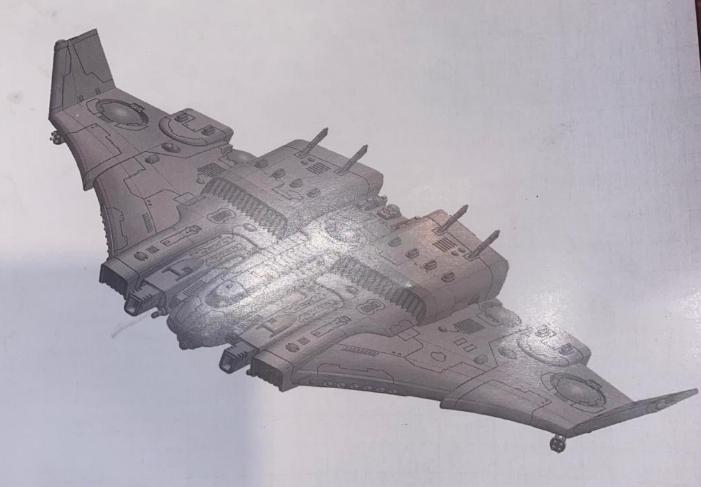


Free Downloads of Build Instructions, Assembly Booklets & How To Guides

BuildInstructions.com

T'AU TIGER SHARK

Capable of fulfilling complex multi-role missions, Tiger Sharks have weapon bays loaded with skyspear missiles and swarms of Tactical Drones, the latter of which can be disgorged at low altitude to offer vital reinforcements to Fire Caste warriors. Many a close-fought struggle has become a glorious victory with the arrival of Drone support, or a salvo of well-aimed ordnance. The standard weapon load-out for a Tiger Shark includes a pair of ion cannon and missile pods, allowing the Tiger Shark to unleash a deadly series of strafing attacks against ground-based targets; whilst others are armed with swiftstrike railguns capable of busting open thick armour plating of any enemy vehicles that threaten their mission.



THIS IS NOT A TOY

Not suitable for children under 15 years of age.

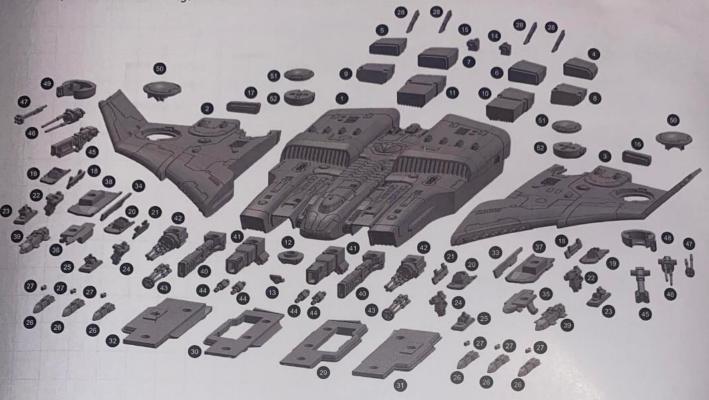
WARNING: Resin dust can be harmful if inhaled. Always wear a dust mask or respirator when sanding or sawing resin parts.

forgeworld.co.uk



Components

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



Components List

- Fuselage 1.
- Right Wing
- Left Wing 3.
- 4. Engine One Upper Left Exhaust
- Engine Two Upper Right Exhaust
- 6. Engine One Upper Right Exhaust
- 7. Engine Two Upper Left Exhaust
- 8. Engine One Lower Left Exhaust
- 9. Engine Two Lower Right Exhaust
- 10. Engine One Lower Right Exhaust
- 11. Engine Two Lower Left Exhaust
- 12. Designator Turret
- 13. Designator

