

HOW TO BUILD INTERCESSORS

Below is a simple, stage-by-stage guide to building your Space Marine Intercessors. Follow each of these steps carefully, check out the assembly guides over the page, and soon enough you will have built your first Citadel Miniatures!



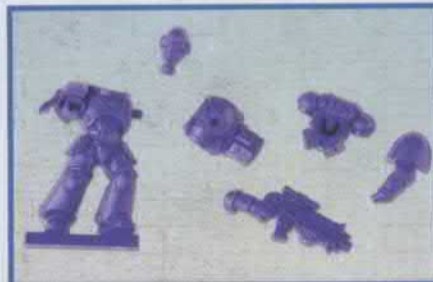
1 Your Intercessors come attached to frames called sprues. They need to be removed from these carefully.



2 Carefully clip each component off the sprue one at a time, being sure not to leave the plastic tabs attached.



3 With small components, remove them from the sprue with care so that you don't drop or lose them.



4 Before putting your Intercessors together, lay their components out to make sure you have everything.

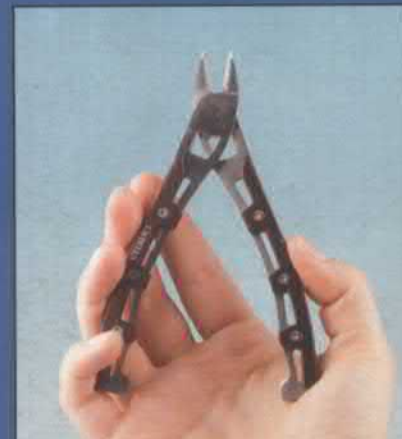


5 Every Citadel Miniature stands on a plastic base. Many of these have horizontal slots the models plug into.



CLIPPER SAFETY

To remove your models from their sprues you will need a set of modelling clippers. Games Workshop sells a set of clippers specially designed for this job with flat-edged blades. You must follow all the instructions and guidance provided with the clippers.



Hold your clippers like so, with your fingers cushioning one arm and your thumb to apply pressure on the other.



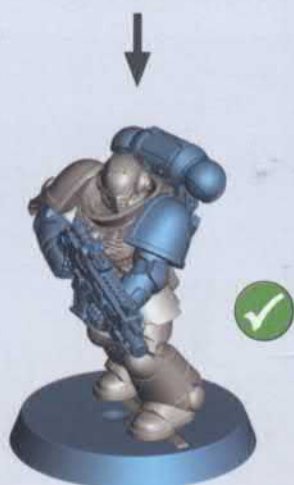
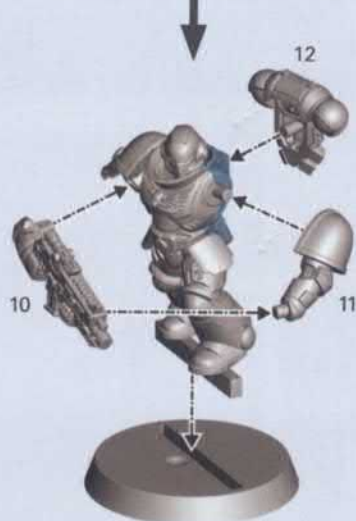
To cut a component from its sprue, gently but firmly squeeze the clippers shut as shown until the blades meet.

SPACE MARINE INTERCESSORS

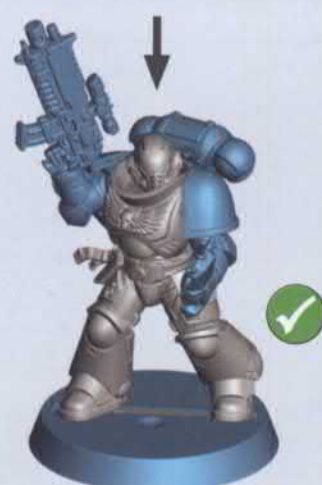
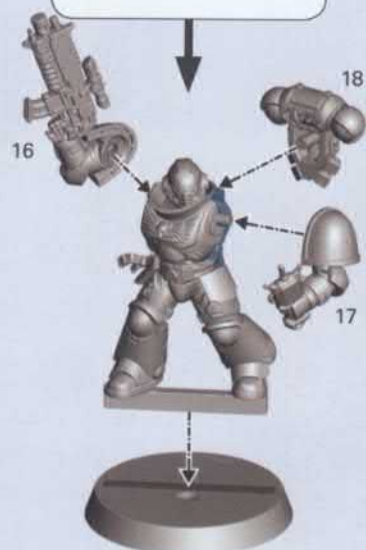
Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make each Space Marine as shown below.



