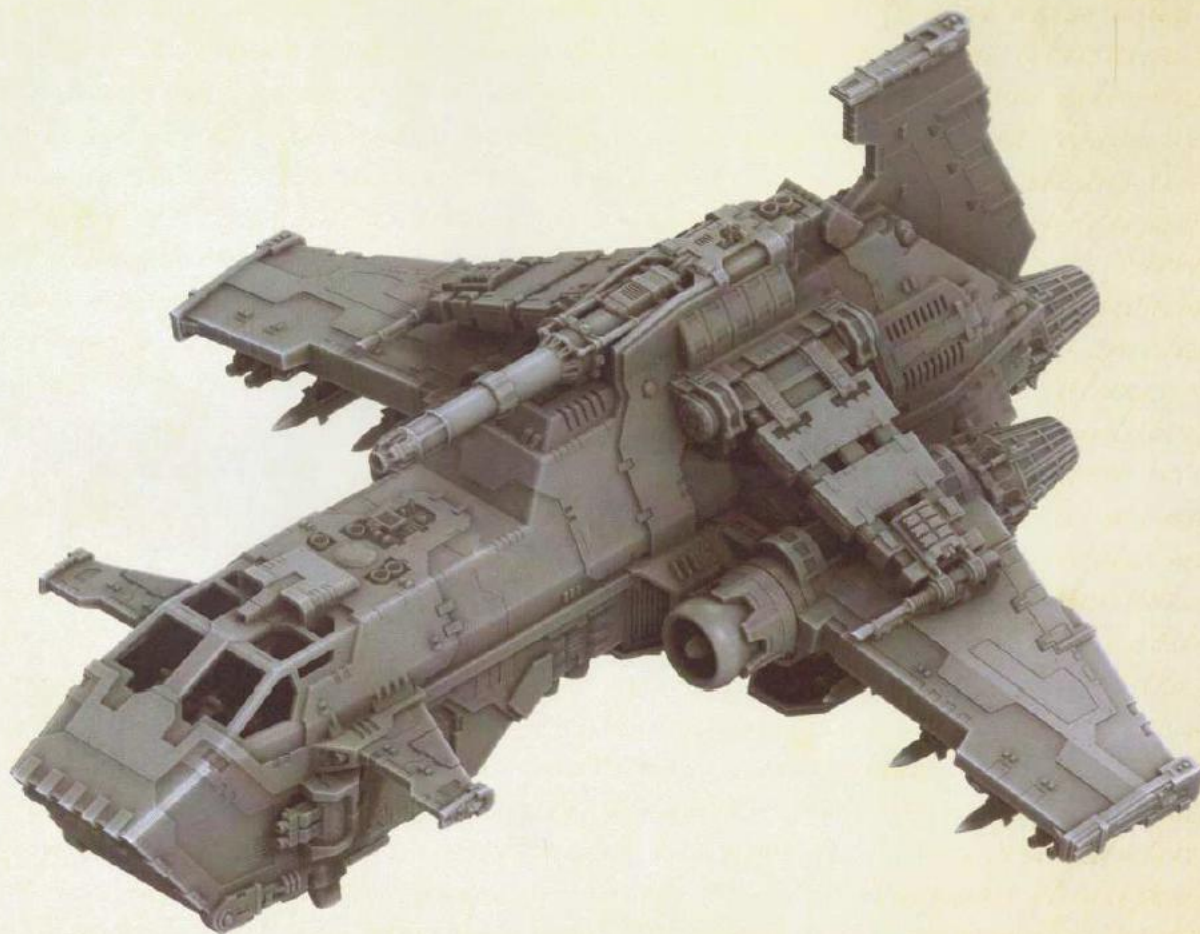


Free Downloads of Build Instructions,
Assembly Booklets & How To Guides

BuildInstructions.com

THUNDERHAWK GUNSHIP

The Thunderhawk Gunship fulfils a number of different strategic and tactical roles. Its primary mission is that of a drop ship but its utility does not end with the deployment of its lethal cargo of Space Marines, for it is a formidable heavy weapons platform in its own right. Equipped with a dorsal-mounted turbo-laser, the Thunderhawk is able to engage targets as large as a Scout Titan or super-heavy tank as well as enemy fortifications. In addition to its main weaponry, the Thunderhawk mounts numerous heavy bolters with which it can scour a landing zone clear of enemy troops in a storm of mass reactive shells. An additional payload of wing-mounted missiles allows the gunship to operate in direct support of the squads it delivers into battle



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.