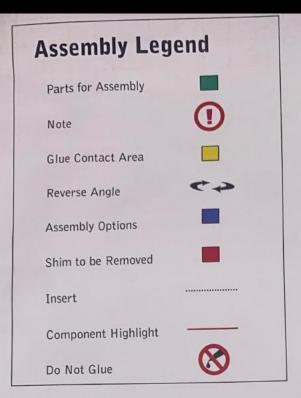
- 14. Left ECM Pod
- 15. Right ECM Pod
- 16. Left Vector Engine Exhaust
- 17. Right Vector Engine Exhaust
- 18. Rear Undercarriage Open x2
- 19. Rear Undercarriage Closed x2
- 20. Front Undercarriage Closed x2
- 21. Front Undercarriage Open x2
- 22. Rear Undercarriage Strut x2
- 23. Rear Undercarriage Foot x2
- 24. Front Undercarriage Strut x2
- 25. Front Undercarriage Foot x2
- 26. Seeker Missile x6
- 27. Pylon x6
- 28. Antenna x4
- 29. Left Missile Bay
- 30. Right Missile Bay
- 31. Left Drone Bay
- 32. Right Drone Bay
- 33. Left Missile Cover Closed

- 34. Right Missile Cover Closed
- 35. Left Skyspear Missle Rack
- 36. Right Skyspear Missile Rack
- 37. Left Missile Door Closed
- 38. Right Missile Door Closed
- 39. Skyspear Missile x2
- 40. Swiftstrike Railgun x2
- 41. Ion Cannon x2
- 42. Heavy Burst Cannon x2
- 43. Heavy Burst Cannon Barrels x2
- 44. Ion Cannon Stabiliser x4
- 45. Long-barrelled Cyclic Ion Blaster x2
- 46. Burst Cannon x2
- 47. Burst Cannon Barrels x2
- 48. Left Wing Drone Bottom
- 49. Right Wing Drone Bottom
- 50. Turret Top x2
- 51. Chaff Launcher Top x2
- 52. Chaff Launcher Bottom x2

If you need to contact the Forge World Customer Service team regarding this model, you can get in touch via email - forgeworld@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

011 44 115 900 4995 from Europe and the rest of the world.



Preparing the Model for Assembly

Before assembling the model, wash each part thoroughly with an abrasive brush, such as a toothbrush, to remove any model release agent that may still 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 Forge World website.

This kit contains all the pieces required to construct the Tiger Shark. To glue the resin pieces together, use Citadel Super Glue.

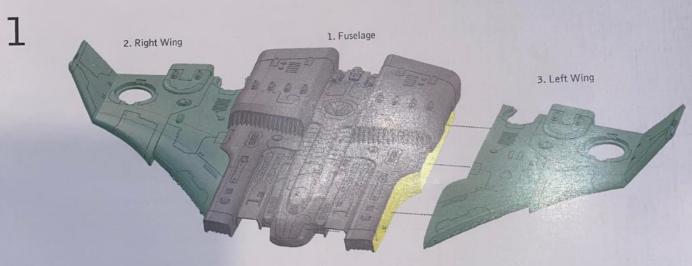
Magnets

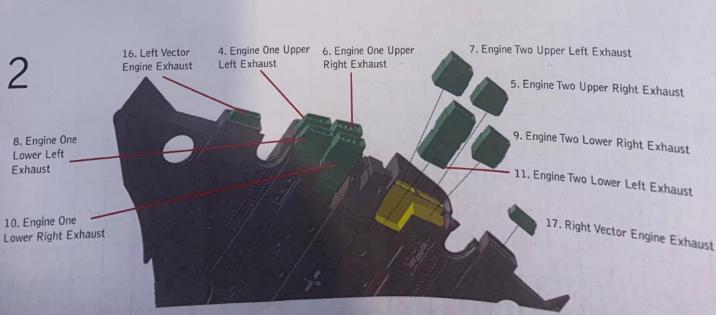
This kit comes with pre-made circular holes designed to accommodate the following magnet sizes:

