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LEGION SOKAR PATTERN STORMBIRD

The Sokar pattern Stormbird is a dedicated Space Marine attack lander, developed from the much larger patterns in use during the Unification Wars. Deployed as a specialised, high-durability orbital assault craft, it can function as a mobile bastion and firebase on the battlefield, and is the design precursor to the more widely produced Thunderhawk Gunship.



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.

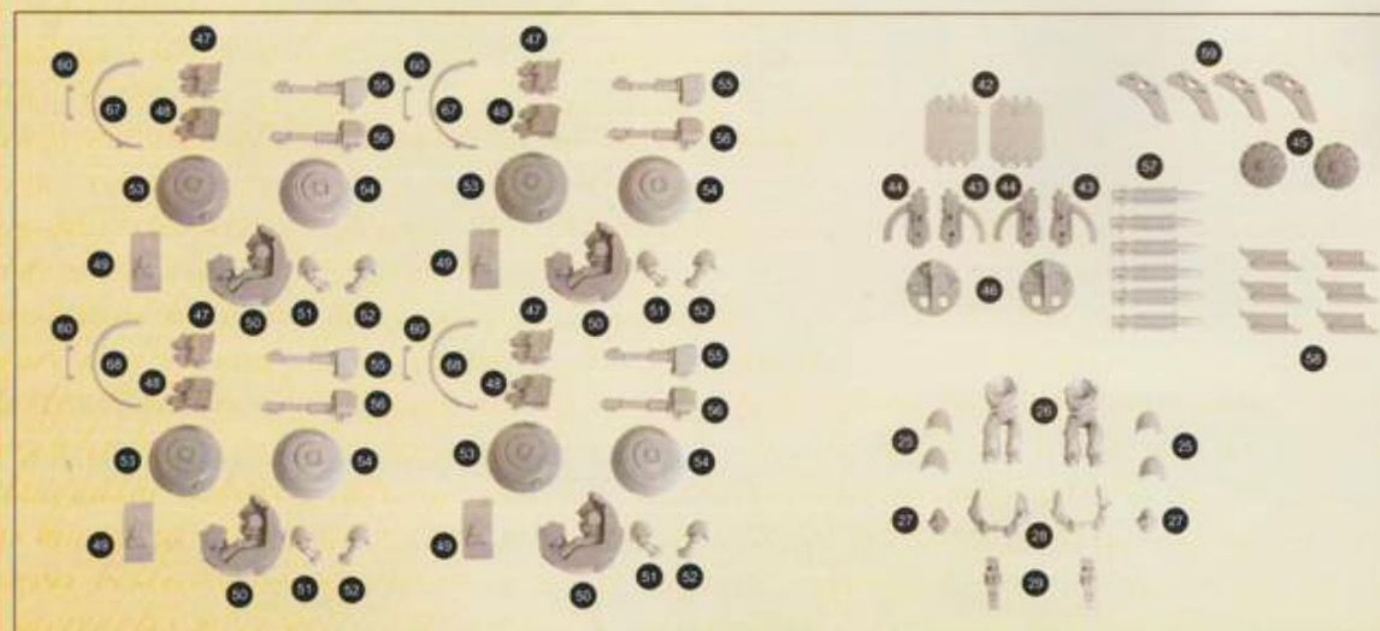
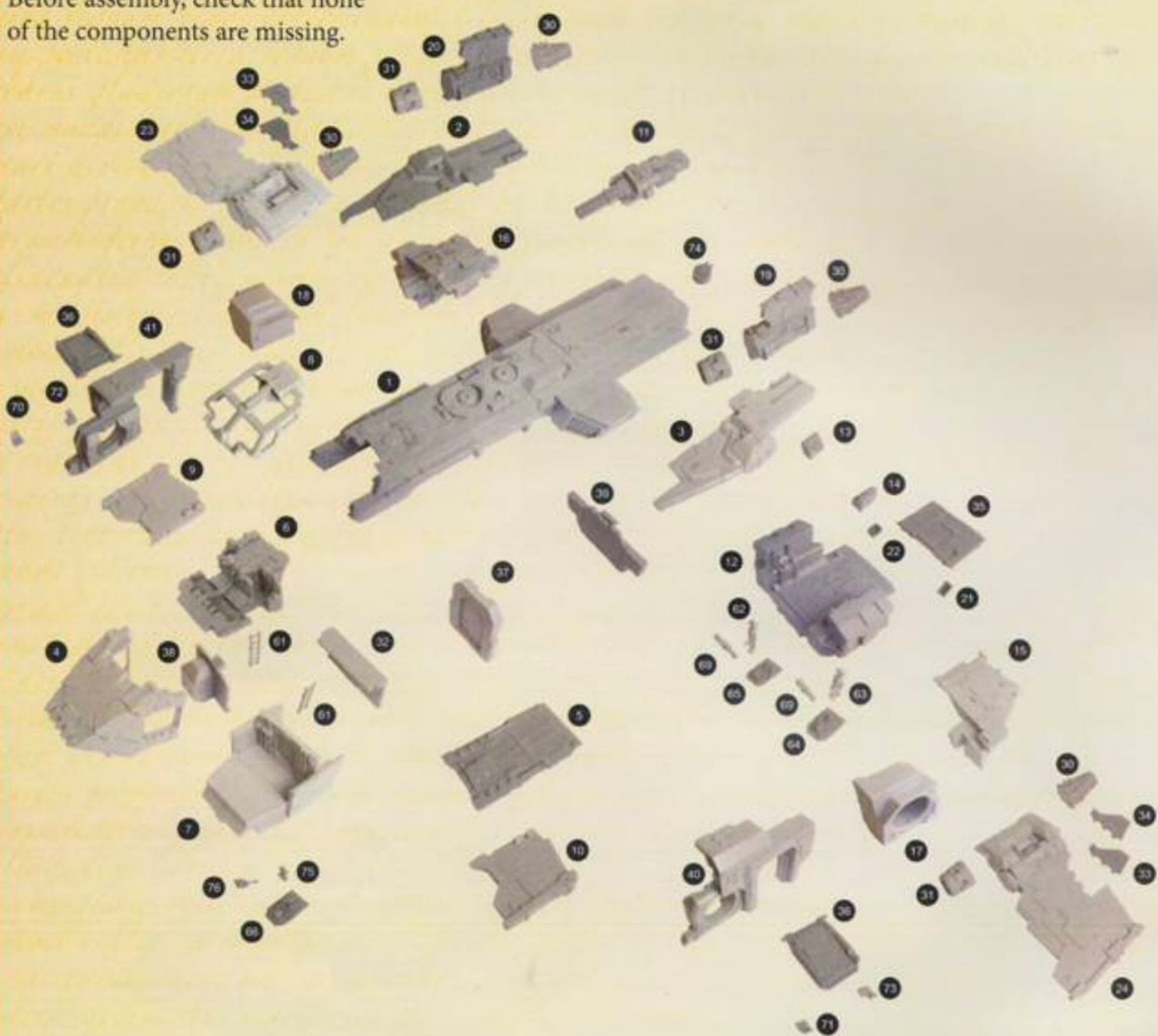
www.forgeworld.co.uk