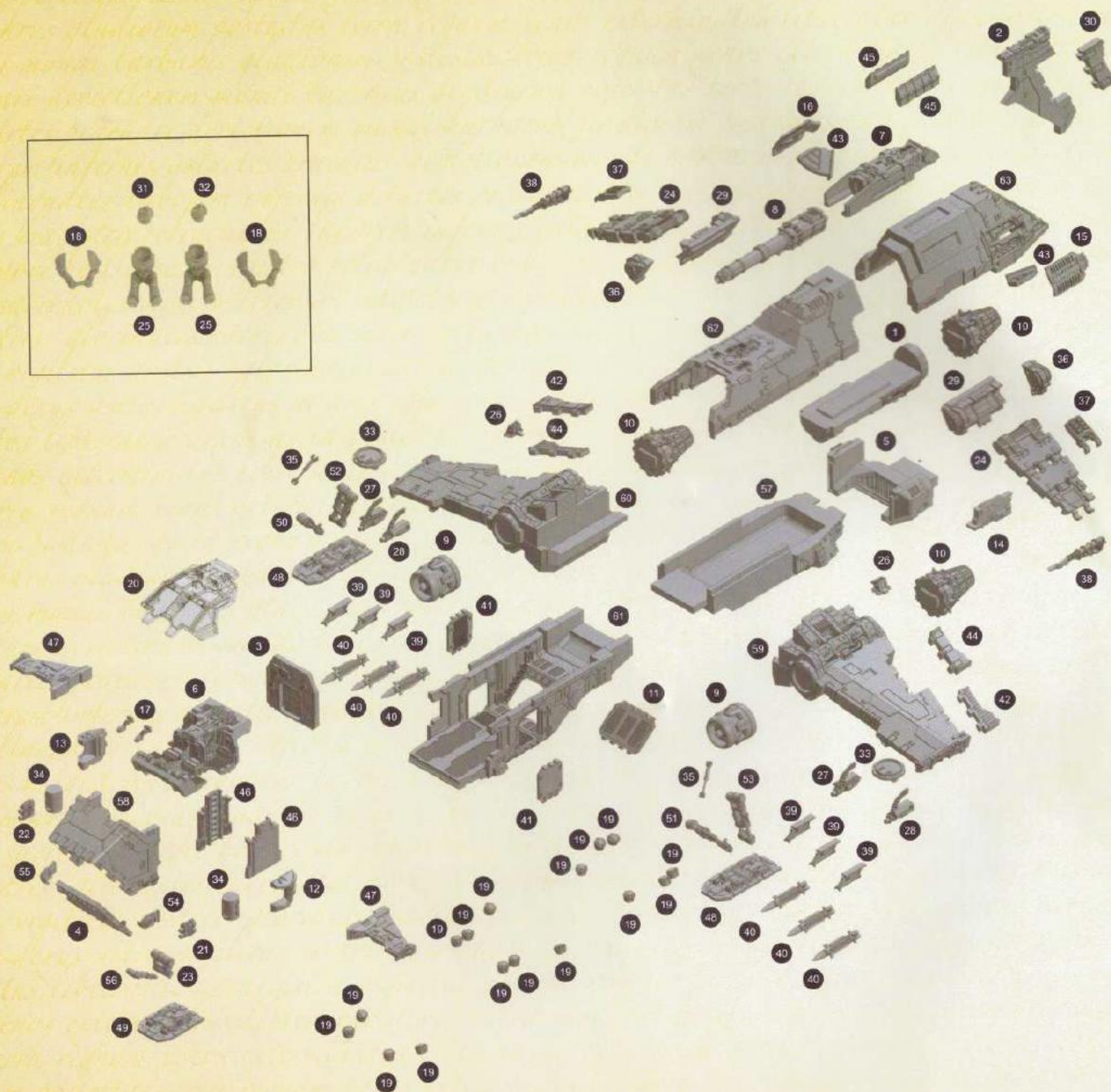
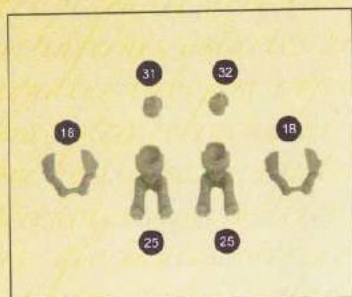
www.forgeworld.co.uk



993201010353

Components

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



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
011 44 115 900 4995 from the USA and Canada
0011 44 115 900 4995 from Australia
00 44 115 900 4995 from Europe and the rest of the world.

- | | | |
|--------------------------------|---|--|
| 1. Central Engine | 25. Pilot Body x2 | 46. Interior Ladder x2 |
| 2. Upper Vertical Stabiliser | 26. Attack Wing Clamp x2 | 47. Canard x2 |
| 3. Interior Bulkhead | 27. Wing Heavy Bolter Right x2 | 48. Rear Landing Foot x2 |
| 4. Front Ramp | 28. Wing Heavy Bolter Left x2 | 49. Front Landing Foot |
| 5. Centreline Engine Intake | 29. Attack Wing Mount x2 | 50. Right Rear Undercarriage Trunnion Braces |
| 6. Flight Deck | 30. Rudder | 51. Left Rear Undercarriage Trunnion Braces |
| 7. Turbo-laser Housing | 31. Pilot Head 1 | 52. Right Rear Undercarriage Pistons |
| 8. Turbo-laser Destructor | 32. Pilot Head 2 | 53. Left Rear Undercarriage Pistons |
| 9. Engine Intake x2 | 33. Wing Bolter Mount x2 | 54. Front Ramp Hinge Left |
| 10. Engine Exhaust x3 | 34. Heavy Bolter Turret x2 | 55. Front Ramp Hinge Right |
| 11. Rear Ramp | 35. Rear Undercarriage Retraction Actuator x2 | 56. Front Undercarriage Retraction Actuator |
| 12. Sponson Left | 36. Attack Wing Mount End x2 | 57. Fuselage Lower Rear |
| 13. Sponson Right | 37. Lascannon Power Pack x2 | 58. Nose |
| 14. Lower Vertical Stabiliser | 38. Lascannon x2 | 59. Left Wing |
| 15. Air Brake Left | 39. Missile Pylon x6 | 60. Right Wing |
| 16. Air Brake Right | 40. Missile x6 | 61. Fuselage Lower Front |
| 17. Control Yoke x2 | 41. Side Door x2 | 62. Fuselage Upper Front |
| 18. Pilot Arms x2 | 42. Aileron Upper Right/Lower Left x2 | 63. Fuselage Upper Rear |
| 19. Retro Thrusters x16 | 43. Air Brake Hinge x2 | |
| 20. Canopy | 44. Aileron Lower Right/Upper Left x2 | |
| 21. Heavy Bolter Right | 45. Turbo-laser Power Pack x2 | |
| 22. Heavy Bolter Left | | |
| 23. Front Undercarriage Piston | | |
| 24. Attack Wing x2 | | |

Assembly Legend

Parts for Assembly



Note



Glue Contact Area



Shim for Removal



Option



Reverse Angle



Do Not Glue



Insert



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 Thunderhawk Gunship. 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 be corrected by immersing the part in hot water for about 1 minute, then bending it back into shape.

I

58. Nose

2

55. Front Ramp
Hinge Right54. Front Ramp
Hinge Left

4. Front Ramp

3

6. Flight Deck

62. Fuselage Upper Front

4

63. Fuselage Upper Rear

43. Air Brake Hinge

5

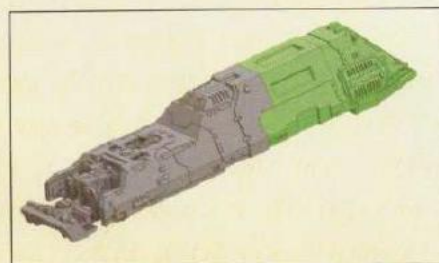
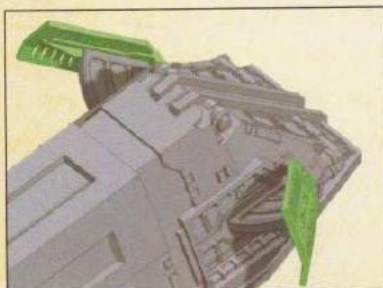
16. Air Brake Right

