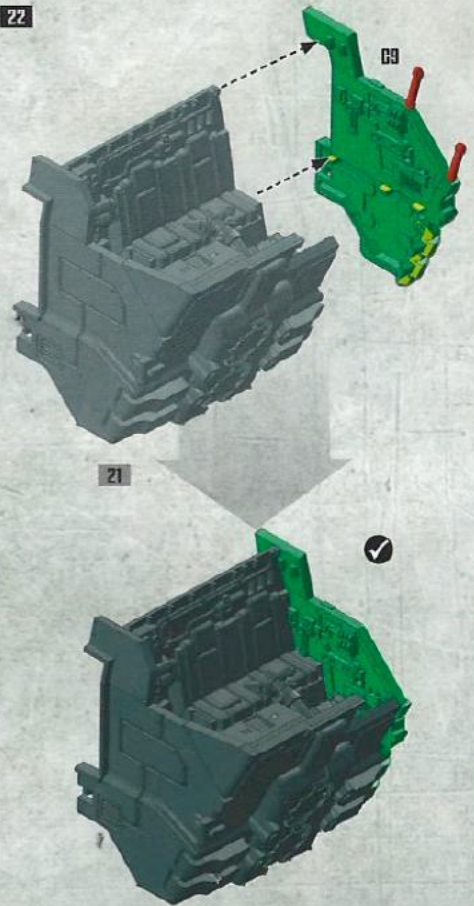
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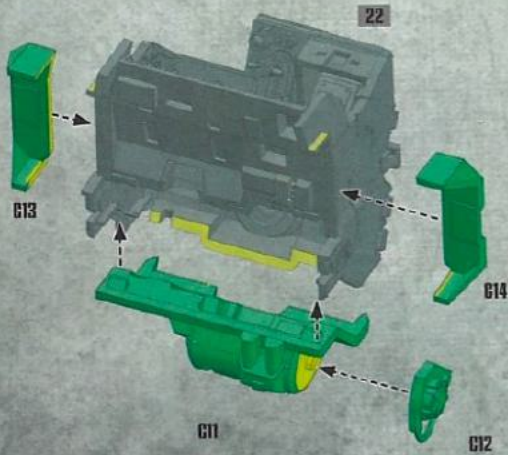
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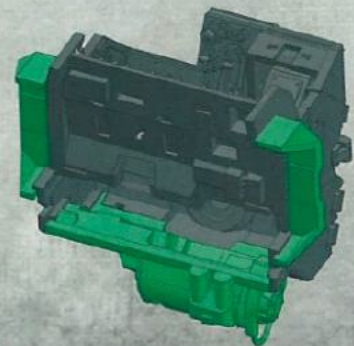
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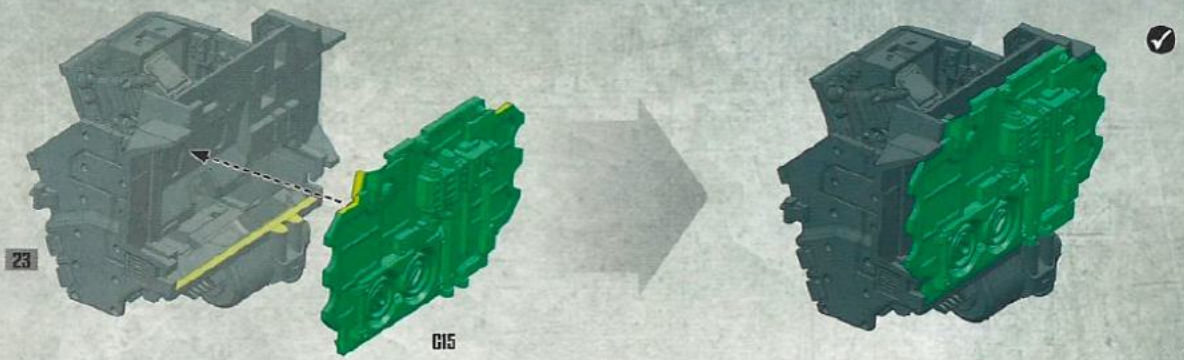
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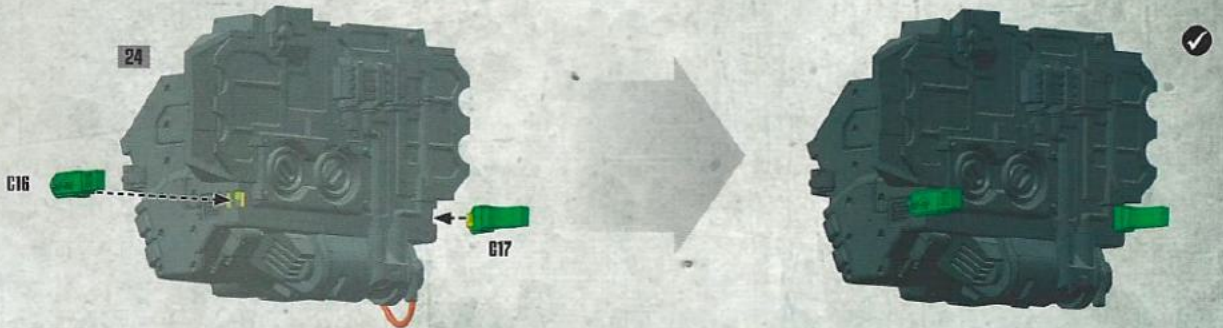