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Components

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



- | | | |
|-------------------------------|---|---------------------------------------|
| 1. Main Fuselage | 29. Pilot Yoke x2 | 53. Left Turret Side x4 |
| 2. Right Upper Fuselage | 30. Engine Exhaust x4 | 54. Right Turret Side x4 |
| 3. Left Upper Fuselage | 31. Engine Intake x4 | 55. Right Hand Turret
Lascannon x4 |
| 4. Nose | 32. Flight Deck Door | 56. Left Hand Turret
Lascannon x4 |
| 5. Central Lower Fuselage | 33. Control Surface A x2 | 57. Dreadstrike Missiles x6 |
| 6. Flight Deck | 34. Control Surface B x2 | 58. Missile Pylons x6 |
| 7. Front Lower Fuselage | 35. Rear Ramp | 59. Airframe Spars x4 |
| 8. Canopy Frame | 36. Side Ramp x2 | 60. Turret Mount Brace x4 |
| 9. Right Canard | 37. Interior Door | 61. Flight Deck Ladder x2 |
| 10. Left Canard | 38. Maintenance Panel | 62. Right Rear Landing Leg |
| 11. Dorsal Intake | 39. Rear Bulkhead | 63. Left Rear Landing Leg |
| 12. Rear Fuselage | 40. Left Fuselage | 64. Left Rear Landing Foot |
| 13. Right Internal Support | 41. Right Fuselage | 65. Right Rear Landing Foot |
| 14. Left Internal Support | 42. Flight Deck
Exterior Doors x2 | 66. Front Landing Foot |
| 15. Left Rear Fuselage | 43. Left Hand Heavy Bolter x2 | 67. Front Turret Mount x2 |
| 16. Right Rear Fuselage | 44. Right Hand Heavy Bolter x2 | 68. Rear Turret Mount x2 |
| 17. Left Rear Turret Port | 45. Void Shield Projectors x2 | 69. Rear Landing
Leg Support x2 |
| 18. Right Rear Turret Port | 46. Wing Heavy Bolter
Mounts x2 | 70. Right Side Ramp Hinge A |
| 19. Left Vertical Stabiliser | 47. Right Hand Turret
Heavy Bolters x4 | 71. Left Side Ramp Hinge A |
| 20. Right Vertical Stabiliser | 48. Left Hand Turret
Heavy Bolters x4 | 72. Right Side Ramp Hinge B |
| 21. Left Rear Door Hinge | 49. Turret Hatch x4 | 73. Left Side Ramp Hinge B |
| 22. Right Rear Door Hinge | 50. Turret Gunner x4 | 74. Rear Twin Heavy Bolter |
| 23. Right Wing | 51. Turret Gunner Right Arm x4 | 75. Front Landing Leg |
| 24. Left Wing | 52. Turret Gunner Left Arm x4 | 76. Front Leg Landing Support |

