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PREDATOR

IMPERIAL ASSAULT TANK

PREDATOR ASSEMBLY INSTRUCTIONS

BEFORE ASSEMBLING YOUR MODEL, STUDY THE INSTRUCTIONS THOROUGHLY. BEAR IN MIND THAT THE KIT PROVIDES YOU WITH A VARIETY OF OPTIONAL CONFIGURATIONS. AS INDICATED ON THE ASSEMBLY DIAGRAMS, PARTS LABELLED WITH SQUARES ARE INTERCHANGEABLE WITH OTHER PARTS LABELLED WITH SQUARES; PARTS LABELLED WITH TRIANGLES ARE INTERCHANGEABLE WITH OTHER PARTS LABELLED WITH TRIANGLES.

TO ASSEMBLE YOUR KIT YOU WILL REQUIRE A SHARP MODELLING KNIFE AND POLYSTYRENE CEMENT. PLEASE TREAT MODELLING TOOLS WITH THE CARE THEY DESERVE, MAKING CUTS AWAY FROM YOUR FINGERS AND ALWAYS FIRMLY SUPPORTING THE PARTS BEING CUT. ALL PARTS SHOULD BE REMOVED FROM THE SPRUE, AND PLASTIC MOULD LINES AND INJECTION MARKINGS CLEANED OFF USING THE KNIFE.

THE APPEARANCE OF THE ASSEMBLED VEHICLE WILL, OF COURSE, BE GREATLY ENHANCED BY PAINTING. WE RECOMMEND USING THE CITADEL COLOUR RANGE OF ACRYLIC PAINTS AND INKS.

DIAGRAM 1

1. GLUE THE TWO HALVES OF THE MAIN BODY (1) TOGETHER.
2. ATTACH THE FRONT HATCHES (6), RAMP (7) OR PLATE (24) - THESE PARTS ARE INTERCHANGEABLE AND MAY REPRESENT EITHER THE FRONT OR BACK OF THE VEHICLE.
3. GLUE THE HATCH (5) TO THE LOWER HULL SURFACE.
4. GLUE THE CIRCULAR HATCHES (4) TO COVER HOLES ON THE LOWER HULL.
5. GLUE THE TURRET BASE-PLATE (25) TO THE UPPER HULL.
6. GLUE THE TAILLIGHT STRIP (9) TO THE REAR OF THE VEHICLE.
7. GLUE THE TWO HALVES OF THE DOZER BLADE (10) TOGETHER AND FASTEN TO THE VEHICLE FRONT.
8. PUT THE ASSEMBLY ASIDE TO DRY.