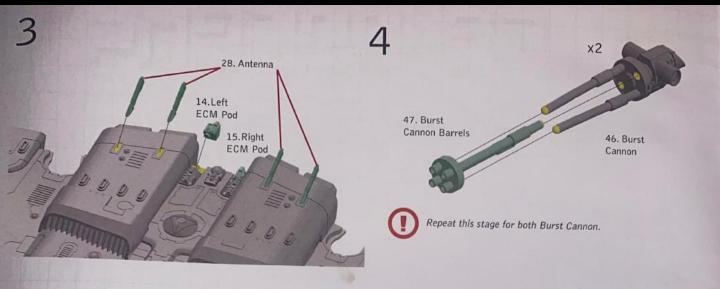
6 mm x 2 mm

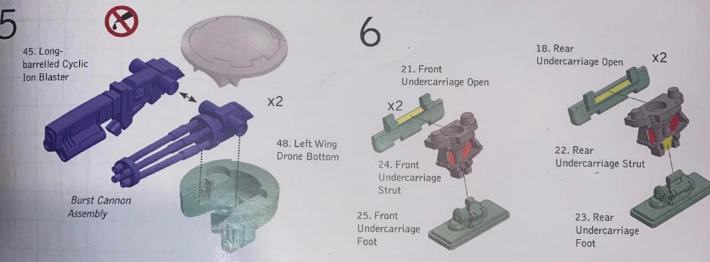
4 mm x 1 mm

It is important that you do not apply glue to the relevant Glue Contact Area(s) if you choose to use magnets at the appropriate points in the construction of this model.





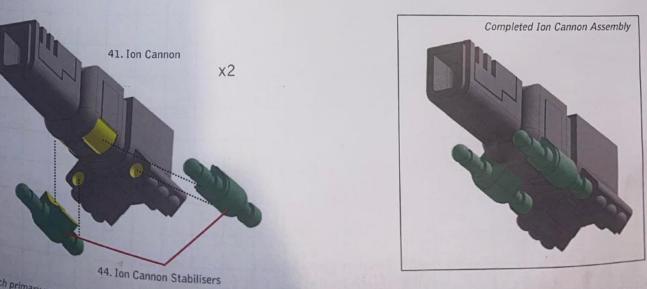




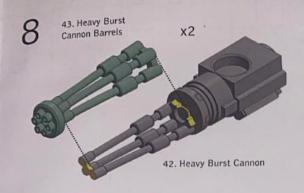
A choice of two weapon systems can be used for the wing tip drones. The weapons are not glued in place.

Do not attach the Turret Top at this stage.

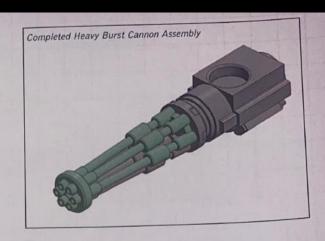
The undercarriage can be assembled as an option if you want the aircraft to have its undercarriage deployed. There are also holes for magnets to be attached into if you wanted to switch between a deployed or retracted undercarriage.

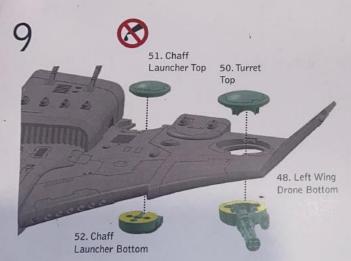


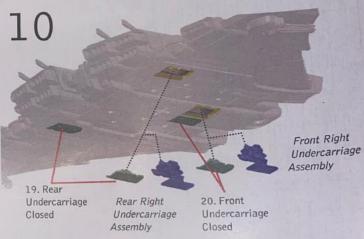
Each primary weapon system has a recess for you to put a magnet into if you want to rapidly change between weapon types. For the Ion Cannon, repeat Stage 7 to assemble hour.



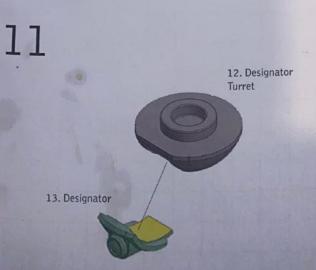
Repeat this stage for both Heavy Burst Cannon.

