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IMPERIAL™ ARMOUR

STORMEAGLE ASSAULT GUNSHIP RESIN COMPONENTS LIST

Plastic components used will be numbered
with their corresponding sprue number.

1. Left Engine
2. Right Engine
3. Right Fuselage
4. Left Fuselage
5. Top Hatch
6. Rear Upper Fuselage
7. Left Top Wing
8. Lower Fuselage
9. Tail
10. Bulkhead
11. Left Canard
12. Right Canard
13. Right Top Wing
14. Left Landing Gear Compartment
15. Right Landing Gear Compartment
16. Right Aeron
17. Left Aeron
18. Bracers A x2
19. Bracers B x2
20. Left Missile Pod
21. Right Missile Pod
22. Rear Door
23. Landing Legs
24. Landing Feet x2
25. Vent Grill
26. Screen Sensors
27. Left Jet Cover
28. Right Jet Cover
29. Left Lascannon
30. Right Lascannon

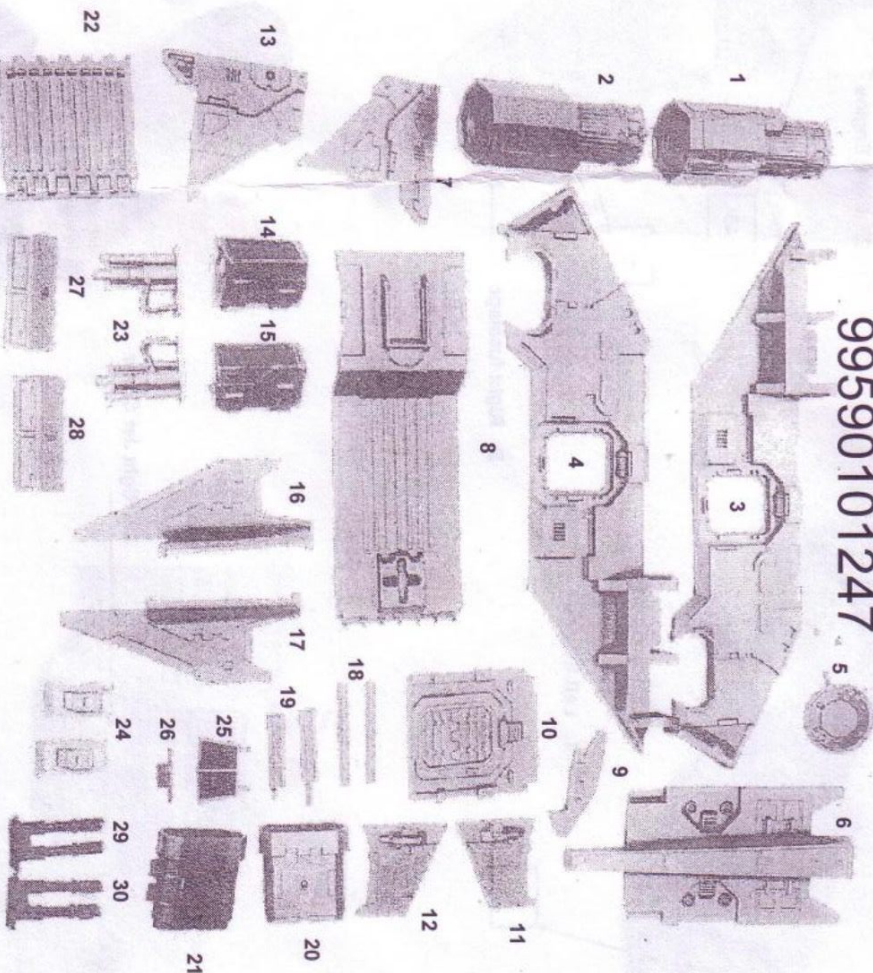
This kit contains all the pieces required to build the Stormeagle Assault Gunship
To glue the resin pieces together and to plastic kit parts
use Citadel Super Glue.

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.

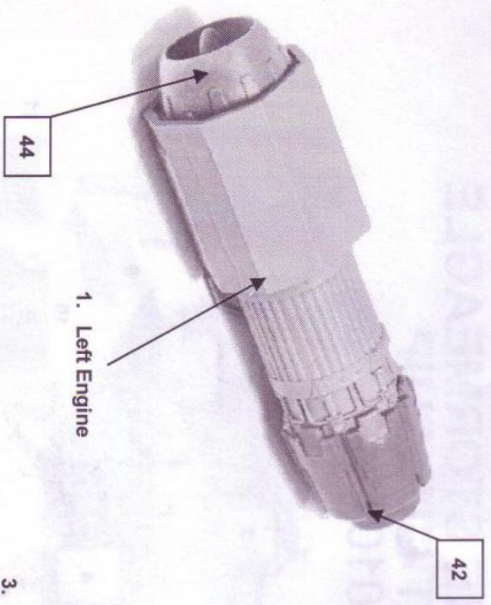
WARNING: Resin dust can be harmful if inhaled. Always wear a dust
mask or respirator when sanding or sawing resin parts.