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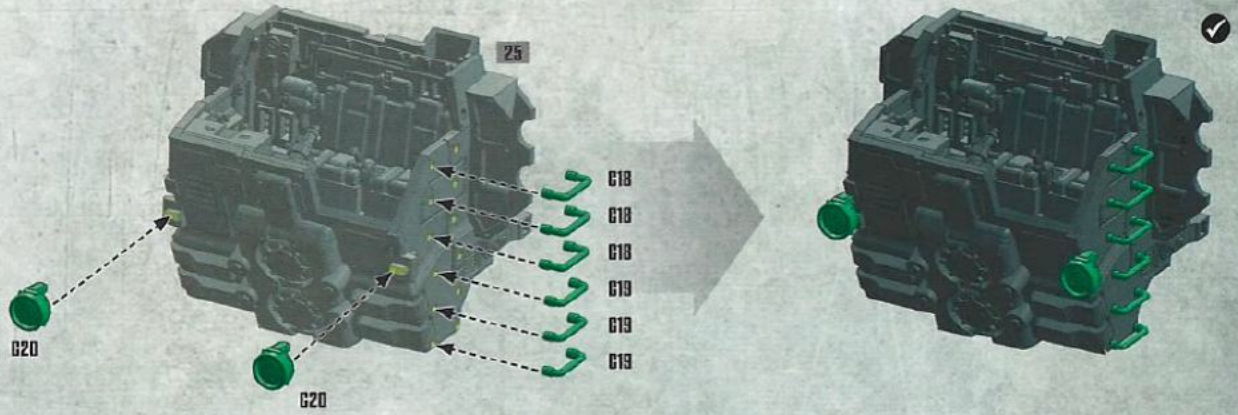
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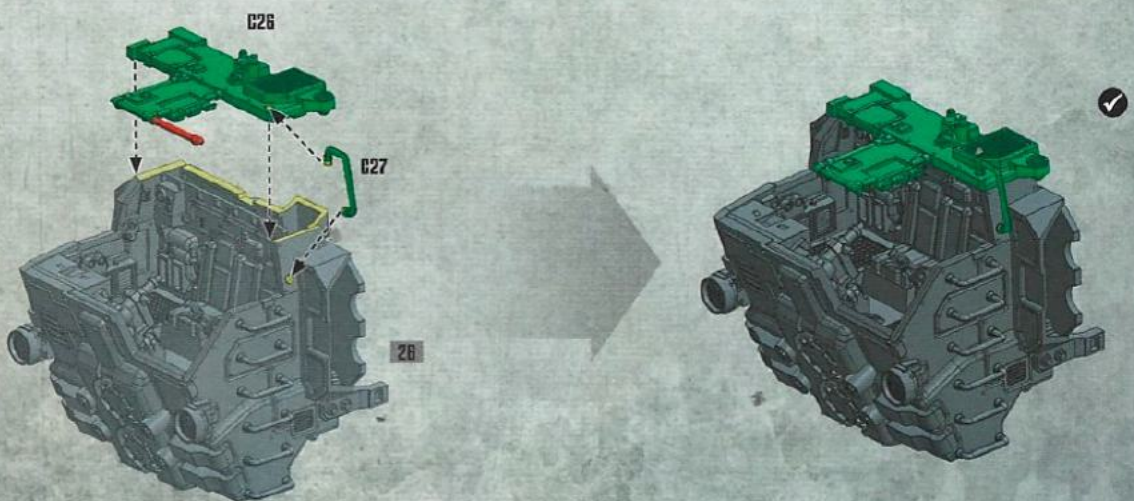
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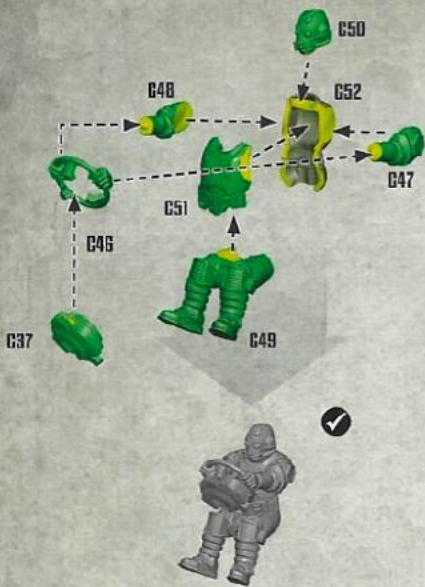
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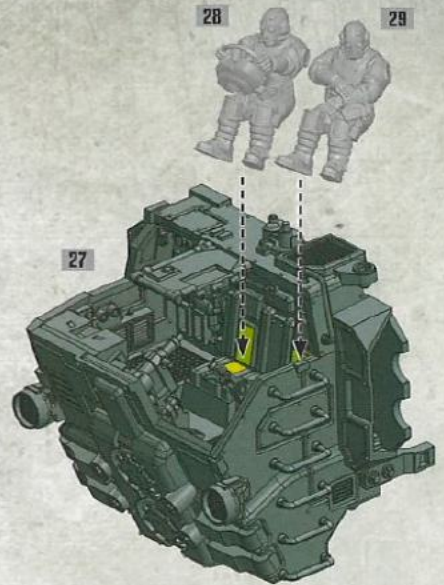
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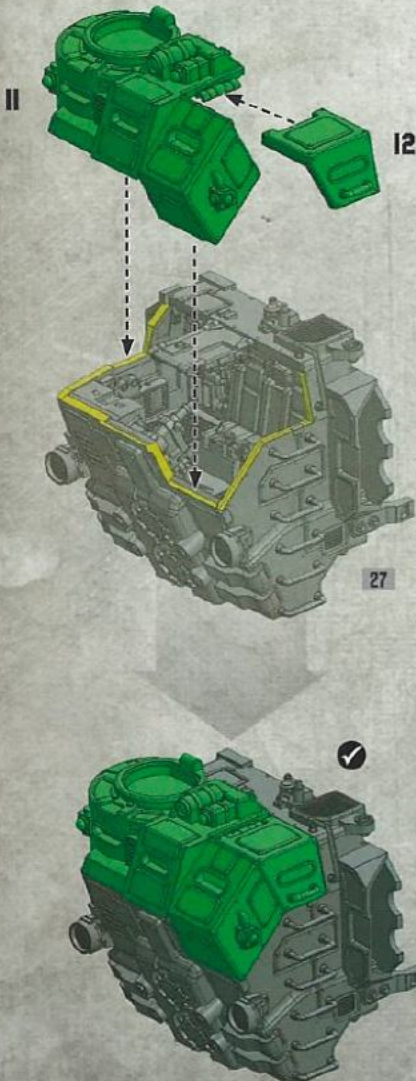