15. Air Brake Left

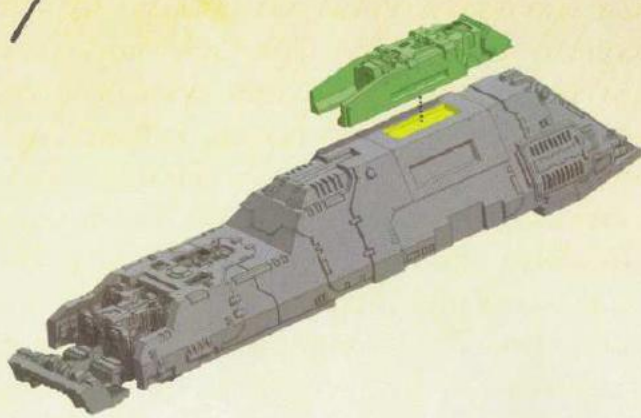
6

Upper Rear Fuselage
AssemblyUpper Front Fuselage
Assembly

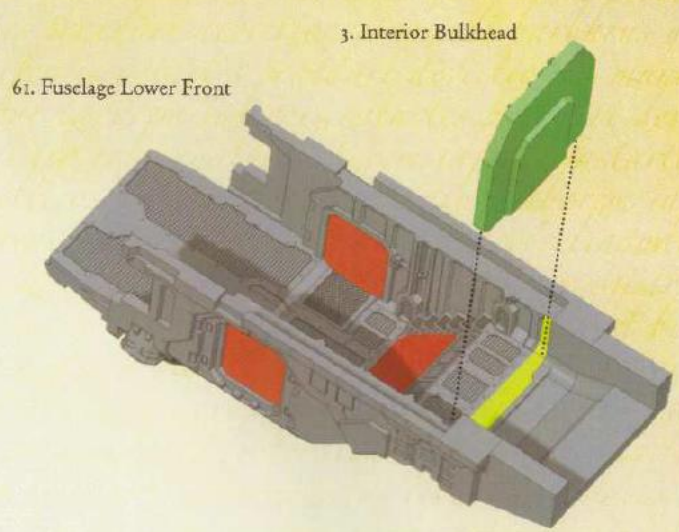
If part 43. Air Brake Hinge is not glued, the Air Brakes should be able to open and close.