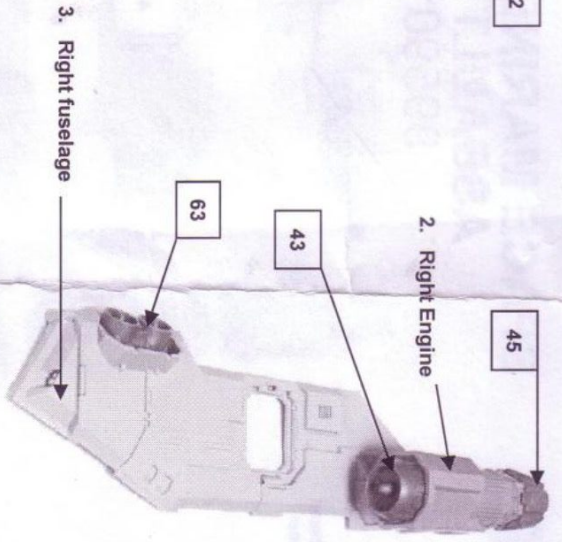
SPACE MARINE STORMEAGLE ASSAULT GUNSHIP

99590101247

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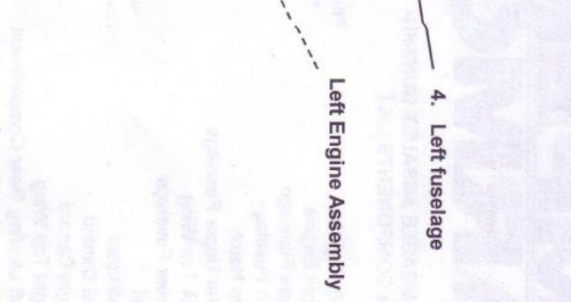
1. Left Engine