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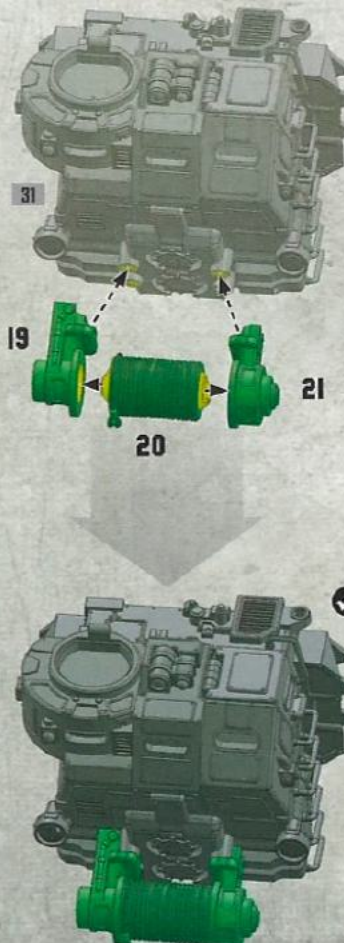


RESIN ASSEMBLY

31



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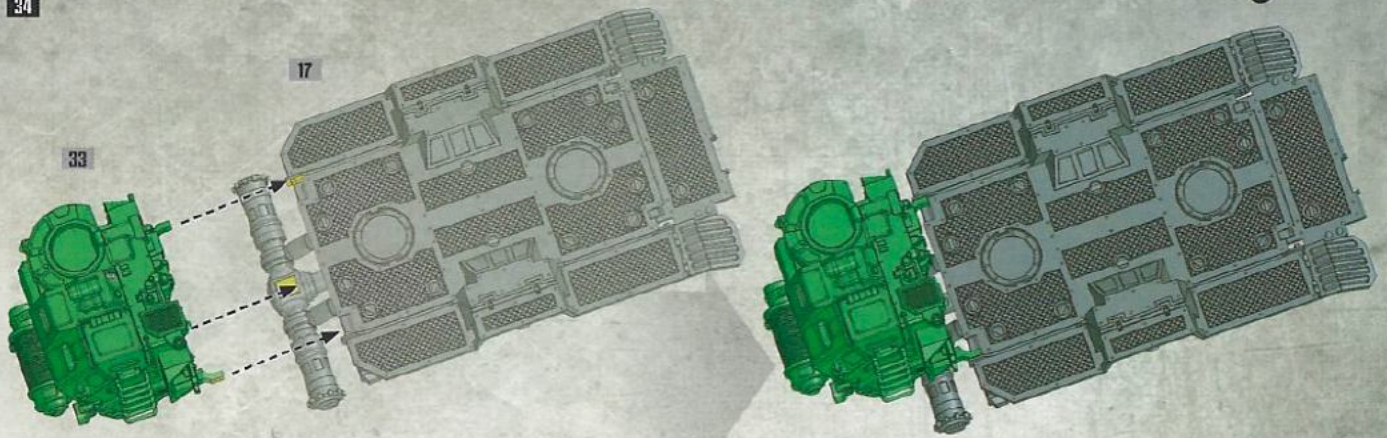


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PLASTIC ASSEMBLY

34



35



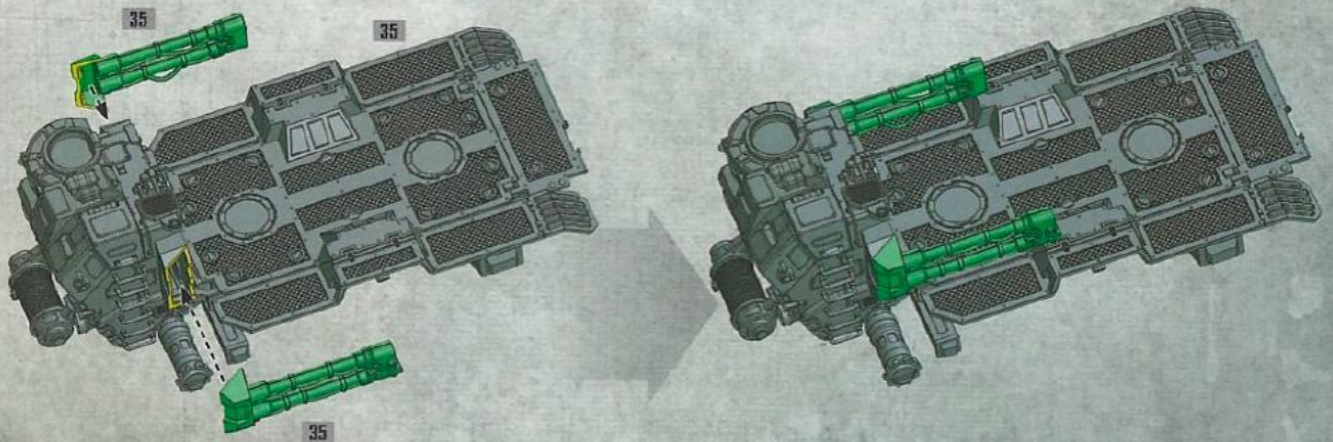
RESIN ASSEMBLY

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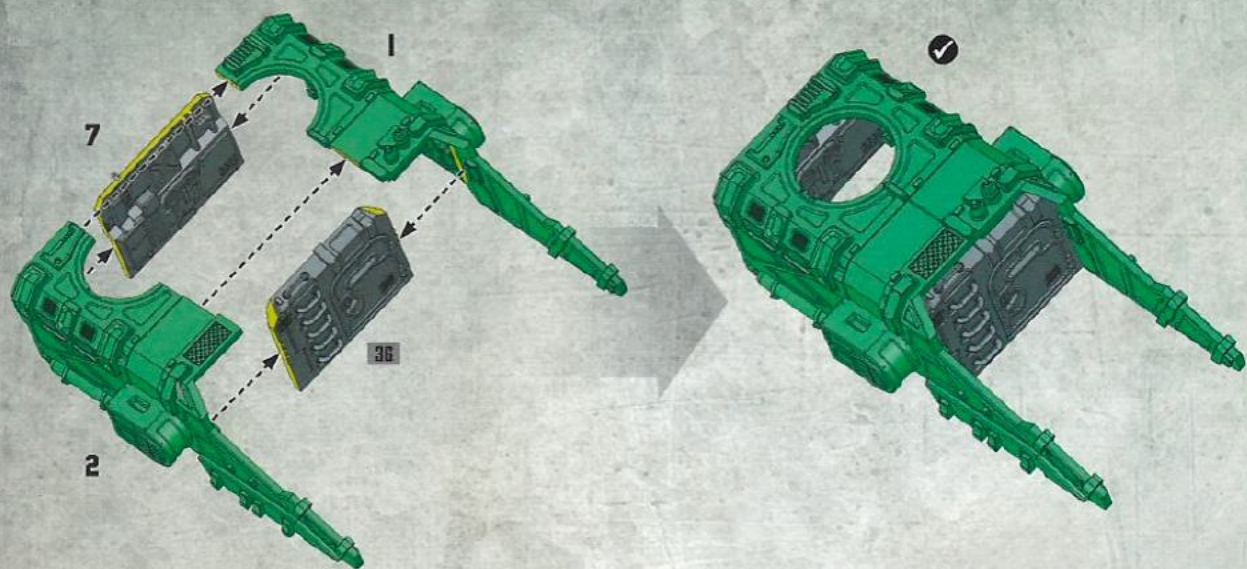
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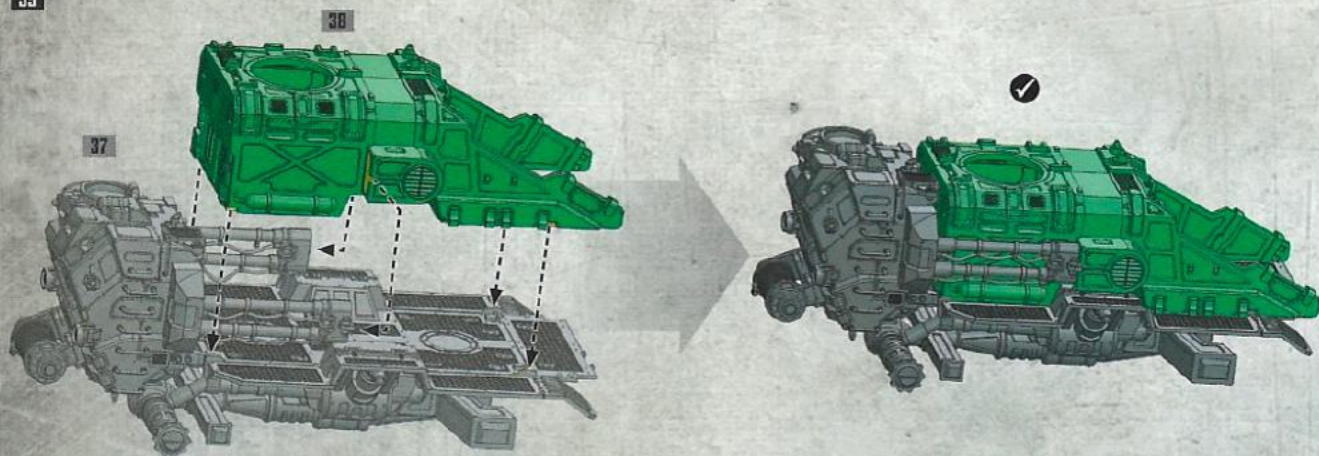