Sergeant Decius



Intercessor Apollon



Intercessor Galeus

HOW TO BUILD REIVERS

Below is a simple, stage-by-stage guide to build your Space Marine Reivers. Follow each of these steps carefully, check out the assembly guides over the page, and before you know it, you will have built a band of elite Reivers ready for battle.



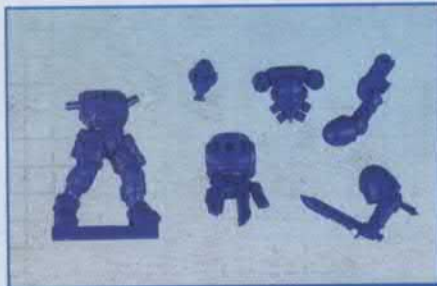
1 You will notice there are slightly more components on the sprue for your Reivers. Take care not to miss any.



2 Carefully clip each component off the sprue one at a time, being sure not to leave the plastic tabs attached.



3 Take particular care when clipping out the finer components. You don't want to snap the blades or other details!



4 Before putting your Reivers together, lay their components out to make sure you have everything.

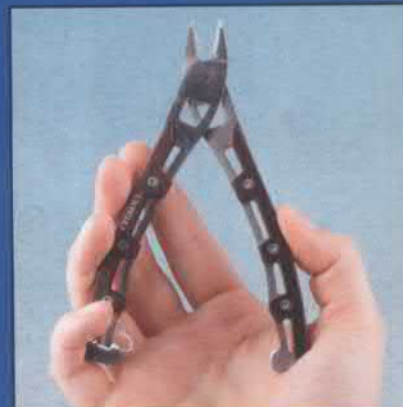


5 Each of your Reivers should be plugged into their plastic base so that they can stand up on the tabletop.



CLIPPER SAFETY

To remove your models from their sprues, you will need a set of modelling clippers. Games Workshop sells a set of clippers specially designed for this job with flat-edged blades that can cut the plastic flush with each join or surface. You must follow all the instructions and guidance provided with the clippers.



Hold your clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other.

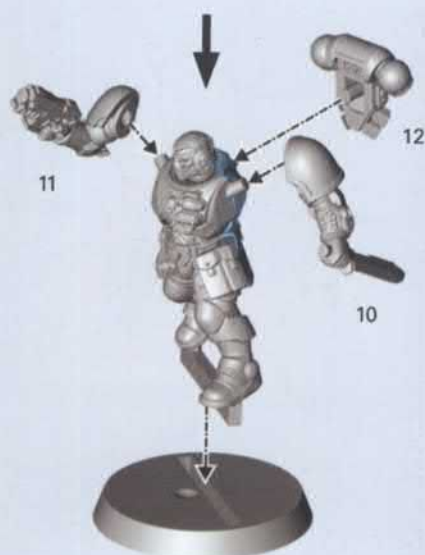


To cut a component from its sprue, gently but firmly squeeze the clippers shut until the blades meet as shown.

BUILDING YOUR SPACE MARINE REIVERS

Each component has its own number, which is shown on the sprue next to that component.