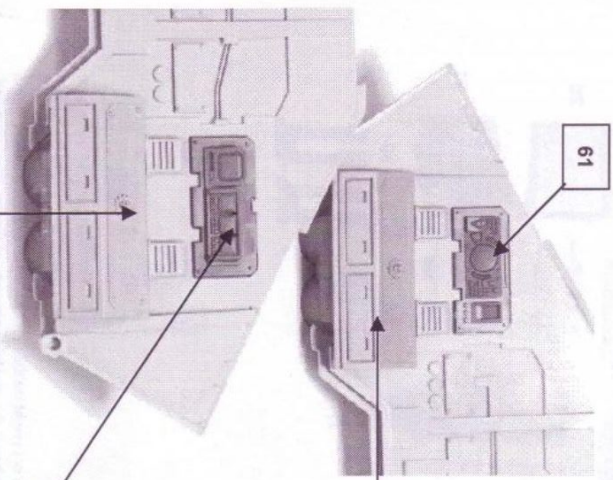
2. Right Engine



3. Right fuselage



4. Left fuselage



27. Left Jet Cover



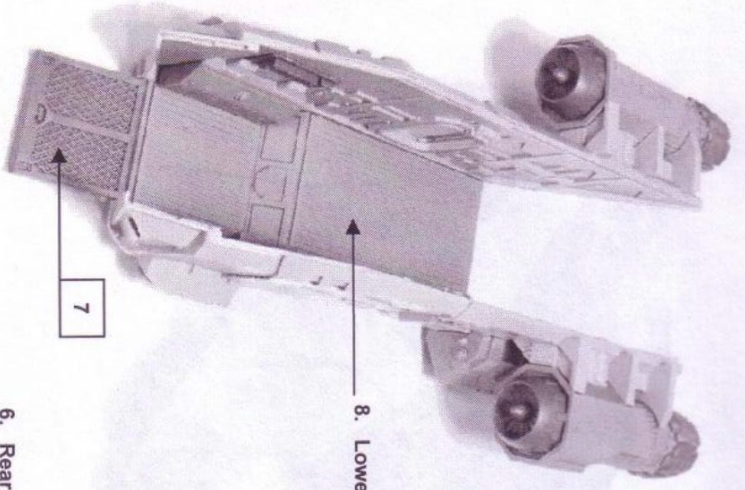
28. Right Jet Cover



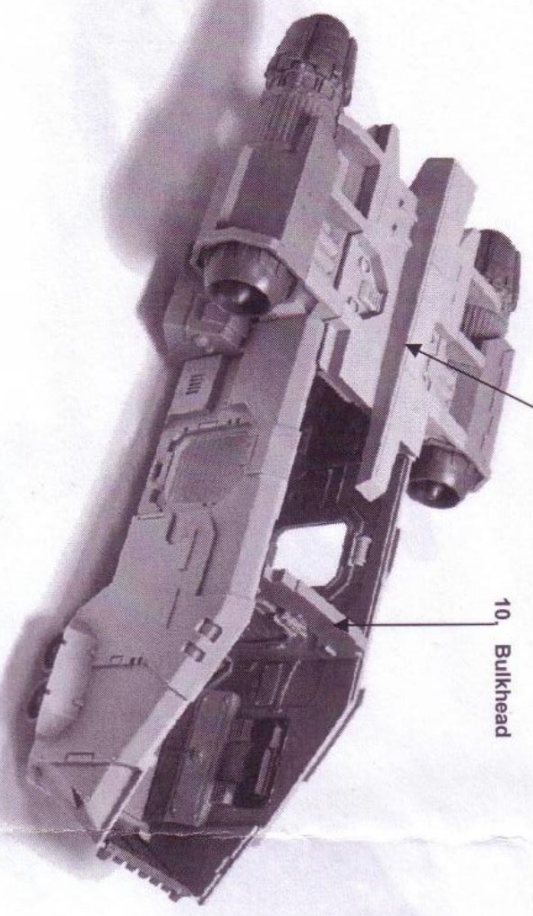
14. Left Landing Gear Compartment



15. Right Landing Gear Compartment

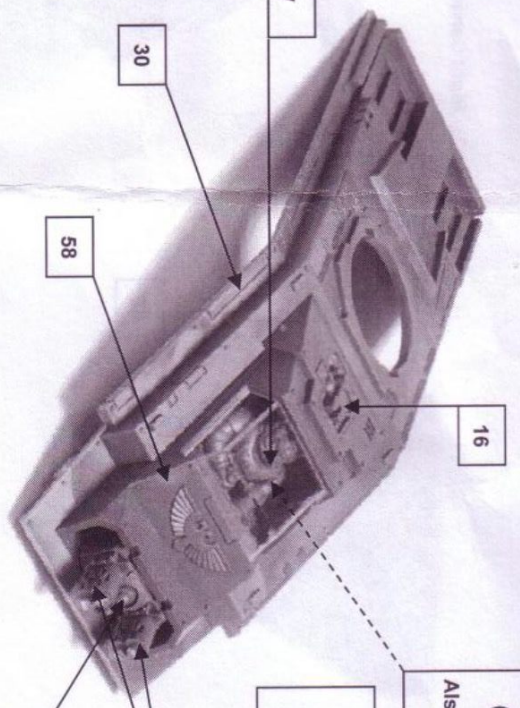


8. Lower fuselage



6. Rear Upper Fuselage

10. Bulkhead

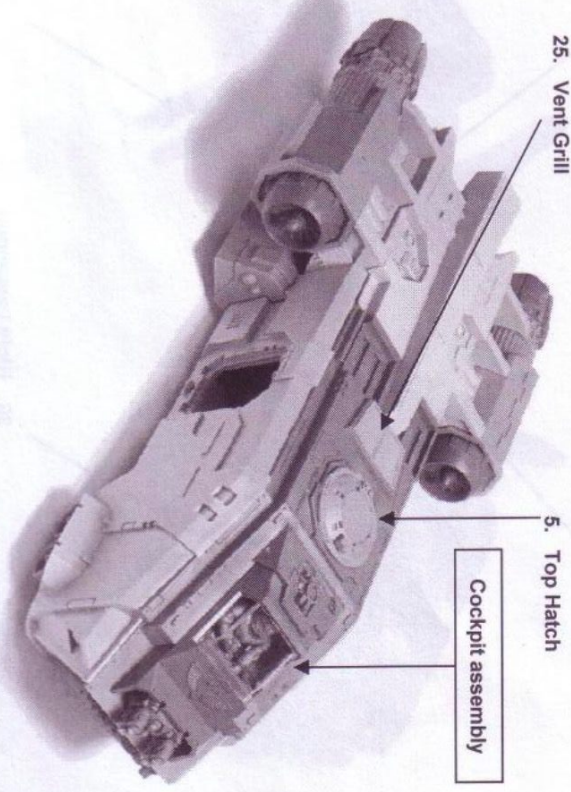


Clear Canopy

Space Marine Pilot Assembly
(Users parts 103, 100, 104, 105,
101, 102, 110 and 109)
Also include the rear cockpit wall (8)
and control panel (9)