7

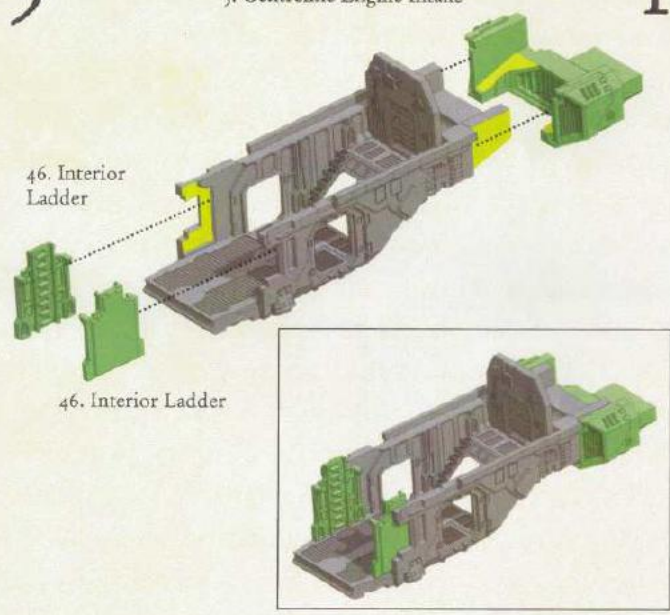


8



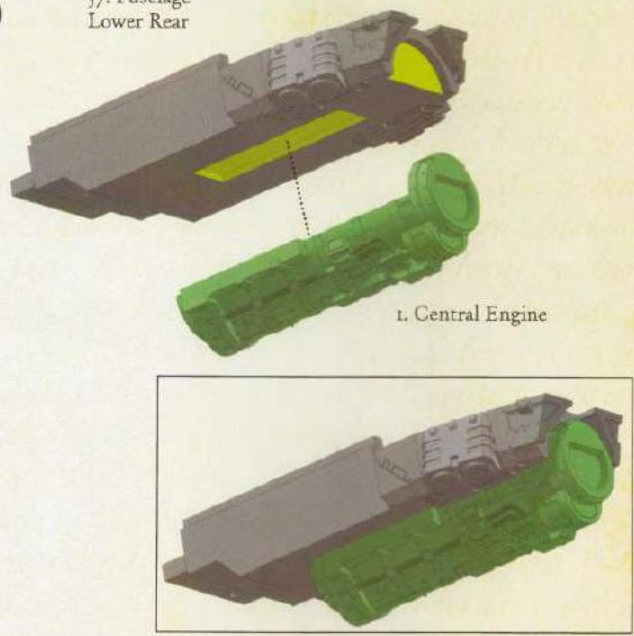
9

5. Centreline Engine Intake



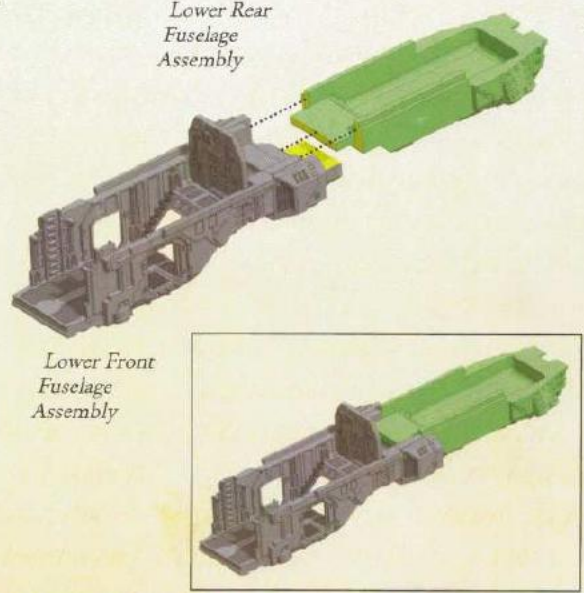
10

57. Fuselage Lower Rear



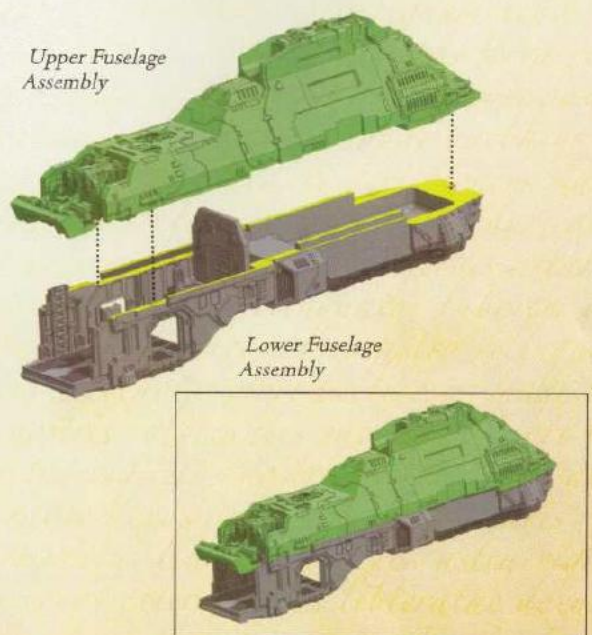
11

Lower Rear Fuselage Assembly

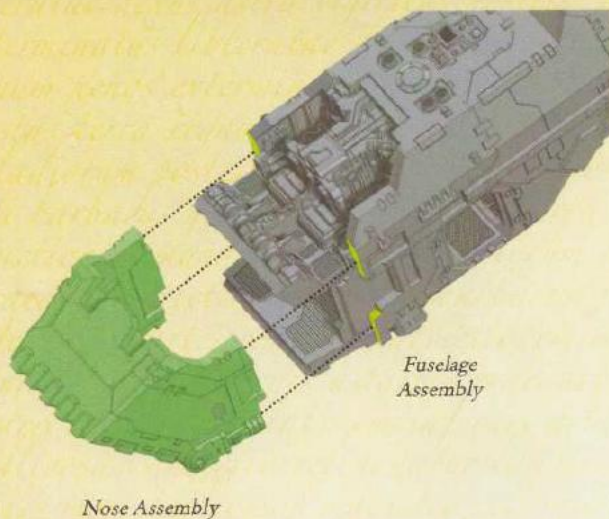


12

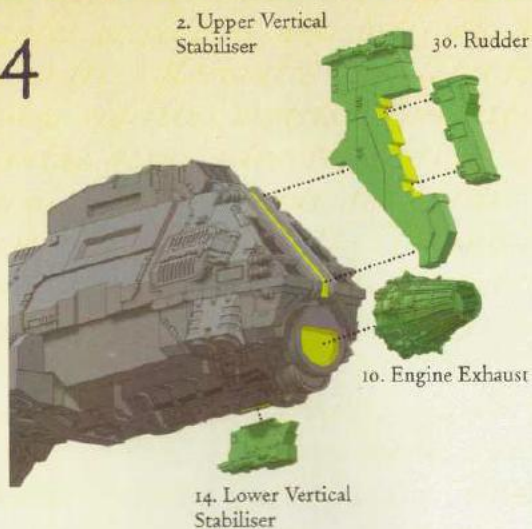
Upper Fuselage Assembly



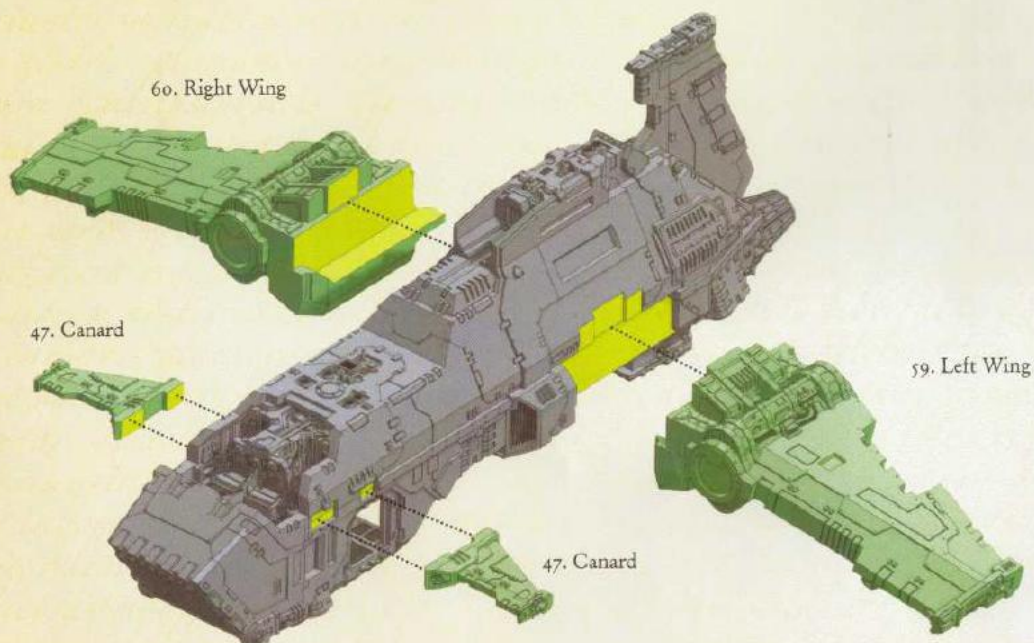
13



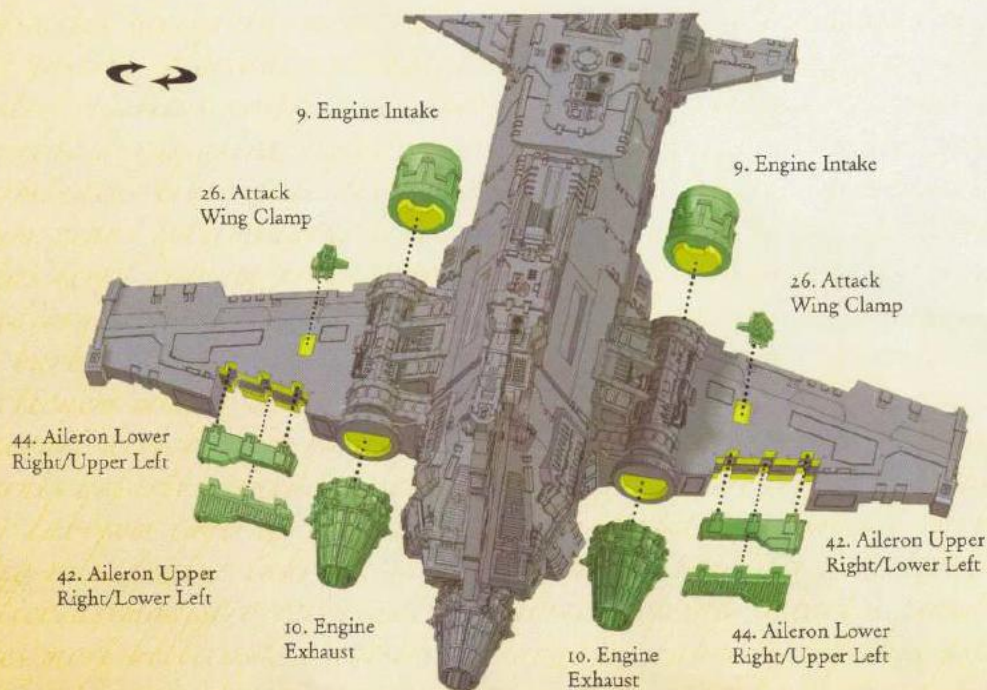
14



15



16



I7

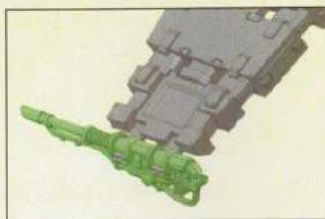
38. Lascannon



24. Attack Wing

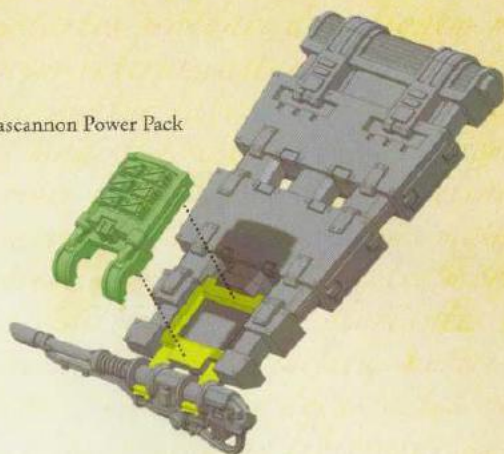


38. Lascannon



I8

37. Lascannon Power Pack