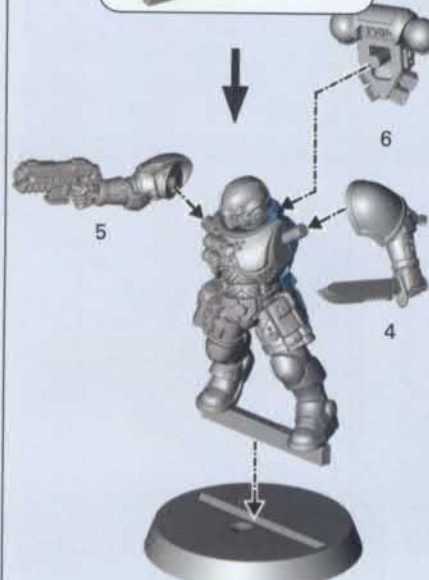
Use these numbers to find the right bits to make each Reiver as shown below.



Sergeant Castius



Reiver Atraeus

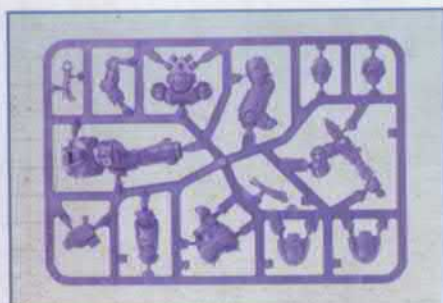


Reiver Pallon

HOW TO BUILD

LIEUTENANT CALSIUS

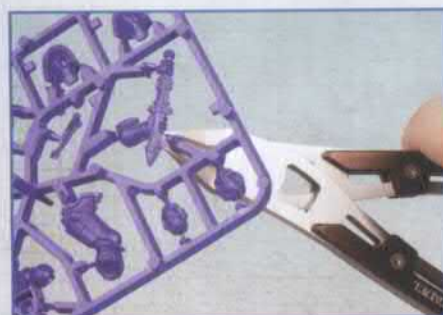
Below is a simple, stage-by-stage guide to building Lieutenant Calsius. Follow the guides carefully, applying glue to the areas of the model highlighted in yellow (see reverse of the page). Be careful not to apply too much glue, as it will melt the detail of anything it gets on!



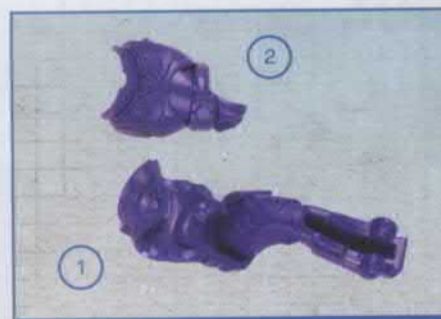
1 As with previous models, Lieutenant Calsius comes attached to a sprue and will need to be removed first.



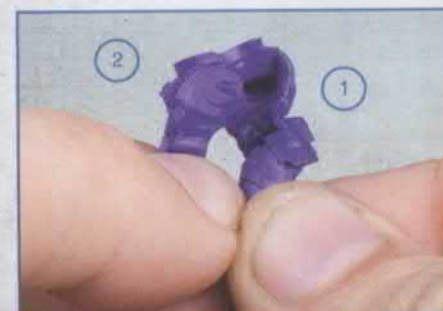
2 Each component is numbered, you can find the numbers next to each component on the sprue.



3 The assembly guide on the next page provides instructions for clipping and gluing this model.



4 Each component is numbered, make sure you clip out the correct components before gluing.



5 Apply a small amount of glue to the areas highlighted in yellow on the next page and stick the components together.



6 If you get too much glue on the model, soak it up with some tissue. Be careful, the glue will melt detail on your model!



CLIPPERS AND GLUE SAFETY

To remove this model from its sprue and assemble it, you will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers.