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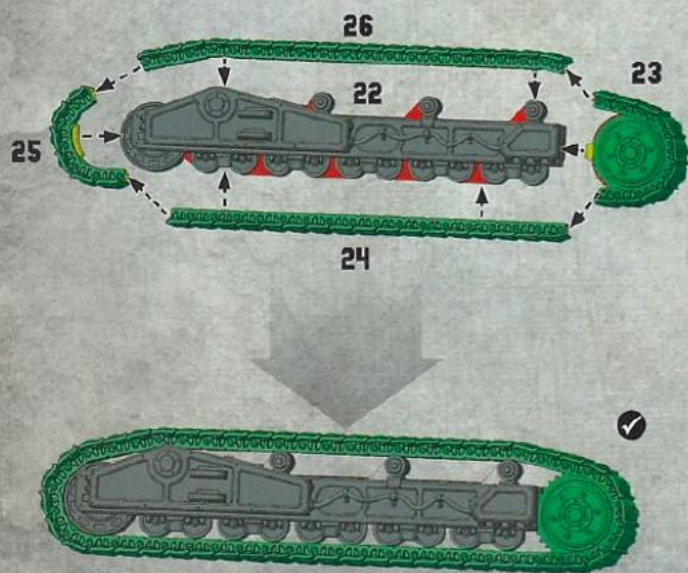
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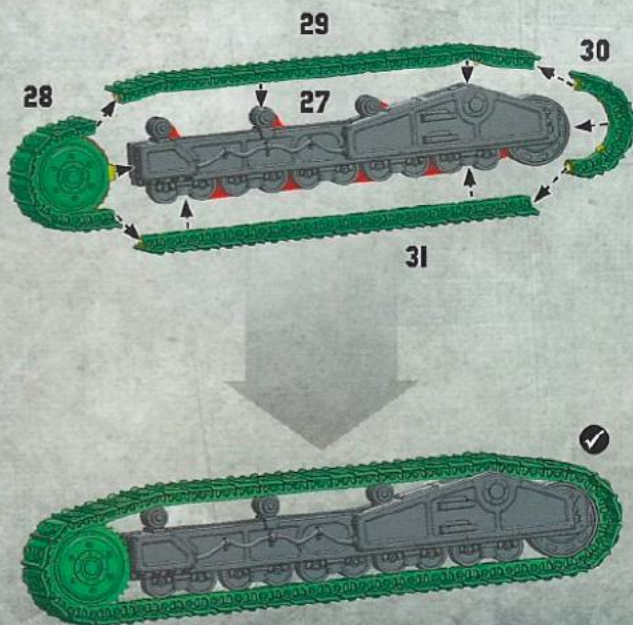
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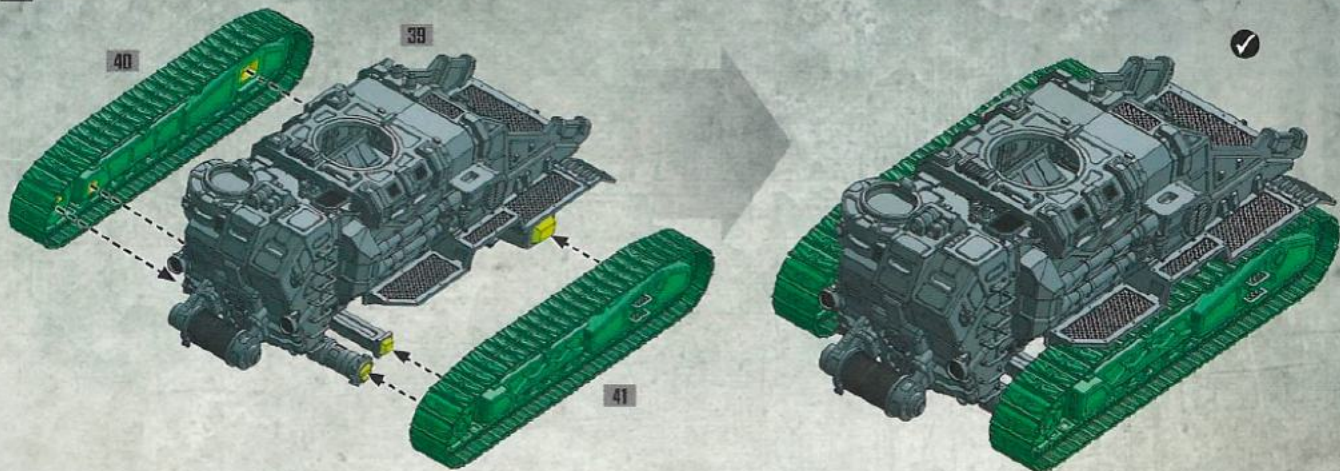