Some trimming of plastic
components required for
perfect fit to
resin hull

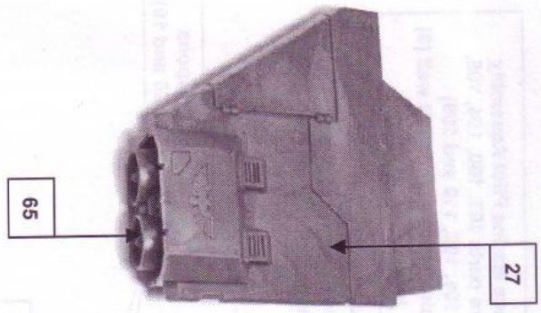
Optional weapons
(18 and 17 or 20 and 19)



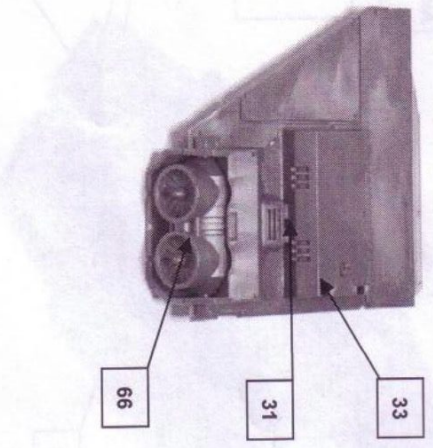
25. Vent Grill

Cockpit assembly

5. Top Hatch



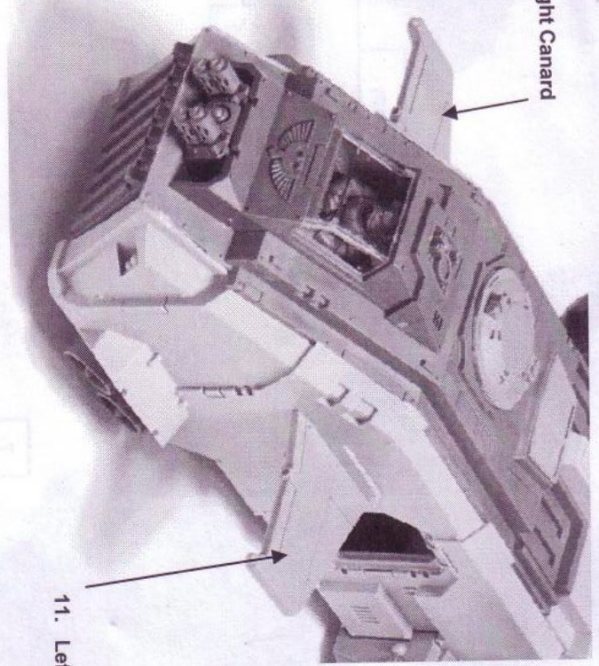
27



33

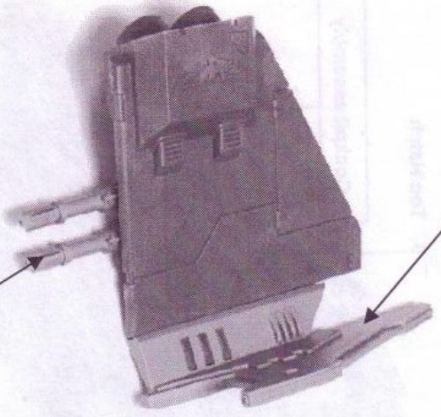
31

66



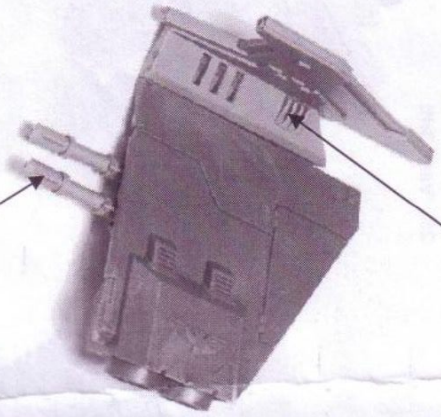
12. Right Canard

11. Left Canard



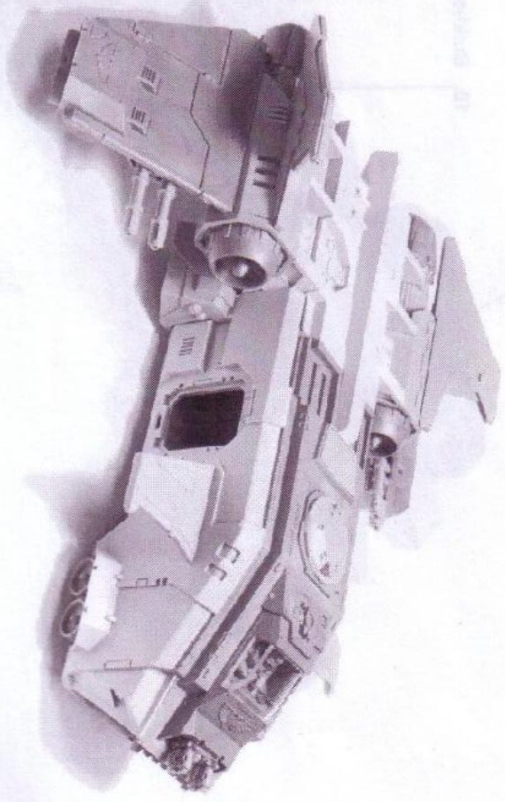
16. Right Aerilon

30. Right Lascannon



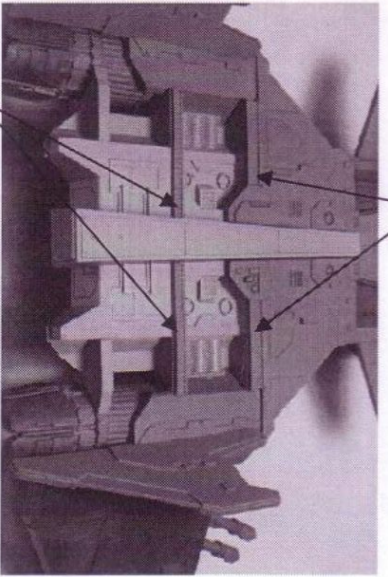
17. Left Aerilon