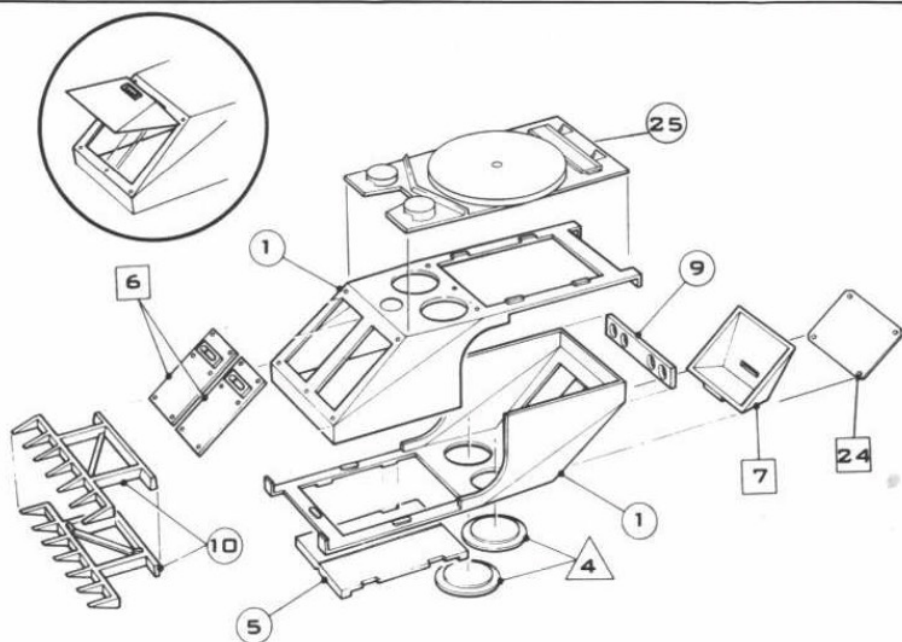


DIAGRAM 2

9. GLUE THE TWO TRACK OUTERS (2) TO THE TRACK INNERS (3).
10. FOR EACH TRACK ASSEMBLY, GLUE HEADLIGHTS (12), STOWAGE BOX (20) AND SIDE-HATCH (8) AS SHOWN. TAKE CARE TO GLUE THE LIGHTS SO THAT THEY ARE POSITIONED AT THE FRONT OF THE VEHICLE, WHILE THE STOWAGE BOX SHOULD BE AT THE REAR. CHECK THE POSITION WITH THE MAIN BODY IF IN DOUBT.
11. GLUE THE RIGHT AND LEFT HAND EXHAUSTS (15 AND 16) TO THE VEHICLE SIDES AS SHOWN. THE EXHAUSTS SHOULD POINT TO THE VEHICLE'S REAR.

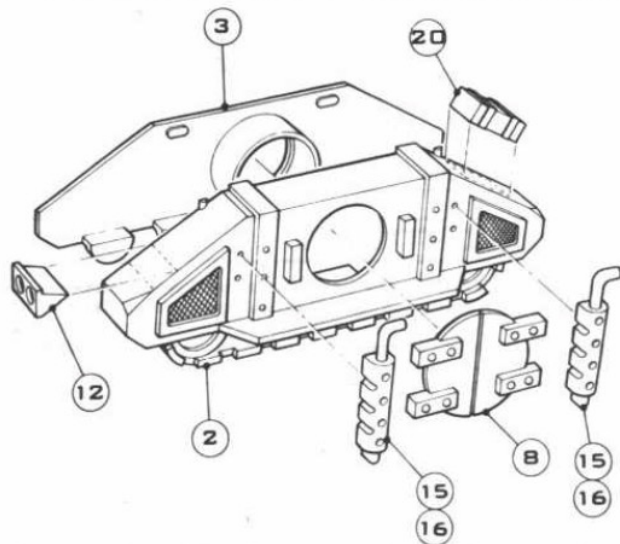


DIAGRAM 3

12. GLUE THE GUN BARREL (22) ONTO THE TURRET (21).
13. GLUE THE GUN BARREL BAFFLE (23) ONTO THE BARREL.
14. GLUE THE TURRET HATCH (14) ONTO THE TURRET.
15. GLUE THE BOLT GUN (13) ONTO THE TURRET HATCH.
16. GLUE THE SMOKE GRENADE LAUNCHERS (11), AERIALS (17) AND GRAB RAILS (18) ONTO THE TURRET.

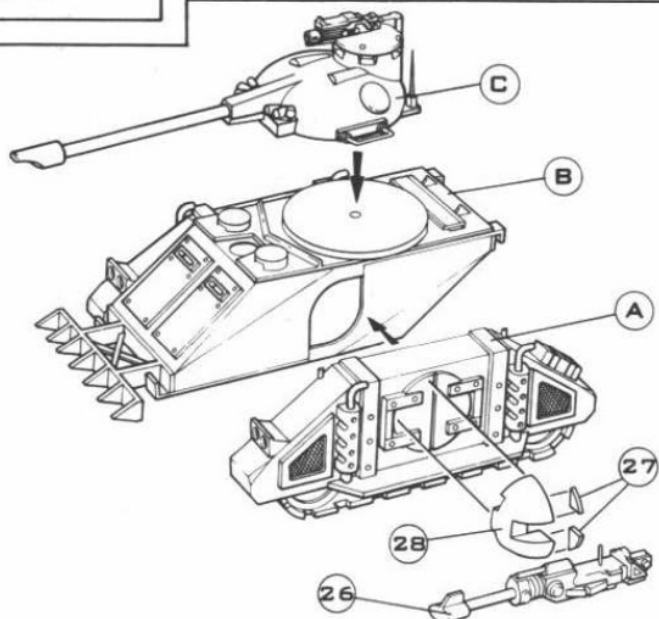
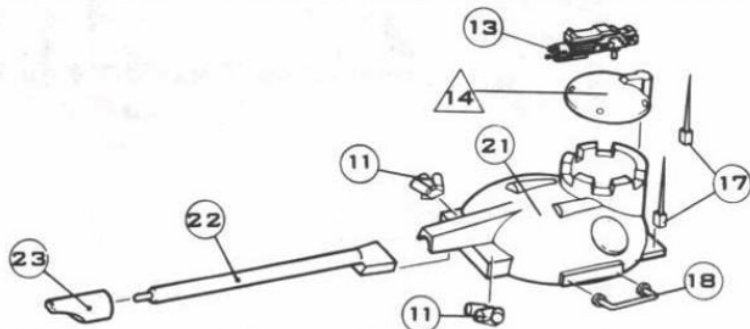
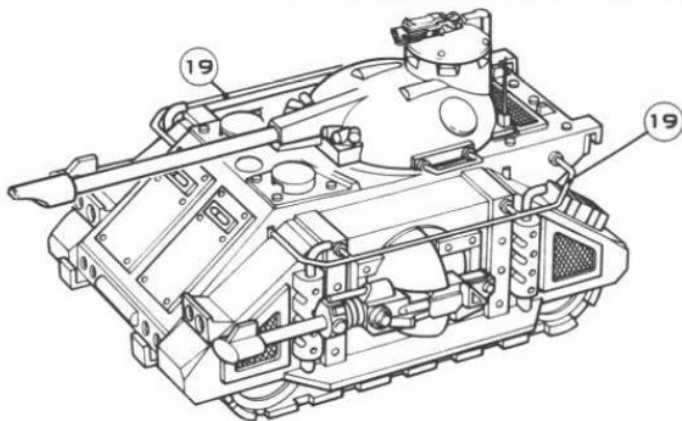