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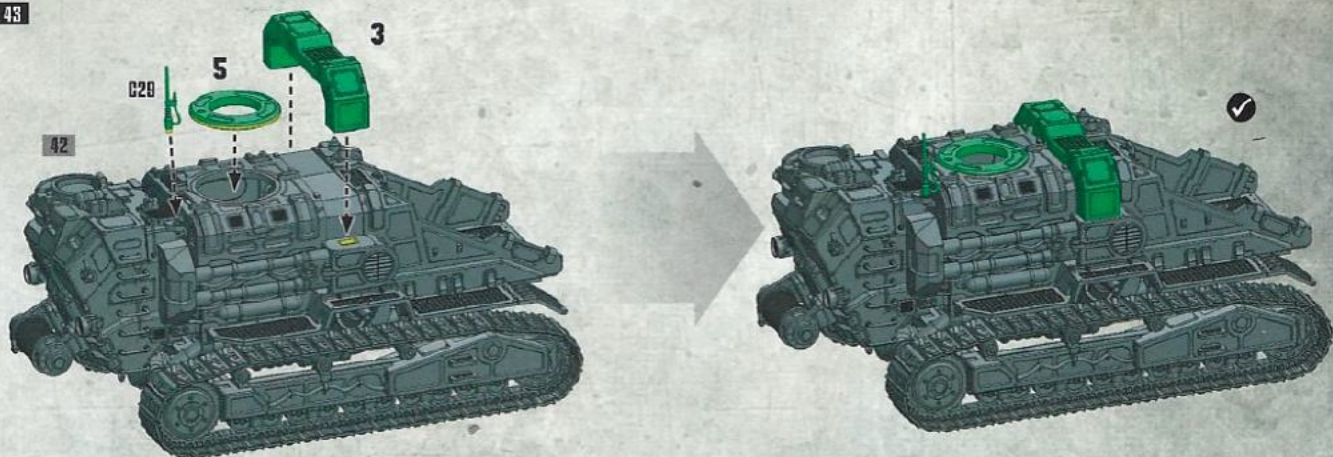
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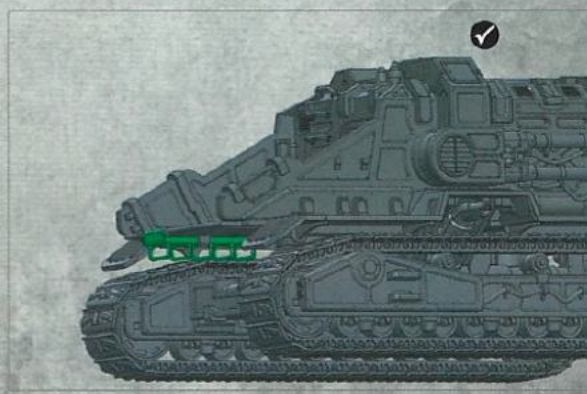
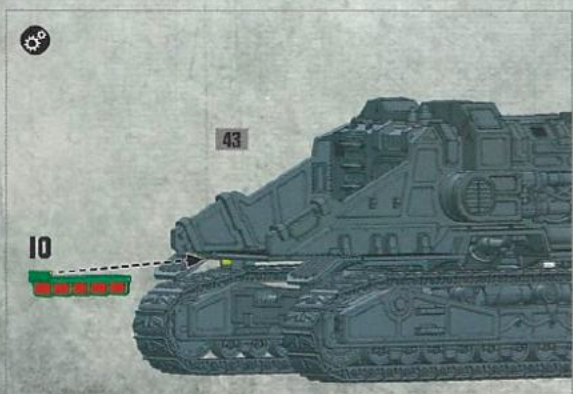
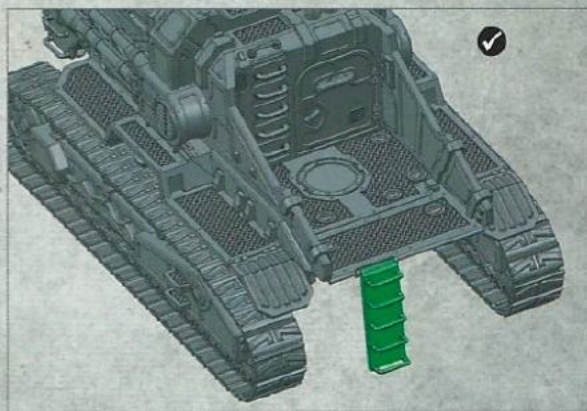
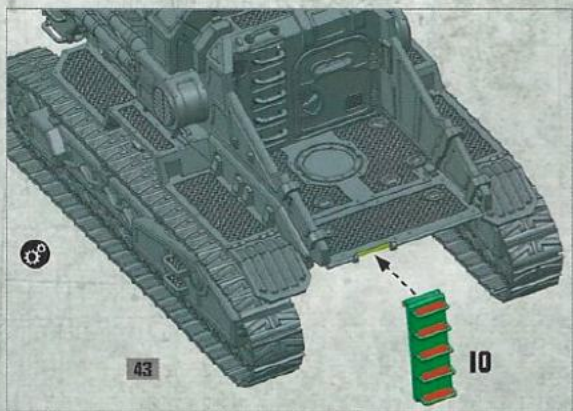