Assembly Legend

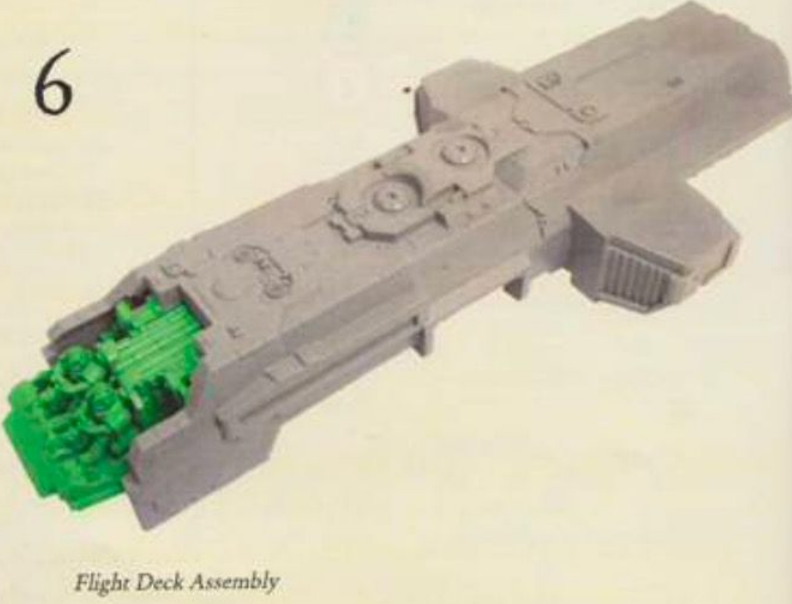
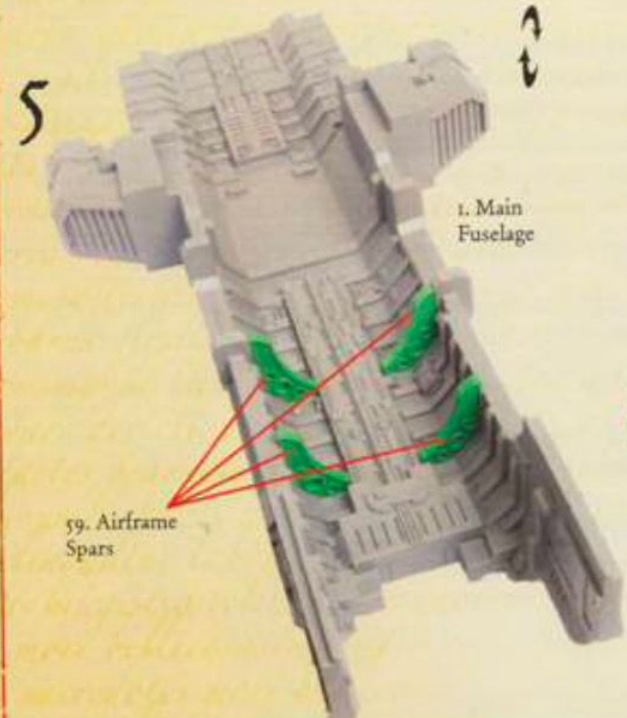
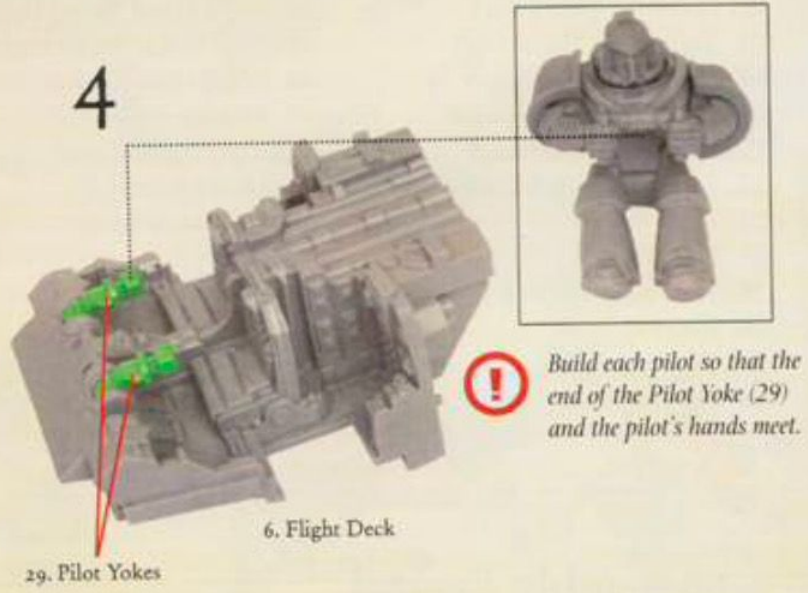
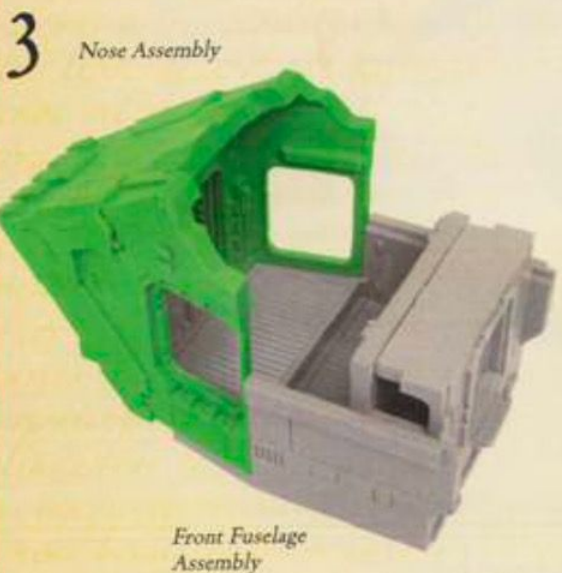
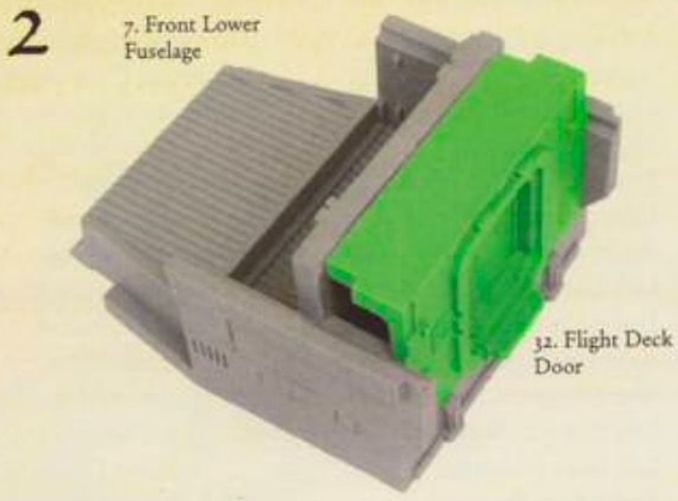
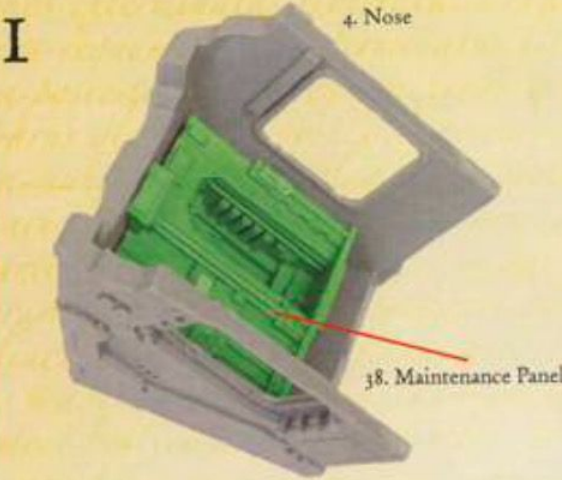
Parts for Assembly	
Note	
Glue Contact Area	
Optional Assembly	
Reverse Angle	
Do Not Glue	
Insert	
Hidden Component	
Component Highlight	