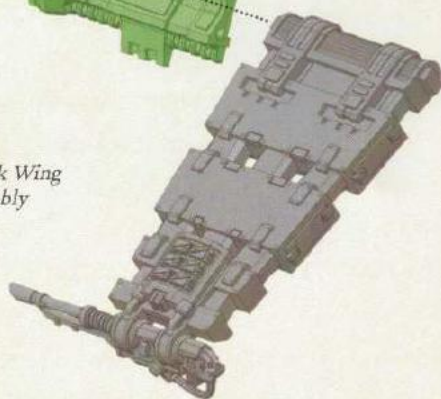
Be careful when attaching part 37. Lascannon Power Pack to avoid getting glue on part 38. Lascannon. The lascannon should be able to rotate along its longitudinal axis.

I9

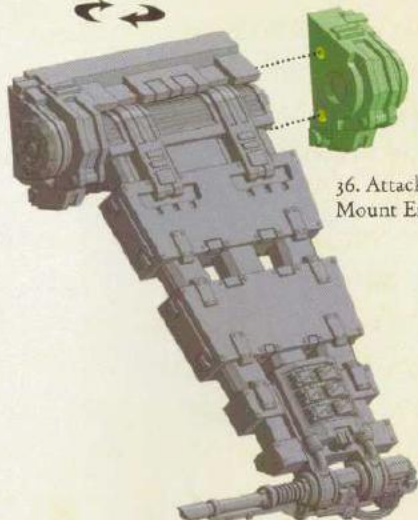
29. Attack Wing Mount



Attack Wing Assembly



20



36. Attack Wing Mount End



Repeat stages 17 - 20 but reverse the direction of the lascannon in stage 17 for the Right Attack Wing Assembly.

21

Attack Wing in stowed position

Attack Wing Assembly

Attack Wing Assembly



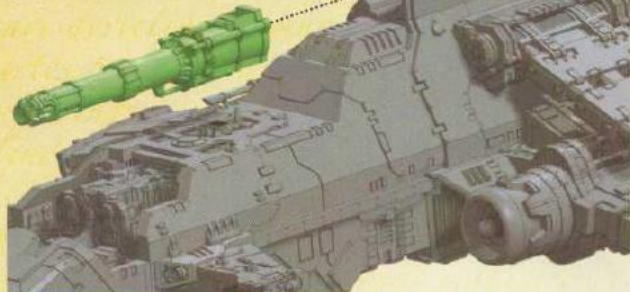
Attack Wing in attack position



The Attack Wings can be moved into either a stowed or attack position.