43



PLASTIC ASSEMBLY

44



HEAVY STUBBER

45

C32/05



GRENADE LAUNCHER

46

C33

C34

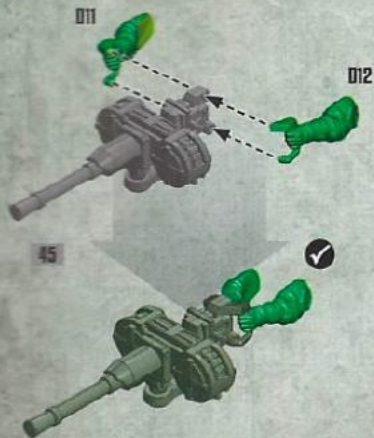


HEAVY STUBBER

47

D11

D12



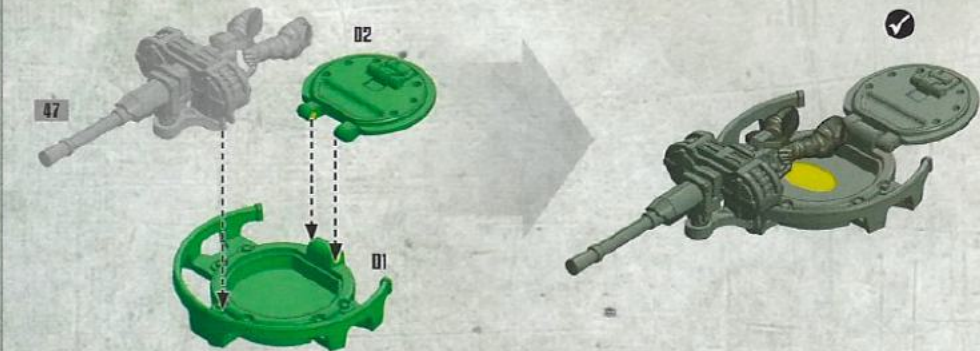
OPEN HATCH VERSION WITH A GUNNER

48

D2

47

D1



49

D9

D8

D10



50

49

48



HEAVY STUBBER CLOSED HATCH VERSION

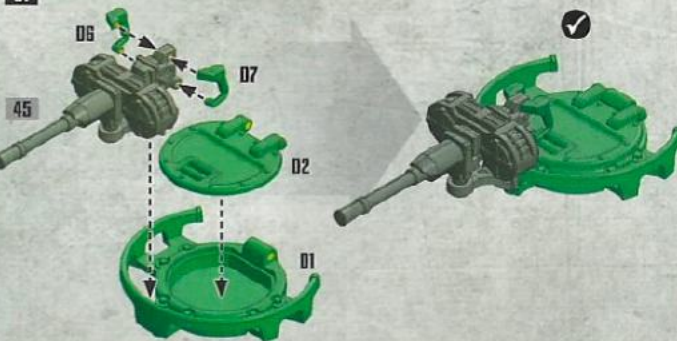
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D6

D7

D2

D1



GRENADE LAUNCHER CLOSED HATCH VERSION

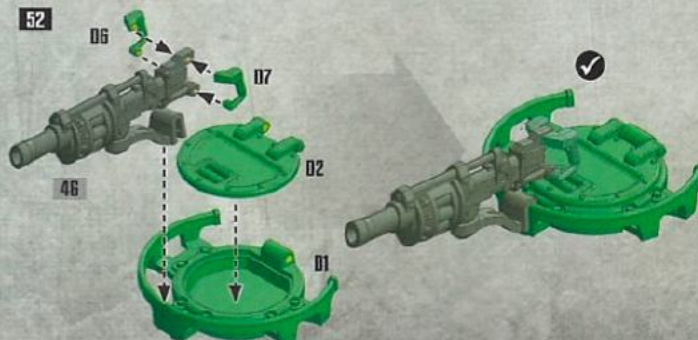
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D6

D7

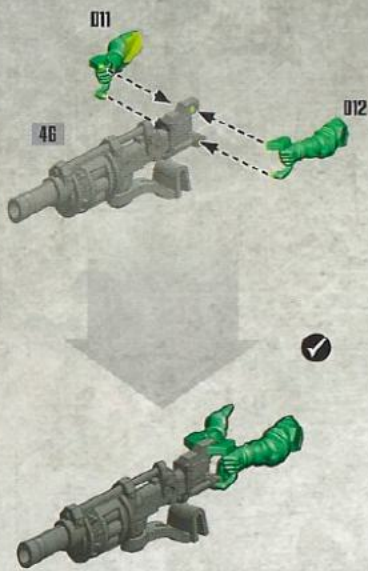
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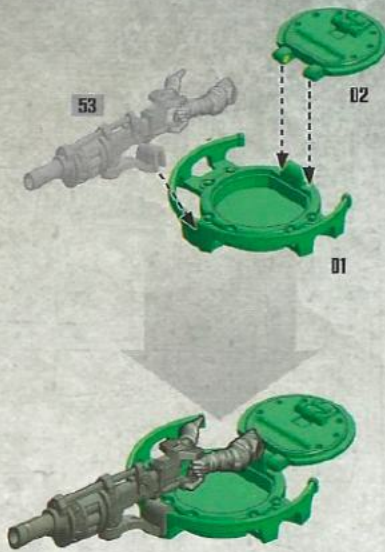
GRENADE LAUNCHER

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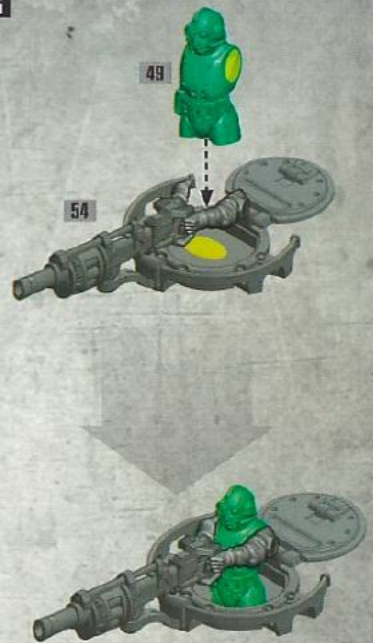