29. Left Lascannon



11. Left Canard

19. Bracers B

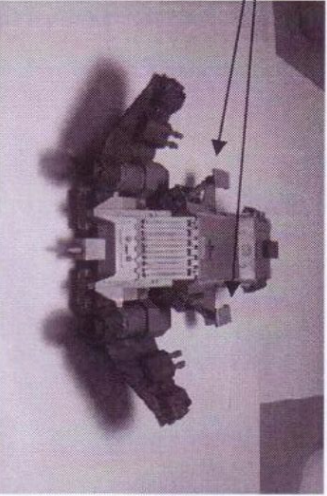


18. Bracers A

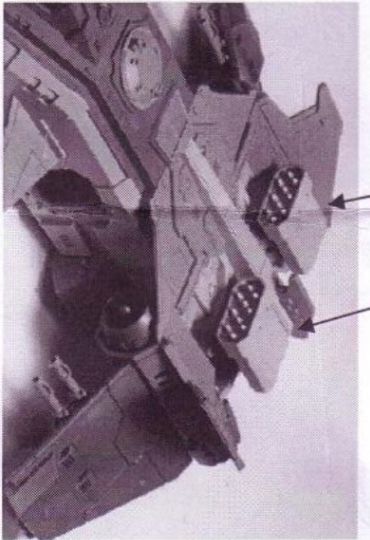
Optional
undercarriage positioning:
Note that for closed
landing skids,
toe from plastic front foot
(#67 or #68)
must
be trimmed off



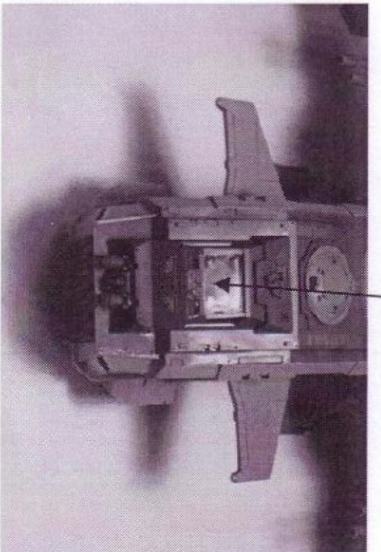
23 and 24 x2.
Landing Legs and Feet



20 & 21. Right and Left Missile Pods



26. Screen Sensors



Completed assembly
Note that either blank side doors (plastics #13 and #14)
or Forge World chapter-specific Rhino doors (sold separately)
can fit this kit