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.

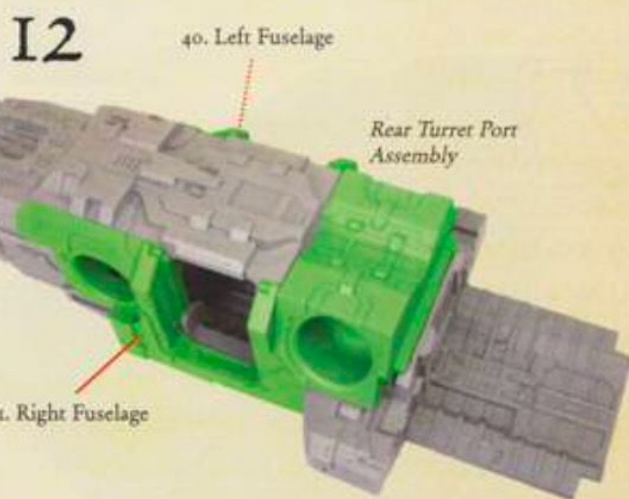
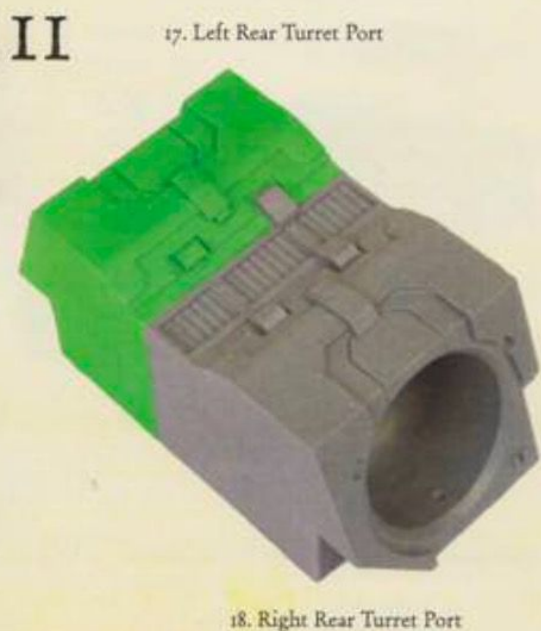
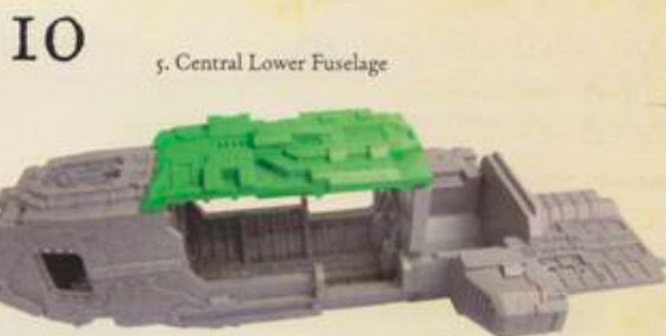
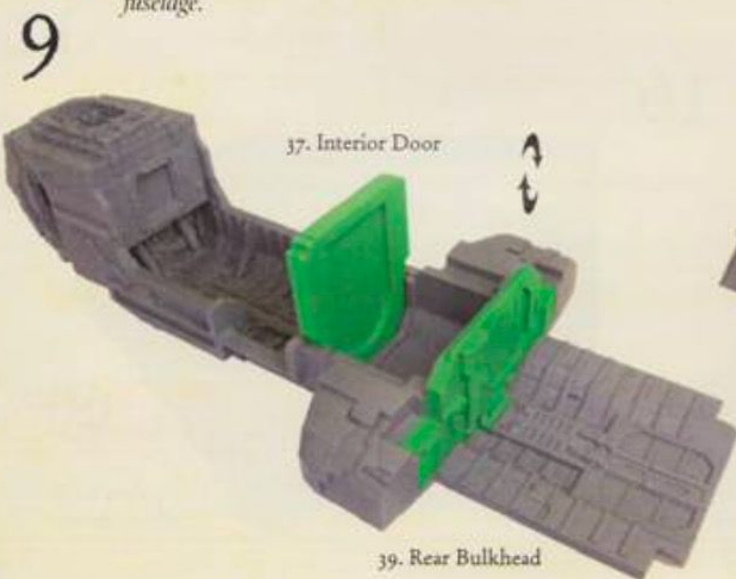
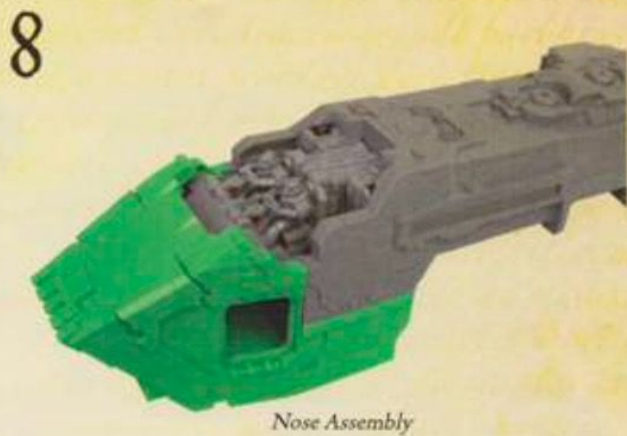
This kit contains all the pieces required to construct the Legion Sokar Pattern Stormbird. To glue the resin pieces together, use Citadel Super Glue.