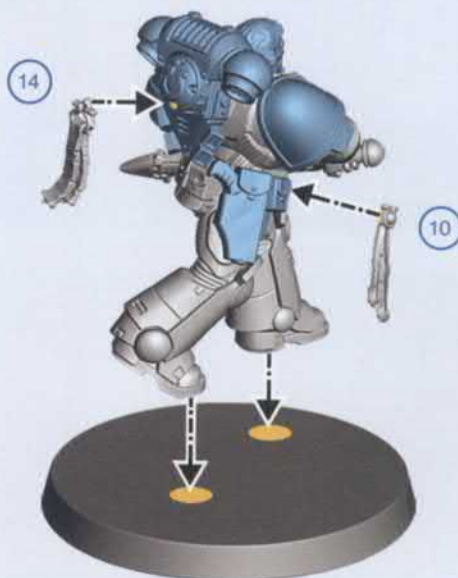
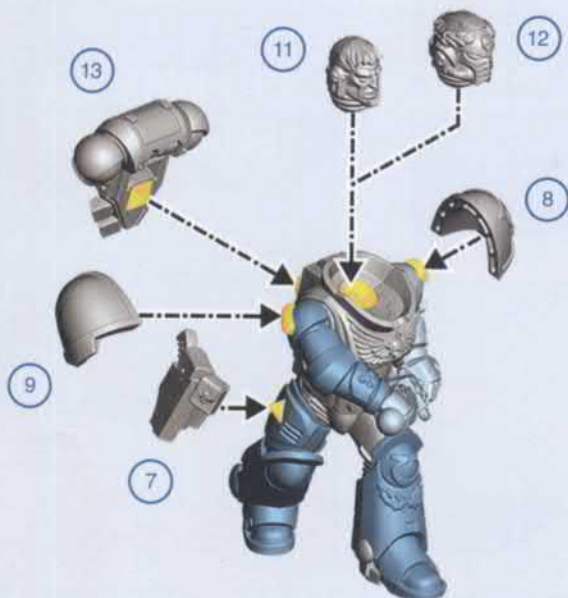
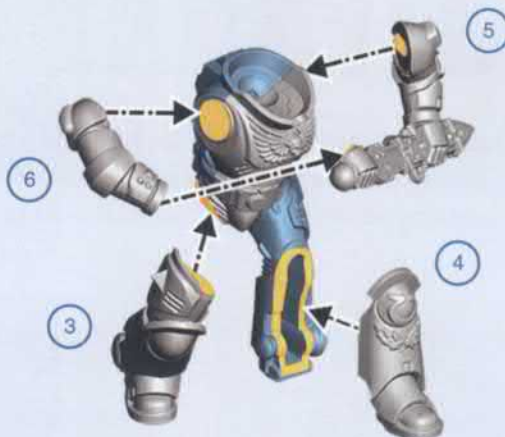
Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.

