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RHINO

ARMoured ASSAULT VEHICLE

RHINO KIT ASSEMBLY INSTRUCTIONS

Before fixing your Rhino model, study the assembly instructions thoroughly. Bear in mind that the kit provides modellers with a variety of optional configurations. As indicated on the assembly diagrams, parts labelled with triangles are interchangeable with other parts labelled with triangles. Similarly, parts labelled with squares are interchangeable with other parts labelled with squares.

To assemble your Rhino 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 body 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. Fix the two halves of the main body (1) together. Attach the front hatches (6) and ramp (7). Note that these parts are interchangeable and either may represent the front or back of the vehicle.
2. Fix the hatch (5) to the upper and lower hull surfaces.
3. Fix the circular hatches (4) and cupolas (14) as required to cover the circular holes on the upper and lower hull surfaces. These parts are interchangeable.
4. Fix the bolt guns (13) to the cupolas (14).
5. Fix hand grabs (18) to the upper hatch surfaces. Fix the aerials to the rear of the hull as shown. Fix the light strip (9) to the rear of the vehicle. Glue the two halves of the dozer blade (10) together, and fasten to the vehicle front. Put the assembly aside to dry.

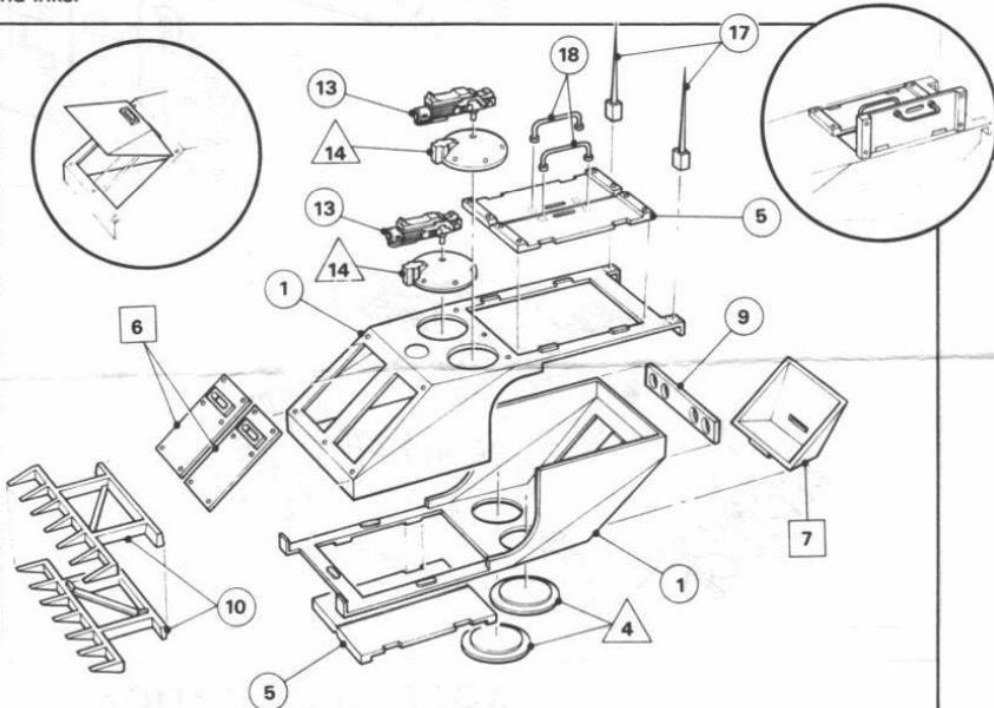
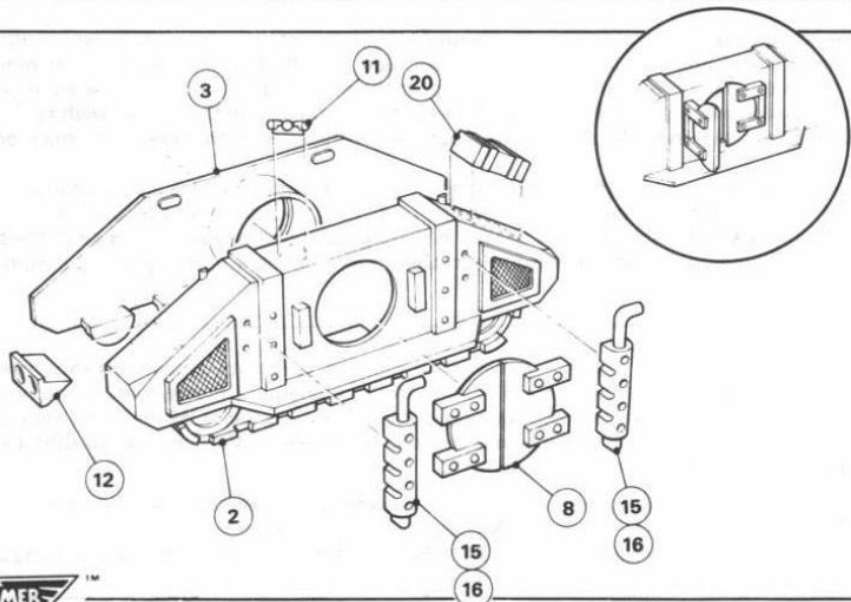