DIAGRAM 4

17. PLACE, BUT DO NOT GLUE, THE LAB-CANNON (26) IN THE CANNON MOUNTING GUARD (28).
18. GLUE THE SECURING LUGS (27) TO THE CANNON MOUNTING GUARD.
19. GLUE THE LAB-CANNON ONTO THE SIDE PANEL AND REPEAT STEPS 17, 18, 19; FOR THE OTHER SIDE.
20. GLUE THE COMPLETED SIDE PANELS (A) ONTO THE MAIN BODY (B).
21. PLACE, BUT DO NOT GLUE, THE TURRET (C) TO THE BODY (B).

DIAGRAM 5

22. FINALLY, GLUE THE GRAB RAILS (19) ONTO EACH SIDE OF THE VEHICLE AS SHOWN.



MODELLING OPTIONS

YOU MAY WISH TO TAKE ADVANTAGE OF THE PREDATOR'S CONSTRUCTION TO VARY ITS DESIGN. SOME PARTS ARE INTERCHANGEABLE, WHILST OTHERS, SUCH AS THE SMOKE LAUNCHERS, DOZER BLADES, LIGHTS, ETC. MAY BE POSITIONED TO YOUR TASTE, OR LEFT OFF ALTOGETHER. THE POSITIONING OF THE TRACKS TO THE MAIN BODY CAN BE ADJUSTED SLIGHTLY IN ORDER TO RAISE, LOWER OR TILT THE HULL. NOTE THAT IF YOU WISH TO GLUE THE RAMP (7) IN AN OPEN POSITION, YOU WILL NEED TO USE A MODELLING KNIFE TO CUT OUT THE CENTRAL STRAP IN THE HOLE AT THE END OF THE MAIN BODY.

TO PAINT YOUR ASSEMBLED KIT WE RECOMMEND USING THE CITADEL COLOUR RANGE OF ACRYLIC PAINTS AND INKS. THESE PRODUCTS ARE IDEAL FOR USE ON BOTH PLASTIC AND METAL KITS OR MODELS. TO GET THE BEST RESULTS, UNDERCOAT YOUR FINISHED MODEL IN EITHER LIGHT GREY OR WHITE, THEN EITHER FOLLOW THE GUIDELINES SHOWN ON THE BOX OR EXPERIMENT TO CREATE YOUR OWN COLOUR SCHEMES. FURTHER HINTS ON PAINTING CITADEL PRODUCTS CAN BE FOUND EVERY MONTH IN WHITE DWARF, GAMES WORKSHOP'S HOBBY GAMES MAGAZINE.

IN CASE OF DIFFICULTY, THE FULL RANGE OF GAMES WORKSHOP AND CITADEL PRODUCTS, PLUS INFORMATION ON NEW RELEASES, CAN BE OBTAINED BY SENDING AN SBAE TO: GAMES WORKSHOP MAIL ORDER, CHEWTON STREET, HILL TOP, EASTWOOD, NOTTS, NG16 3HY, (CUSTOMERS IN THE USA SHOULD CONTACT GAMES WORKSHOP INC, 3431 BENSON AVENUE, BALTIMORE, MARYLAND 21227).