22

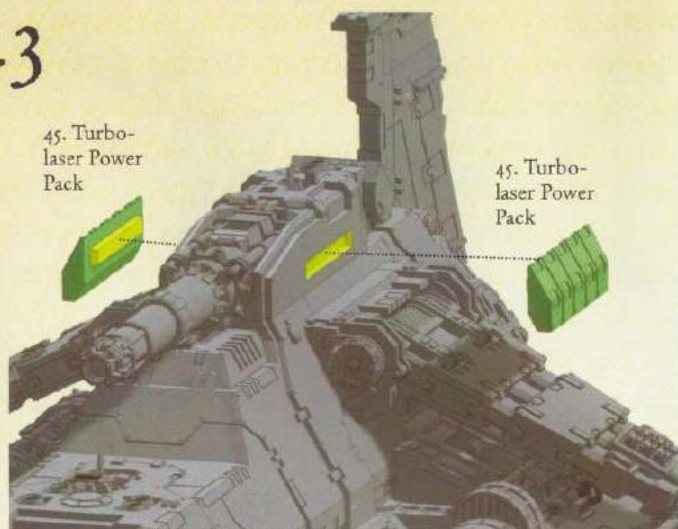
8. Turbo-laser Destructor



23

45. Turbo-laser Power Pack

45. Turbo-laser Power Pack



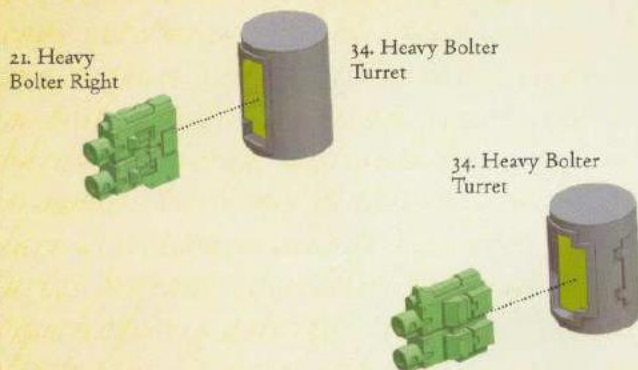
24

21. Heavy Bolter Right

34. Heavy Bolter Turret

34. Heavy Bolter Turret

22. Heavy Bolter Left



25

13. Sponson Right

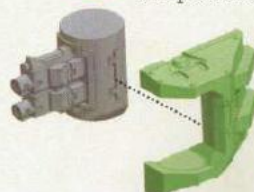


Right Heavy Bolter Assembly



12. Sponson Left

Left Heavy Bolter Assembly



26

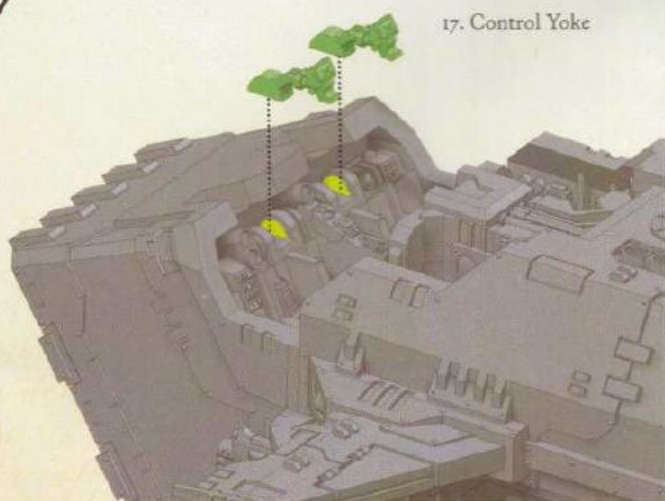
Right Sponson Assembly

Left Sponson Assembly



27

17. Control Yoke



Be careful when attaching Left and Right Sponson Assemblies to avoid getting glue on the Heavy Bolter Assemblies.

28

53. Left Rear Undercarriage Pistons



52. Right Rear Undercarriage Pistons



48. Rear Landing Foot

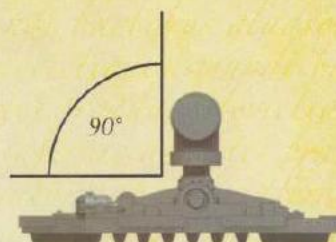
48. Rear Landing Foot

23. Front Undercarriage Piston

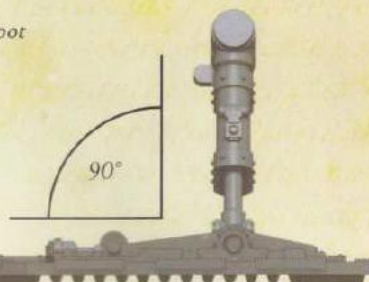


49. Front Landing Foot

Front Landing Foot Assembly



Rear Landing Foot Assembly



If you want to model the undercarriage retracted, skip steps 28-30. On step 31 and 32, just insert the landing feet into the recess in the fuselage.



Make sure that the rear and front pistons are mounted 90° to the front and rear landing foot when viewed from the side.

29

50. Right Rear Undercarriage Trunnion Braces



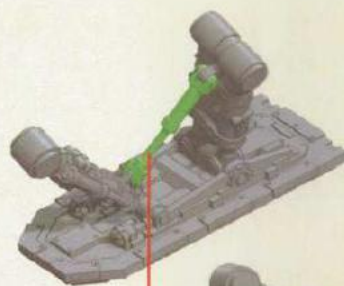
51. Left Rear Undercarriage Trunnion Braces



