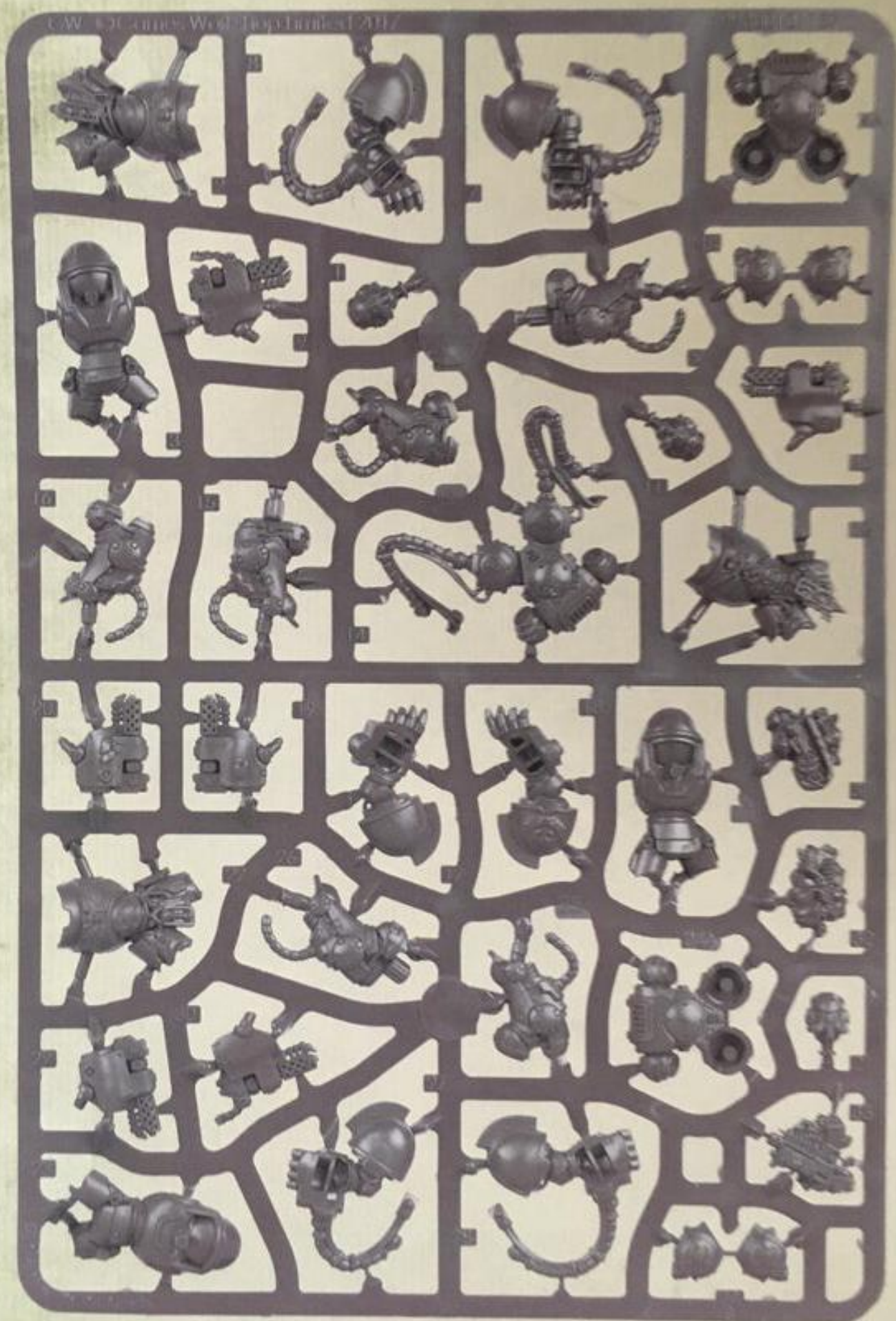




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This sprue contains a lot of components, many of which look similar. When following the build guide, pay careful attention to the component numbers and only clip out the components needed for the model you are building.



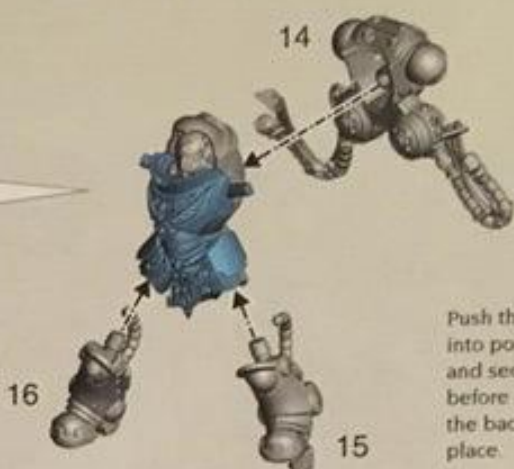
HOW TO BUILD AGGRESSOR SERGEANT

When pushing these components together, apply firm but gentle pressure to the areas directly behind the pegs and sockets. Do not push against any thin or fragile areas, as you may break the plastic.

1 a



Make sure the head is fitted in the correct position before you push the chest and back sections together.



Push the legs into position and secure them before pushing the backpack into place.

1 b

Assemble the arms first, and then push them into position on the body. The weapon cables should sit in position underneath and behind the gauntlets.



1 c

Push the small piece of scenery into position on the base, and then secure the model to the base via the peg and hole.