OPEN HATCH VERSION WITH A GUNNER

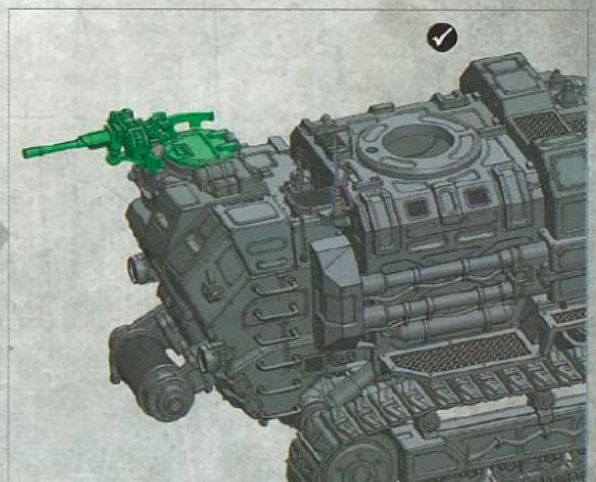
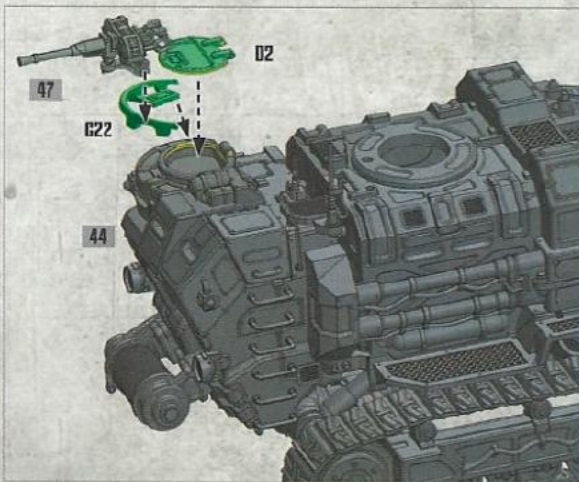
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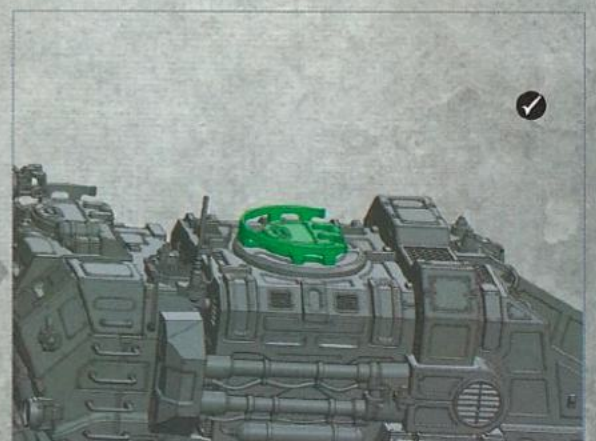
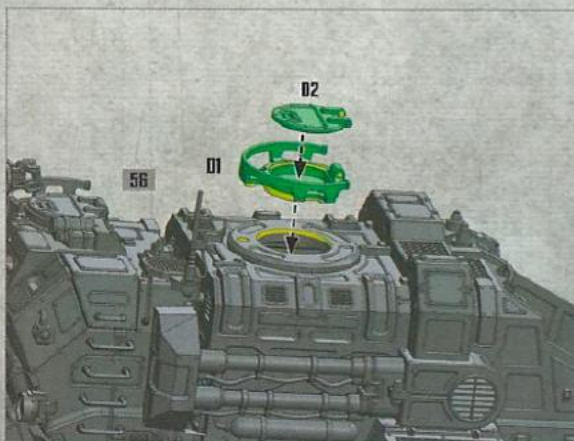
55



56 EXAMPLE OF CHRONOS PATTERN IRONCRAWLER WITH PINTLE-MOUNTED HEAVY STUBBER AND CLOSED HATCHES



57



GUILD OF COIN CHRONOS PATTERN IRONCRAWLER..... 390 CREDITS

Available to any gang except Ash Waste Nomads.

VEHICLE CHARACTERISTICS							CREW CHARACTERISTICS				
TOUGHNESS							BS	Ld	Cl	Wil	Int
M	Front	Side	Rear	HP	Hnd	Sv					
6"	9	9	8	7	6+	3+	*	*	*	*	*

SPECIAL RULES

Transport Vehicle: A Guild of Coin Chronos Pattern Ironcrawler has a large transport cage behind the cab and a transport bed behind and on both sides of the transport cage.

Fire Points: A Guild of Coin Chronos Pattern Ironcrawler has five Fire Points on its transport cage: two each on the left and right sides and one on the rear.

Weapon Hardpoints: A Guild of Coin Chronos Pattern Ironcrawler has two Weapon Hardpoints: One on the cab and one on the transport cage. Any weapon fitted to the cab Weapon Hardpoint gains the Crew Operated and Arc (Front, Right) traits. Any weapon fitted to the transport cage Weapon Hardpoint gains the Crew Operated and Arc (All Round) traits.

Tracked: This vehicle uses tracks as its primary form of locomotion, this impacts how it interacts with difficult terrain (see page 68 of *Necromunda: Book of the Outlands*).

Upgrade Slots: A Guild of Coin Chronos Pattern Ironcrawler has the following Upgrade slots available:

Body	Drive	Engine
4	4	4

EQUIPMENT

A Guild of Coin Chronos Pattern Ironcrawler may be equipped with vehicle Upgrades, vehicle Wargear and weapons from the Guild of Coin Chronos Pattern Ironcrawler equipment list.

- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler may be fitted with additional vehicle Wargear from the Guild of Coin Chronos Pattern Ironcrawler equipment list, the Trading Post and the Black Market.
- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler may be fitted with additional vehicle Upgrades from the Guild of Coin Chronos Pattern Ironcrawler equipment list.
- During the course of a campaign, a Guild of Coin Chronos Pattern Ironcrawler can be equipped with weapons from this list or the Basic, Special or Heavy sections of the Trading Post or Black Market.



GUILD OF COIN CHRONOS PATTERN IRONCRAWLER EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Ablative armour..... 15 credits
- Crash cage..... 15 credits
- Escape hatches..... 10 credits
- Reinforced armour..... 20 credits
- Weapons stash..... 20 credits

DRIVE UPGRADES

- All-wheel steering..... 10 credits
- Emergency brakes..... 10 credits
- Powered steering..... 30 credits
- Redundant drive system..... 15 credits

ENGINE UPGRADES

- Easy turnover..... 5 credits
- Engine shell..... 15 credits
- Nitro burner..... 15 credits
- Smoke vents..... 25 credits

WEAPONS

SPECIAL

- Grenade launcher
with frag and Krak grenades..... 65 credits

HEAVY

- Heavy stubber..... 130 credits

VEHICLE WARGEAR

- Booby-trapped fuel tanks..... 10 credits
- Flare launchers..... 10 credits
- Headlights..... 15 credits
- Smoke launchers..... 20 credits