NOTE: We have cast this kit using advanced techniques and the best quality resin, but due to the nature of the casting process, your model may contain small 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 water for about 1 minute, then bending it back into shape.

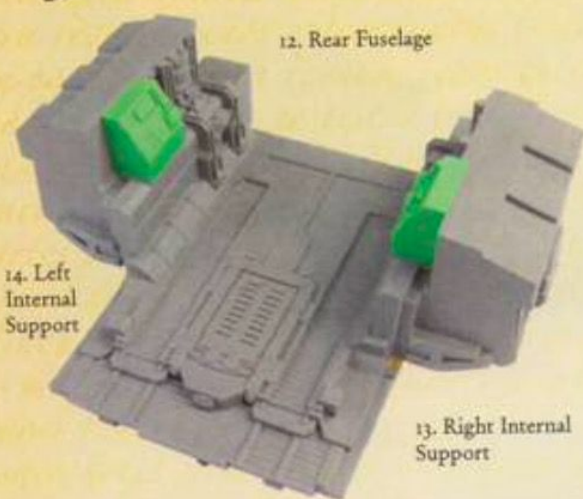




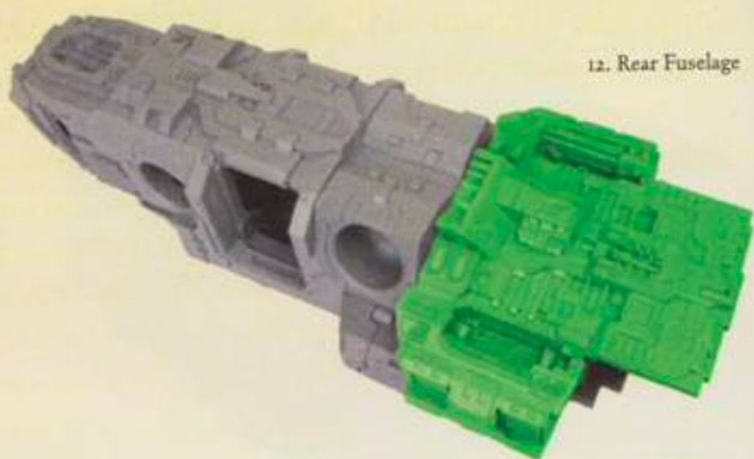
! Slot the Flight Deck Ladders (61) through the hole on each side of the Flight Deck and carefully attach to the interior side of the fuselage.



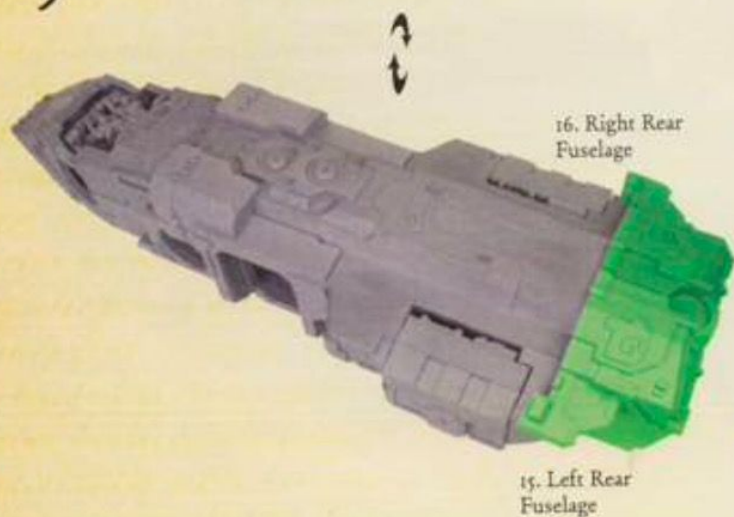
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14