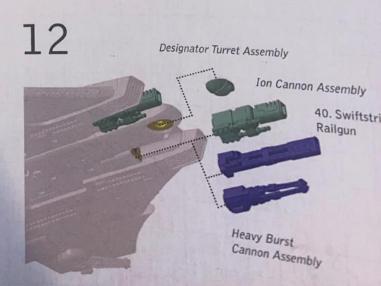


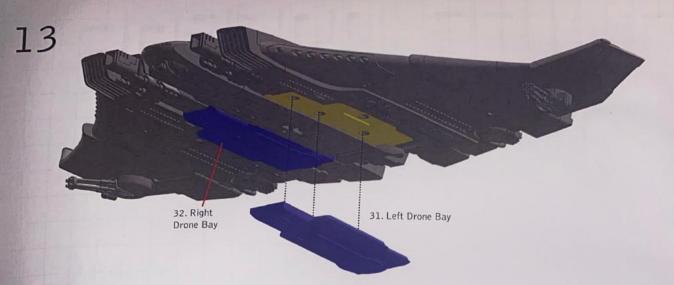




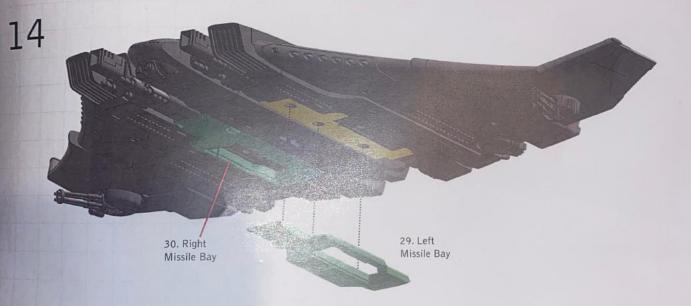
The aircraft can be built with the undercarriage retracted or deployed. Recessed areas are provided to facilitate the use of magnets if you wish to switch between the two options.

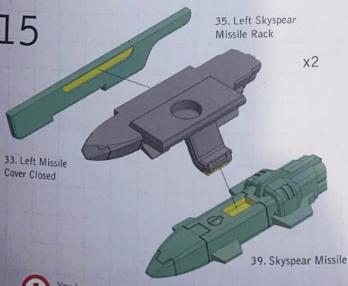


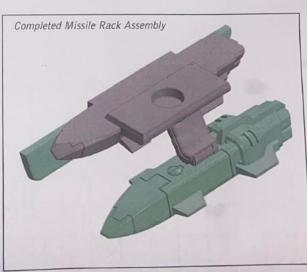




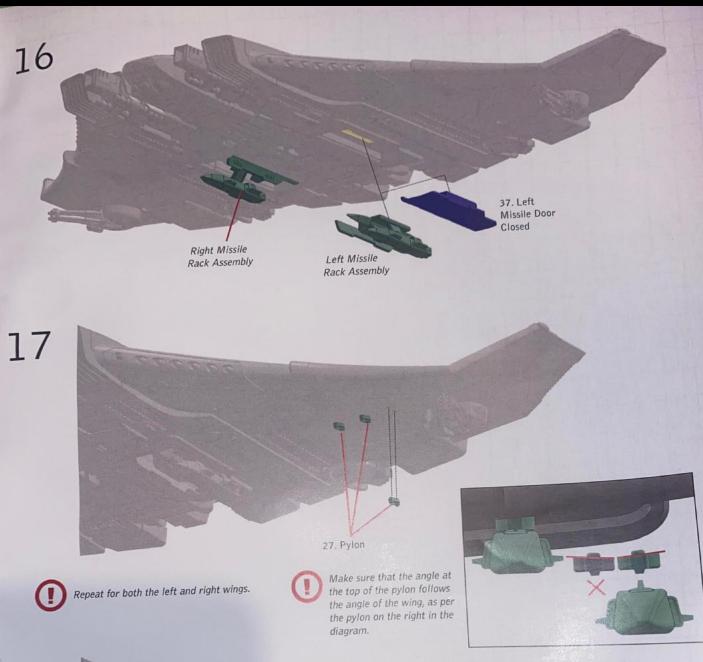
You have the option to mount either Drone Bays or Missile Bays into the lower fuselage. Holes are pre-drilled for magnets, allowing you the possibility of swapping between the two options.







You have the option to have the Missile Bay Closed or the Missile Rack deployed. Holes are pre-drilled for magnets, allowing you the possibility of swapping between the two options.



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26. Seeker Missile



Example shown above with undercarriage retracted and Skyspear Missile Racks deployed.

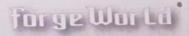


Example shown above with undercarriage deployed and Skyspear Missile Racks retracted.



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