56. Front Undercarriage Retraction Actuator



30

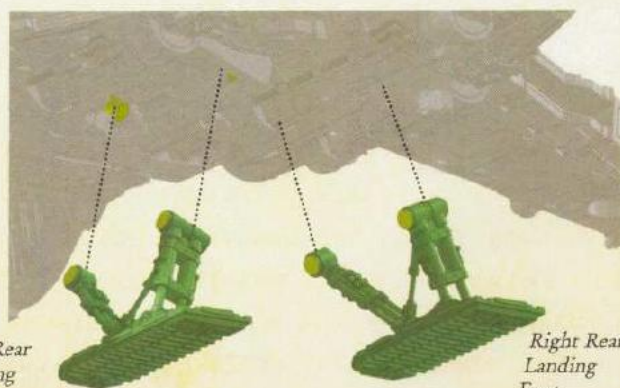


35. Rear Undercarriage Retraction Actuator

35. Rear Undercarriage Retraction Actuator



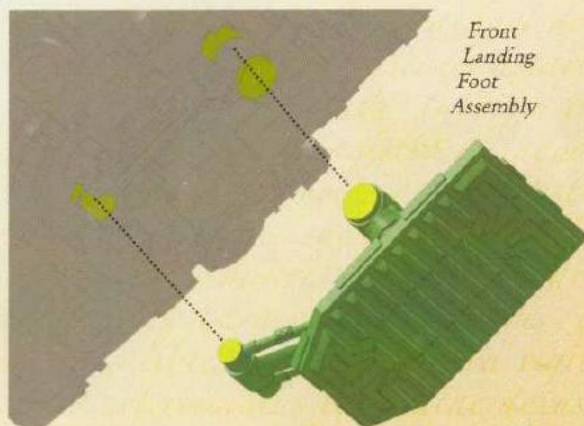
31



Left Rear Landing Foot Assembly

Right Rear Landing Foot Assembly

32



Front Landing Foot Assembly

33

33. Wing Bolter Mount



27. Wing Heavy Bolter Right



28. Wing Heavy Bolter Left

34



Wing Heavy Bolter Assembly

35

39. Missile Pylon

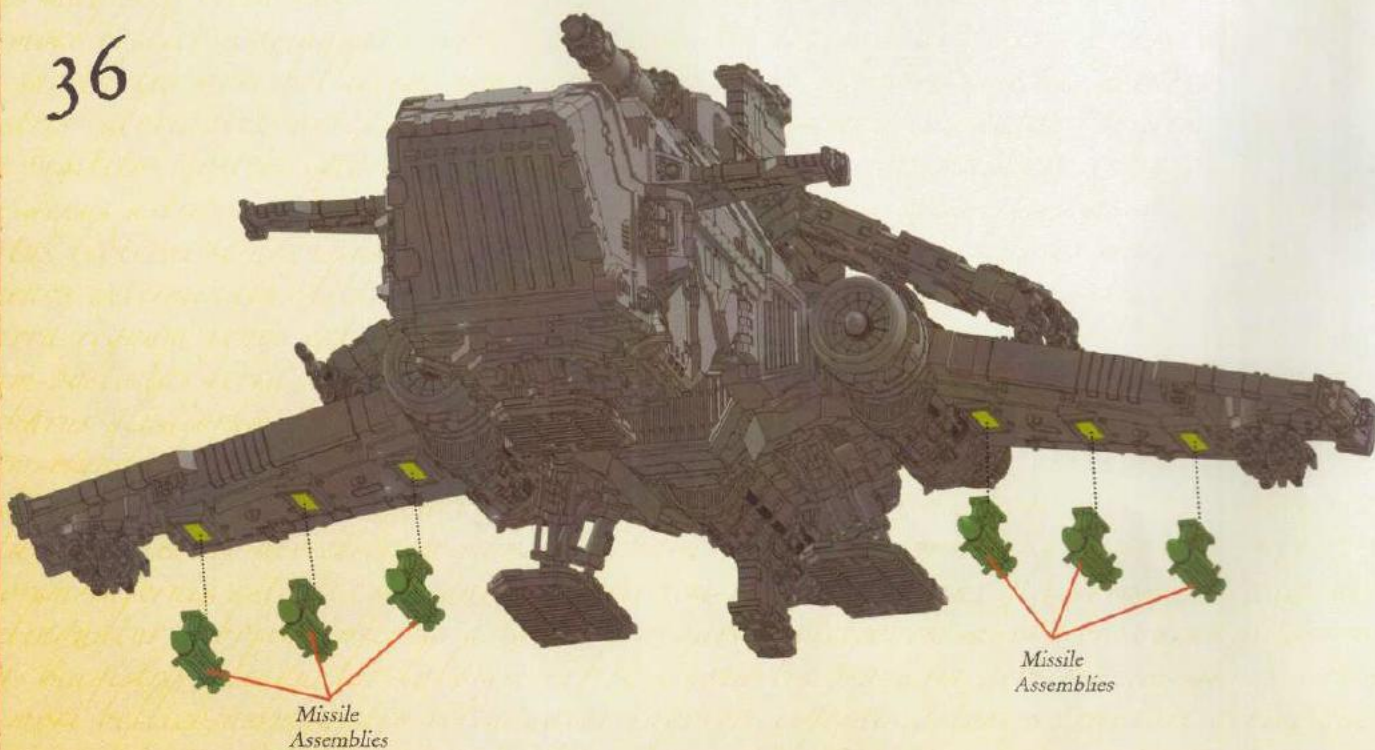
40. Missile



Repeat stage 35 for all six missiles.