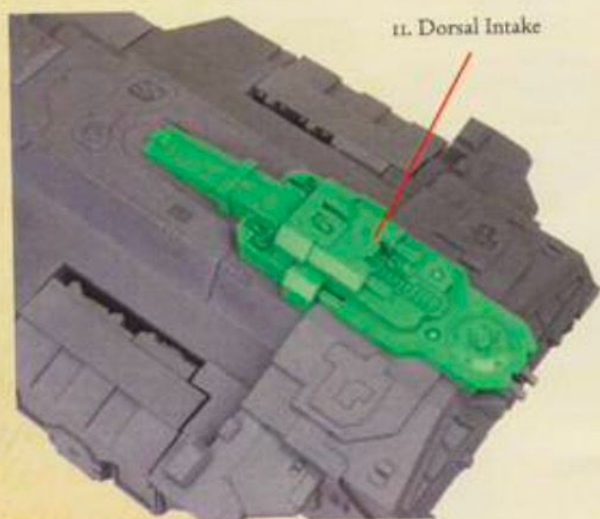
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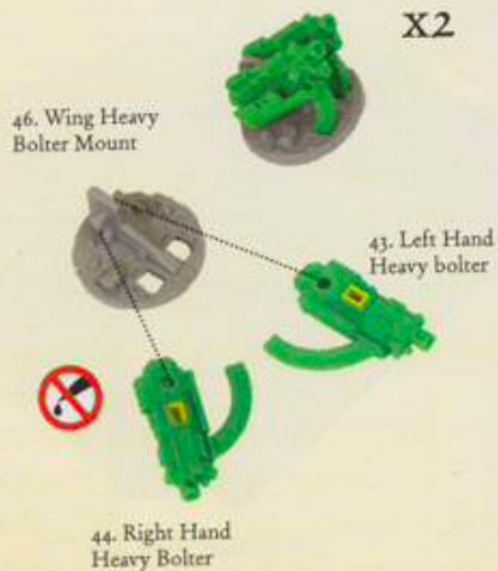
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17



18

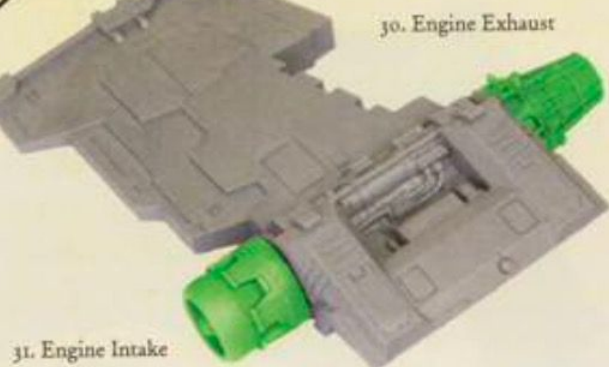


To allow the Rear Twin Heavy Bolter (74) to move, take care to avoid putting glue in contact with the part.

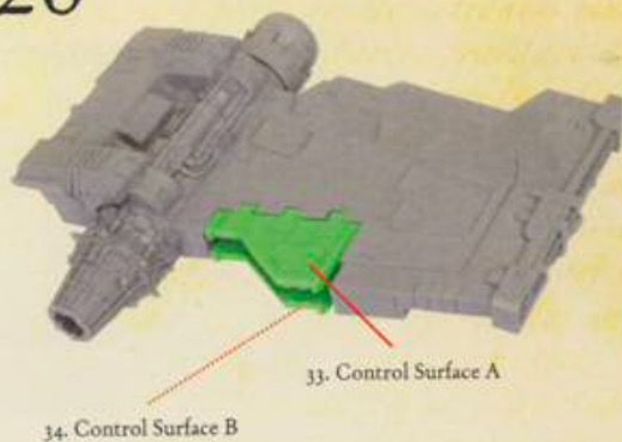
44. Right Hand Heavy Bolter

19

23. Right Wing



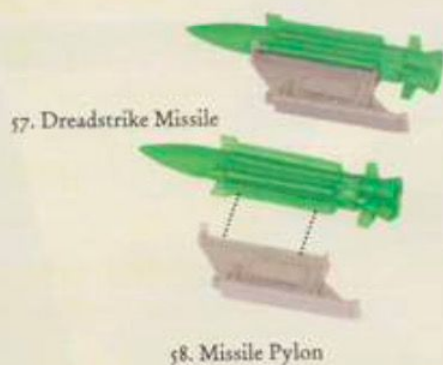
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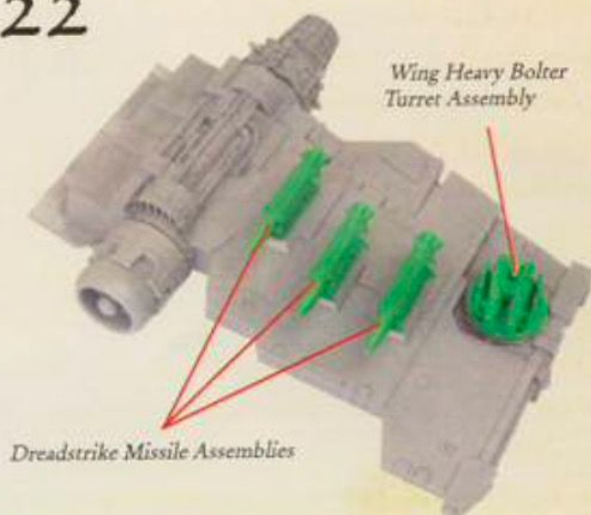
Repeat stages 19 to 22 for the Left Wing (24), however Control Surface B (34) will be on the top and Control Surface A (33) will be on the bottom for stage 20.