DIAGRAM 2

6. Fasten the two track outers (2) to the track inners (3).
7. For each track assembly, fasten headlights (12), stowage box (20), smoke grenade launcher (11), and side hatch (8) as shown. Take care to fasten 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.
8. Fix the right and left hand exhausts to the vehicle sides as shown. The exhausts should point to the vehicle's rear.



These banners may be photocopied and cut out.
They can then be painted using Citadel paints and inks and stuck to the aerials on your model.



DIAGRAM 3

9. Fasten the right and left track assemblies to the main body. Let the model dry.

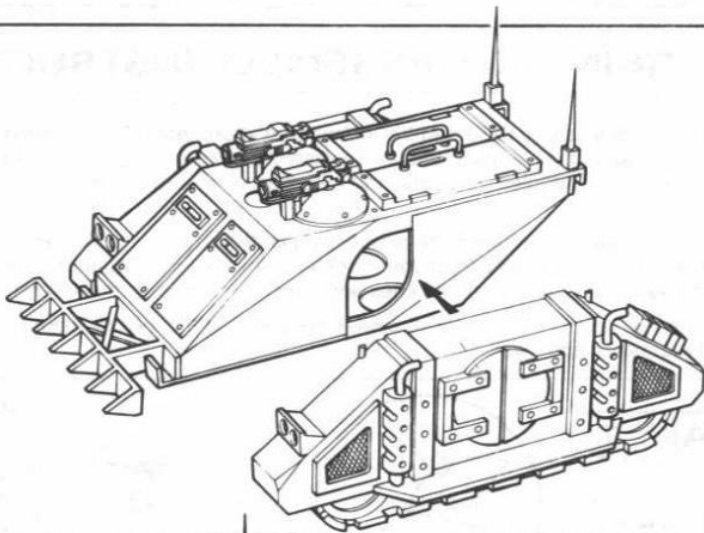
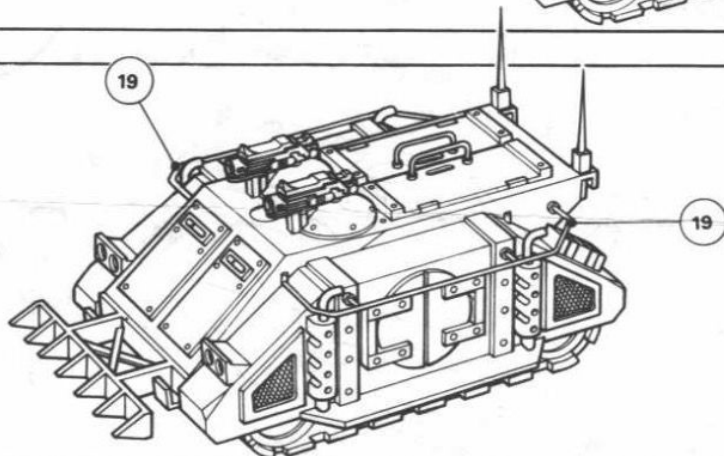


DIAGRAM 4

10. Finally, add the grab rails (19) as shown.



MODELLING OPTION

You may wish to take advantage of the Rhino's construction to vary its design. Many parts are interchangeable, whilst others, such as the smoke launchers, dozer blade, lights, etc, may be positioned to your taste, or left off altogether. Hatches may be modelled in open positions, for example, allowing figures to be positioned within the vehicle itself. Similarly, 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 fix the ramp (7) in an open position, you will need to use a modelling knife to cut out the central strap in the hole in the main body.

After assembling your Rhino 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 Rhino in either Light Grey or White. Examples of a few of the Imperial paint schemes are shown in photographs of models on the side of the box. Further hints on painting Citadel products can be found every month in Games Workshop's hobby gaming magazine, WHITE DWARF.



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