FIRE POINTS

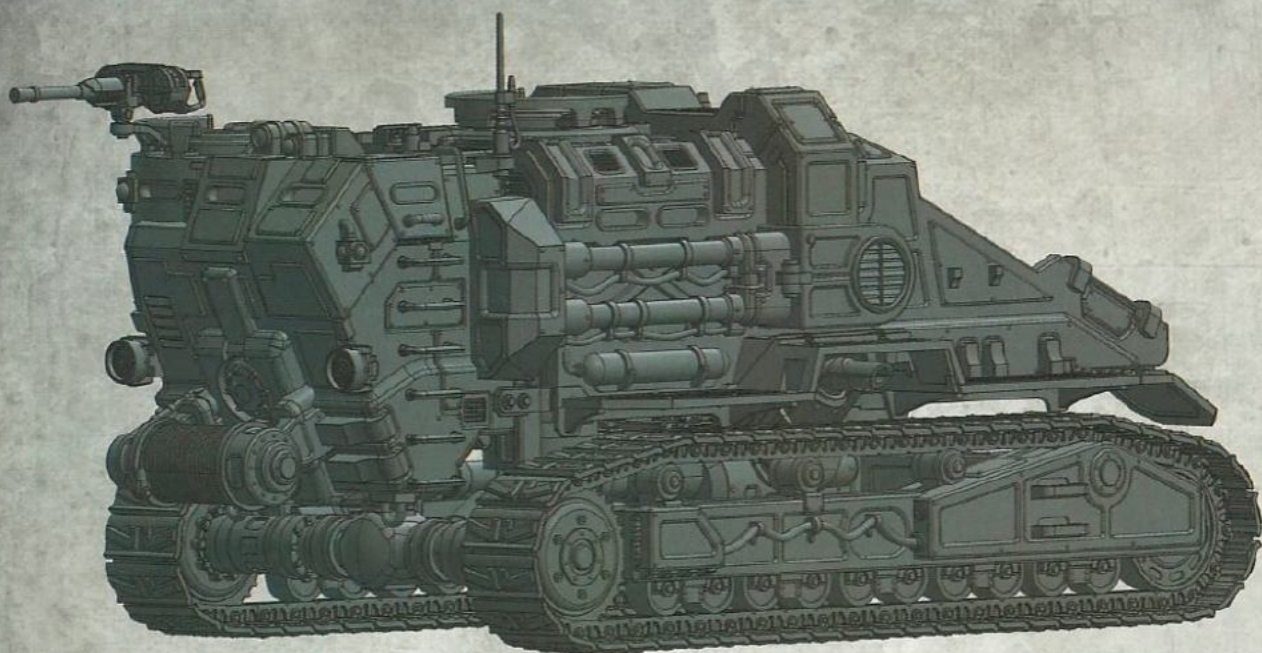
All vehicles may add Fire Points to a transport cage for +15 credits per Fire Point, this upgrade does not use any vehicle Upgrade slots.

Fire Point: When activated, any model embarked upon a vehicle with a transport cage with at least one Fire Point may perform the following actions as part of their activation: Shoot (Basic) and Reload (Simple). The shooting attack is resolved as if emanating from the Fire Point (place the Vision Arc template against the Fire Point to check what the fighter can see). Each Fire Point may only have one fighter fire from it each round.

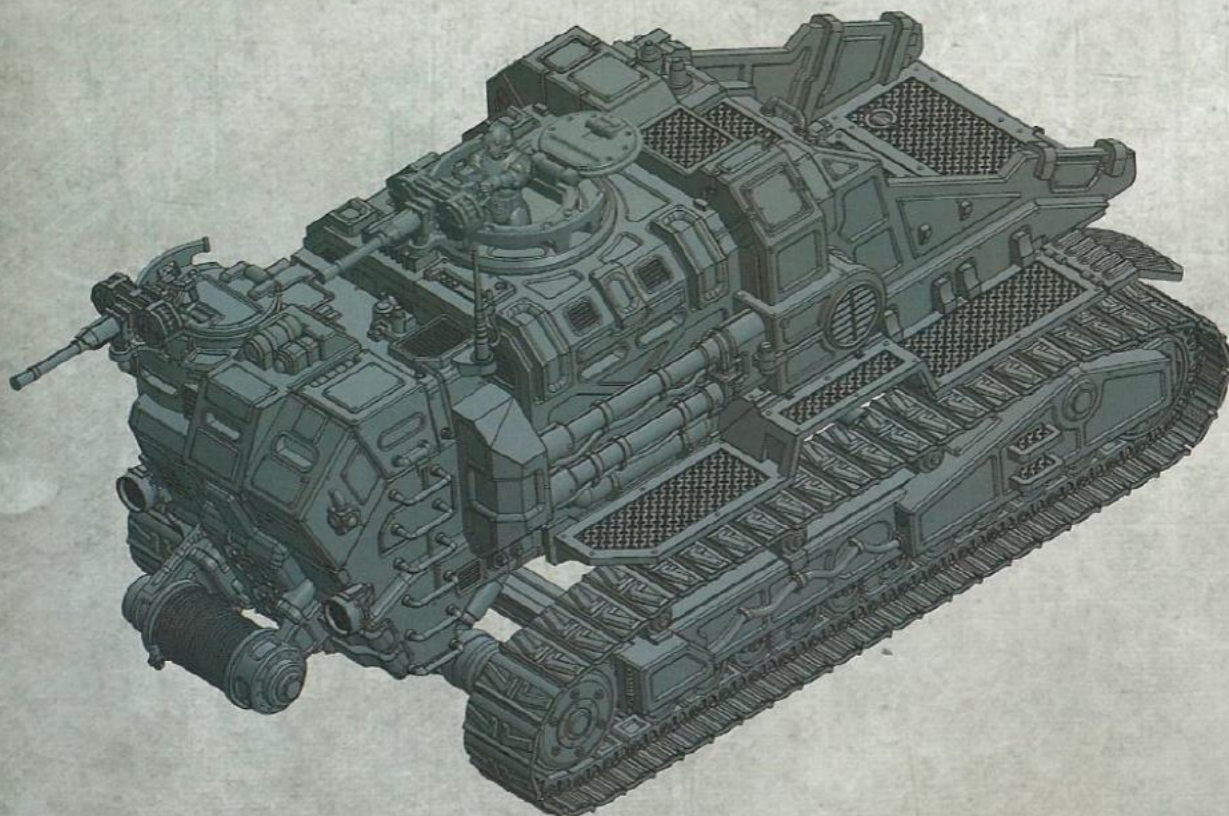
All Fire Points are also subject to the Unstable Platform rule.

Unstable Platform: Fighters may not perform the Aim (Basic) action or fire weapons with the Unwieldy trait while they are embarked in a Transport Cage with Fire Points.

EXAMPLE OF CHRONOS PATTERN IRONGRAWLER WITH PINTLE-MOUNTED HEAVY STUBBER AND CLOSED HATCHES



EXAMPLE OF CHRONOS PATTERN IRONGRAWLER WITH PINTLE-MOUNTED HEAVY STUBBER WITH CLOSED HATCH AND PINTLE-MOUNTED HEAVY STUBBER WITH GUNNER.



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