21

x6



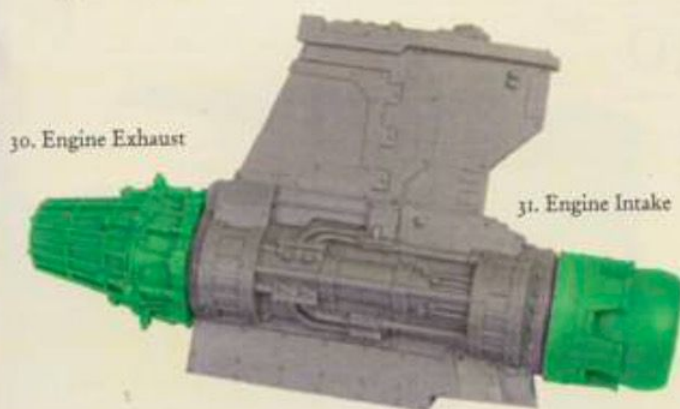
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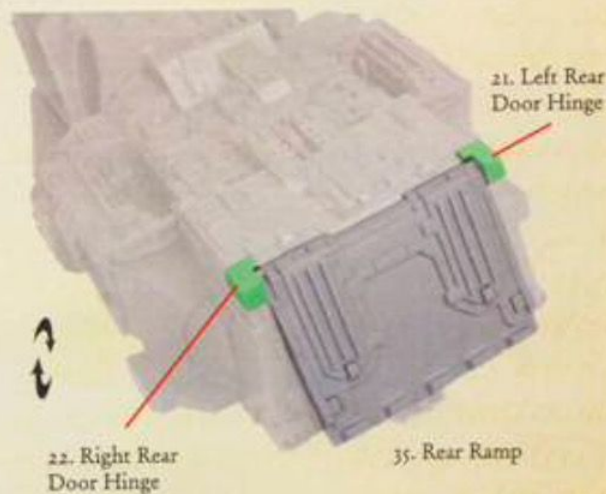
If you want the Wing Heavy Bolter Turrets to turn, you can opt to magnetise them in place.

23

20. Right Vertical Stabiliser



24

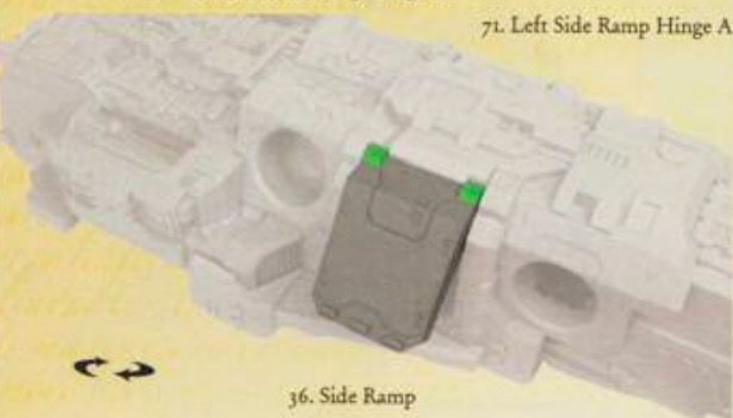


Repeat stage 23 for the Left Vertical Stabiliser (19).

25

73. Left Side Ramp Hinge B

71. Left Side Ramp Hinge A



36. Side Ramp

26

Right Vertical Stabiliser Assembly



Right Wing Assembly



Repeat for the Left Wing Assembly and the Left Vertical Stabiliser Assembly.