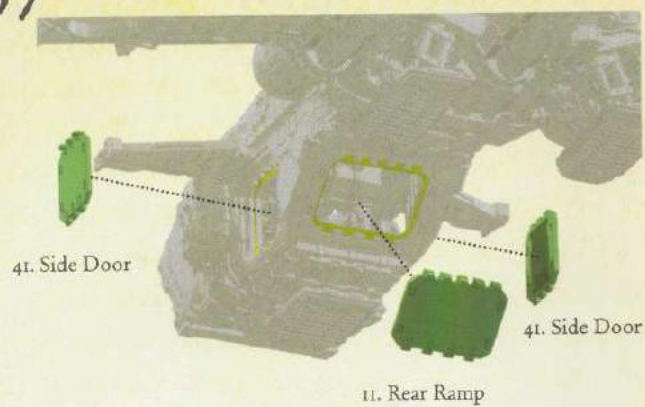
36



Missile Assemblies

Missile Assemblies

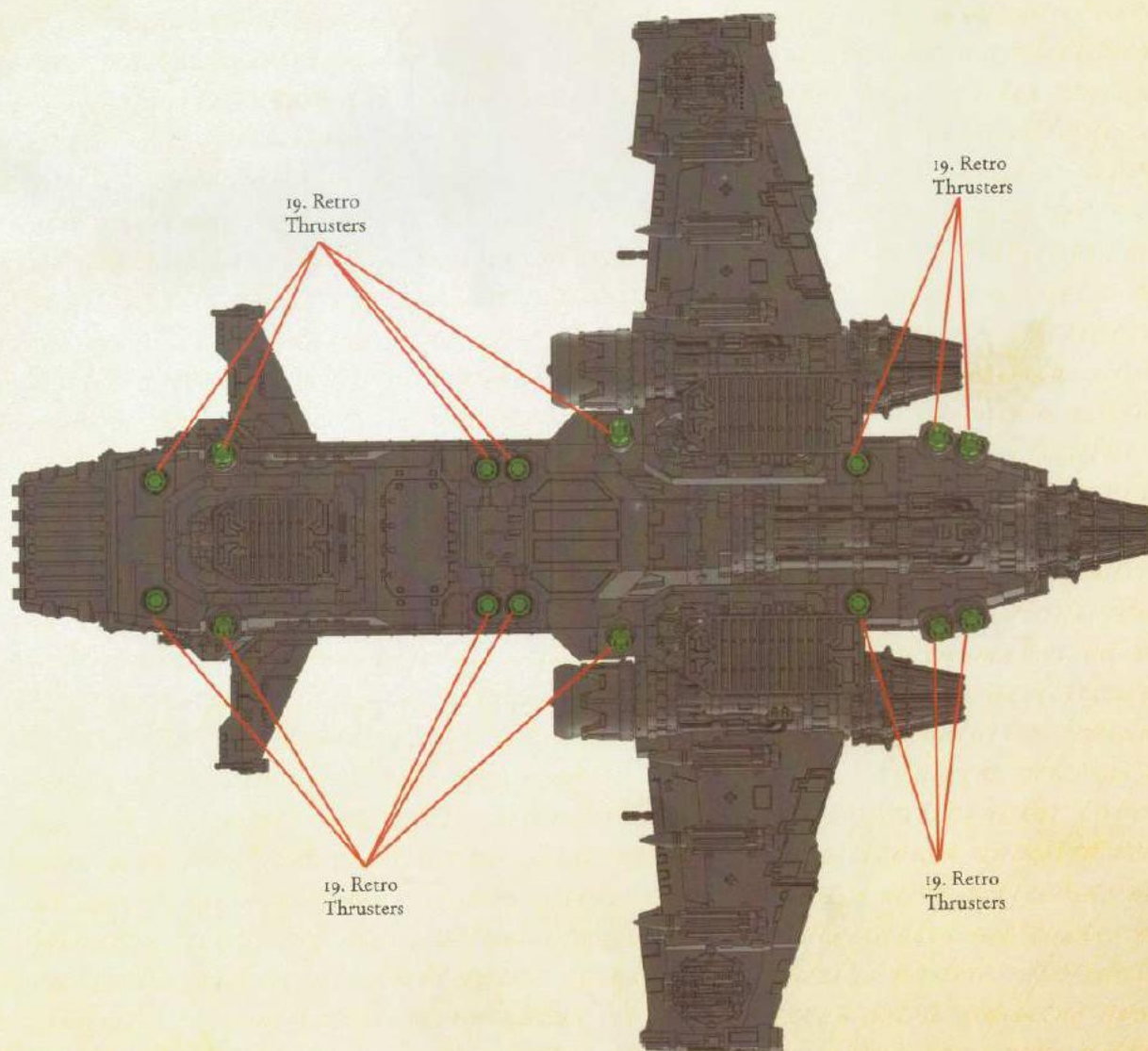
37



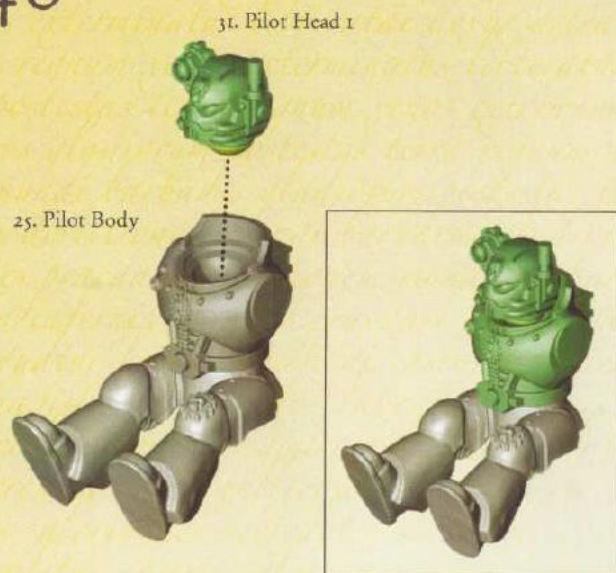
38



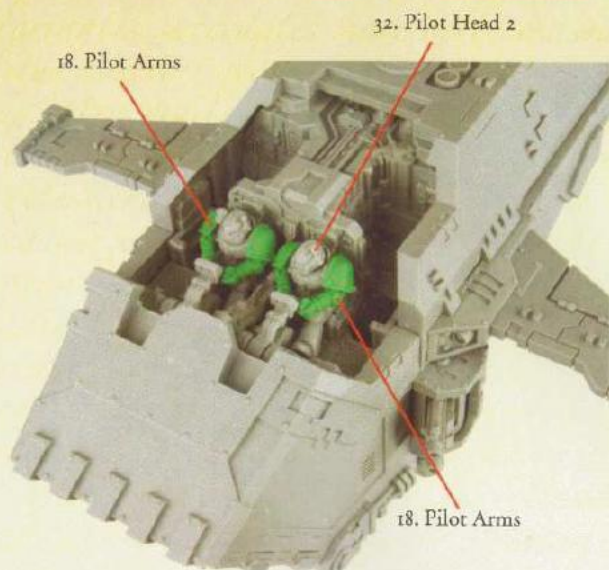
39



40

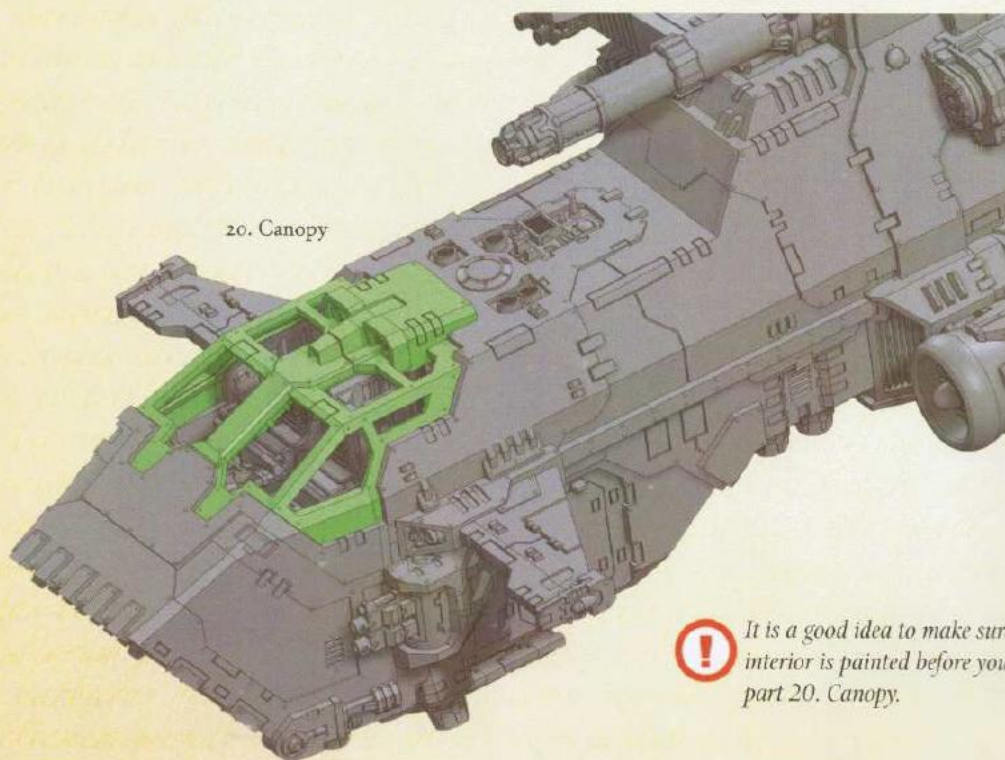


41



Place the Pilot assemblies into position then attach the arms to both part 17. Control Yoke and to the torso.

42



It is a good idea to make sure the interior is painted before you attach part 20. Canopy.

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