40mm

40MM BASE

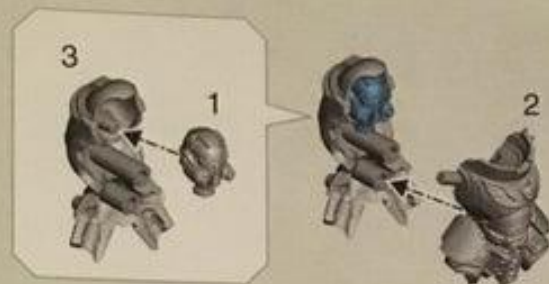
The Aggressors go on 40mm bases. In order to secure them, gently push the peg under the foot of each model into the hexagonal slot on its base.



HOW TO BUILD AGGRESSOR A

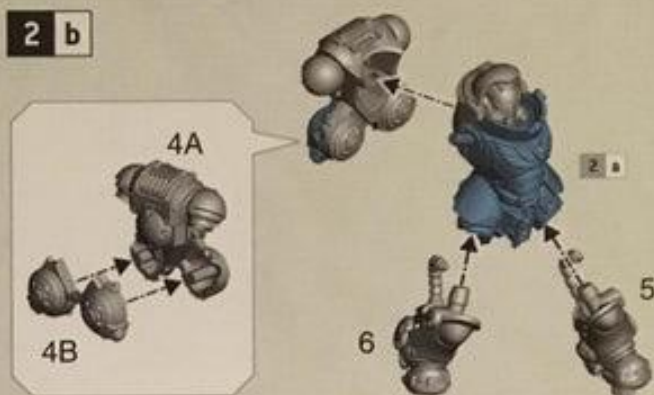
Some components may prove difficult to push into place. Try not to apply excessive force. Make sure the pegs are lined up correctly and keep applying firm pressure until no seam remains between the components.

2 a



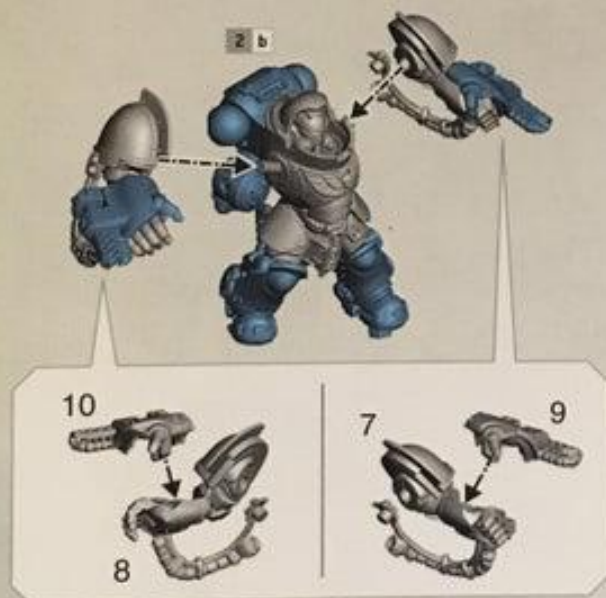
You may need to hold the head in place as you push the chest and back sections together.

2 b



2 c

Make sure you connect the cables on the arm sections to the fuel containers on the backpack.



2 d

Push the scenery piece into position before securing the Aggressor to the base.



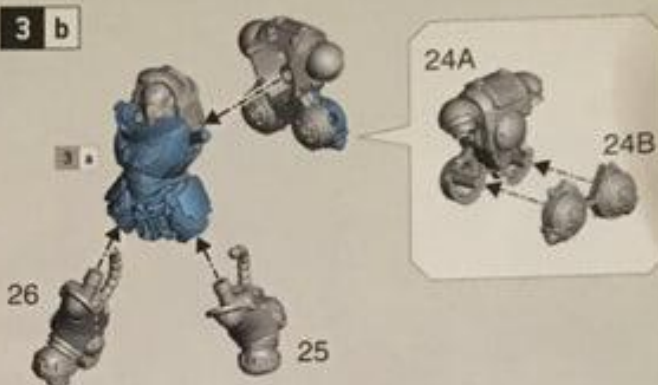
HOW TO BUILD AGGRESSOR B

Remember to practice lining up the components before pushing them into position. Look carefully at the components as well as images. The orientation of the pegs will make it clear how the components slot together.

3 a

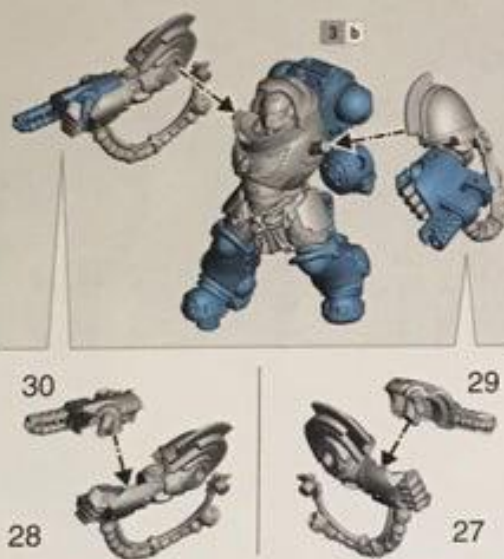


3 b



3 c

Assemble the arms and weapons first, and then push them into position on the Aggressor's body.



3 d

Apply the piece of scenery to the base via the peg and hole, and then do likewise with the Aggressor model.