27

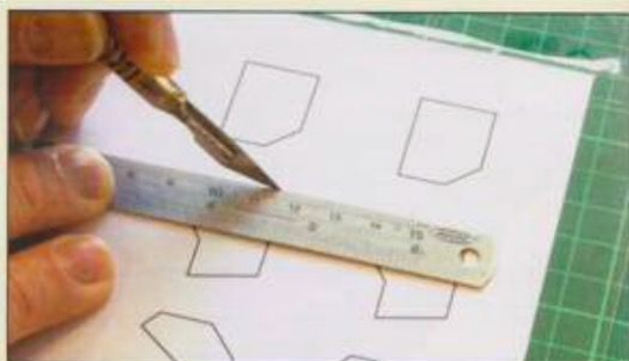
10. Left Canard



9. Right Canard

42. Flight Deck Exterior Door

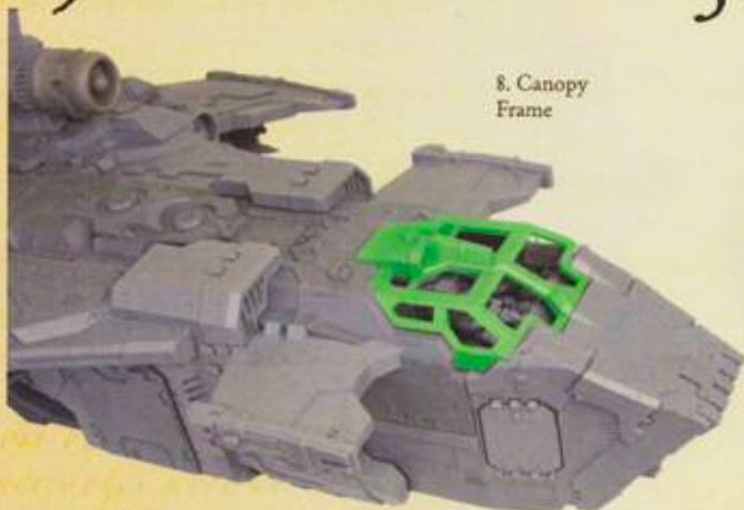
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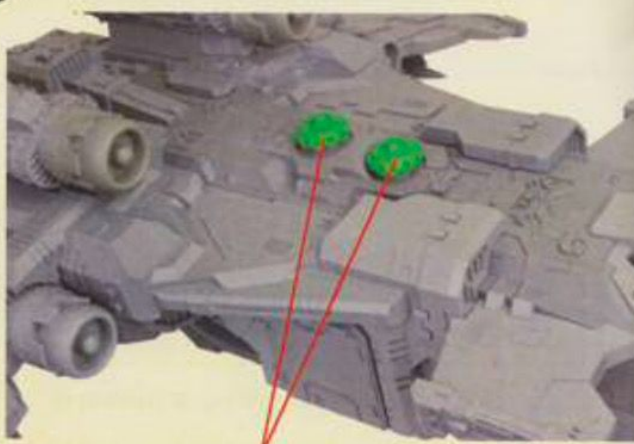
Lay the Acetate sheet over the templates provided and secure to an appropriate surface using tape. Then, with a steel rule and modelling knife, carefully cut the acetate windows out by following the template guide. Use a small amount of pva glue to secure the windows into the inside of Canopy Frame (8). Some trimming of the window may be required to ensure a good fit.

29

8. Canopy Frame



30



45. Void Shield Projectors

31

75. Front Landing Leg

76. Front Landing Leg Support



66. Front Landing Foot

32

Front Landing Leg Assembly



33

62. Right Rear Landing Leg

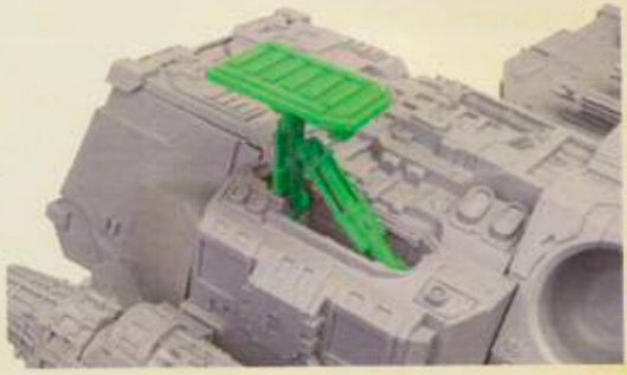
69. Rear Landing Leg Support



64. Right Rear Landing Foot

34

Rear Landing Leg Assembly



Repeat for the Left Rear Landing Leg Assembly using the Left Rear Landing Foot (64) and the Left Rear Landing Leg (63).

35

X4

50. Turret Gunner

53. Left Turret Side

54. Right Turret Side

52. Turret Gunner Left Arm

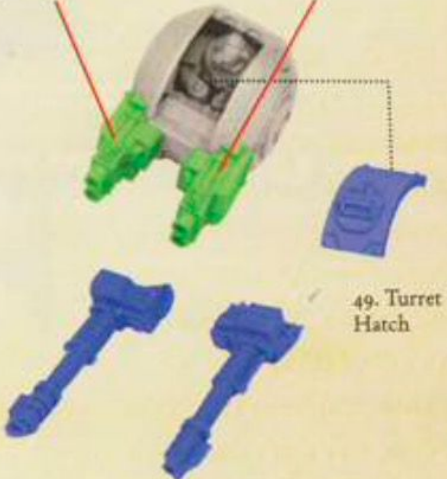
51. Turret Gunner Right Arm



36

47. Right Hand Turret Heavy Bolters

48. Left Hand Turret Heavy Bolters



49. Turret Hatch

55. Right Hand Turret Lascannon

56. Left Hand Turret Lascannon



37



67. Front Turret Mount

60. Turret Mount Brace



Place the Front Turret Mount (67) on the turret as shown, but do not glue. Instead, glue the Turret Mount Brace (60) to the turret. The Front Turret Mount should now slide up and down the turret.

Attach the Front Turret Mount to the turret sockets in the Left or Right Fuselage. This should allow the turret to elevate or depress.

Repeat assembly stages 35-37 for the rear Ball Turrets, replacing the Front Turret Mount (67) with the Rear Turret Mount (68).

38



As an alternative to gluing the turrets in place, you may prefer to magnetise the Turret Mounts into the sockets. This will allow the turret to traverse and elevate while still remaining secure.

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
0011 44 115 900 4995 from Australia

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