BUILDING LIEUTENANT CALSIUS

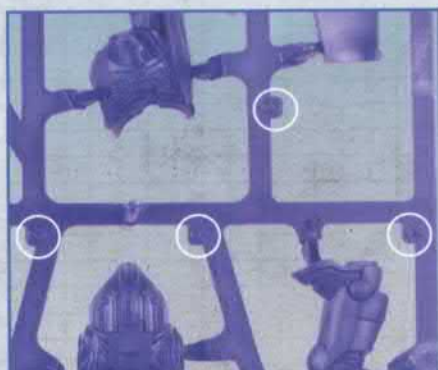
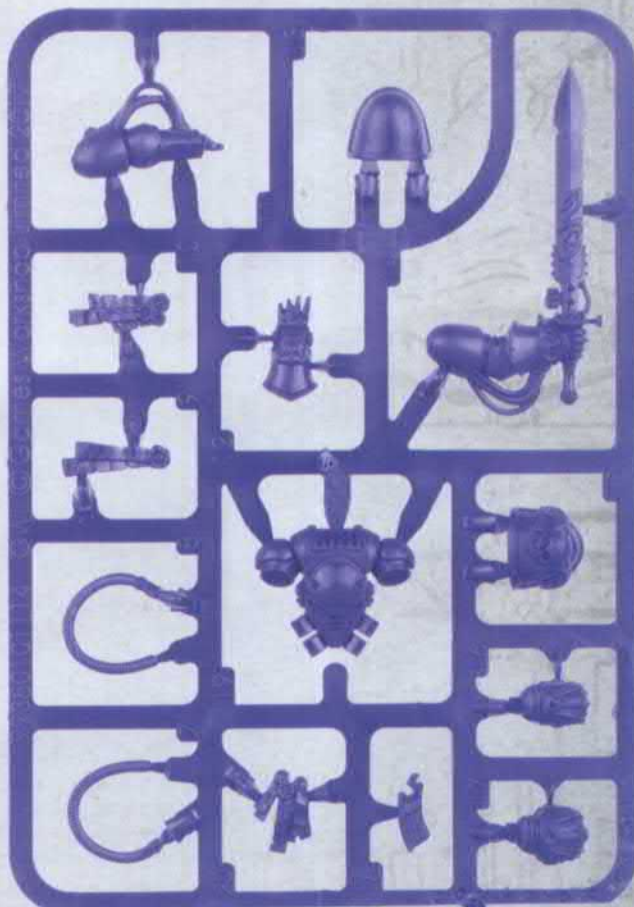
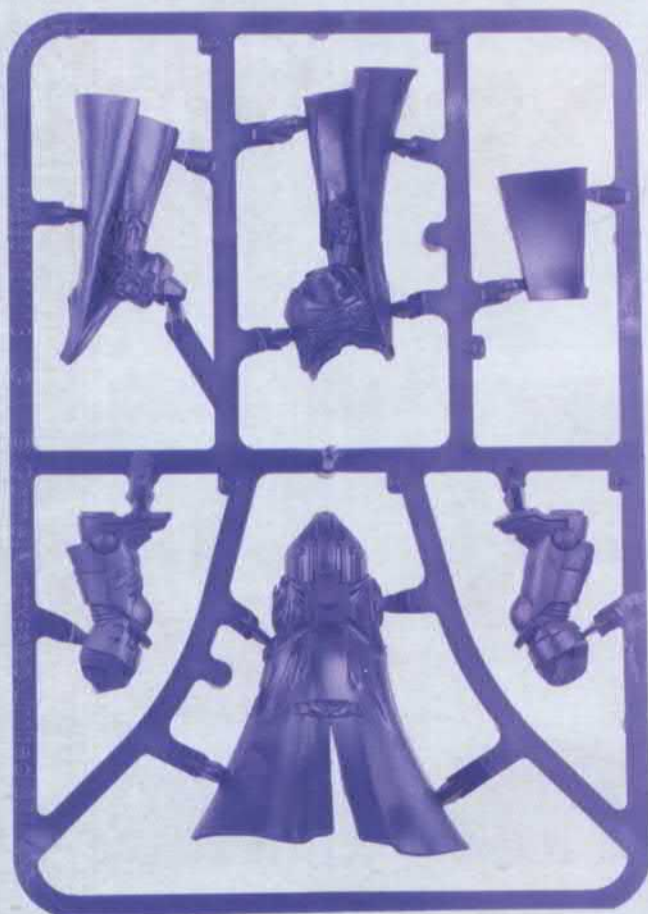
Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make Lieutenant Calsius as shown below.



HOW TO BUILD

PRIMARIS LIBRARIAN

Below is a stage-by-stage guide to build your Primaris Librarian. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow. The Primaris Librarian comes on two sprues. You will need clippers and glue to build this model.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 Using the assembly guide overleaf, clip the components out in order and lay them out for each step.



3 Carefully follow the guide on the following pages to assemble your Primaris Librarian model.

CLIPPING INSTRUCTIONS

The Primaris Librarian has some small components that require extra care. This model comes with two heads, one with a helmet and one without. Our paint guide uses the head without the helmet.



- 1** Your clippers have a flat side (photo 1) and an angled side (photo 2). When you are clipping components from the sprue, place the flat edge against the component. Sometimes you will find the angled side is useful, but it will usually leave some extra plastic frame attached.



- 2** When clipping out small components, be extra careful and try to clip as close to the component as possible. You don't want to leave any excess bits of plastic. When you make the last clip, hold the component with your other hand so you don't lose it.



- 3** Clip all of the components you need for each step, but leave the components for later steps attached so that you don't lose them. The assembly guide will tell you which components to remove for each step.



CLIPPERS AND GLUE SAFETY

You will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers. Your clippers are different from those shown, but they work the same way.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.

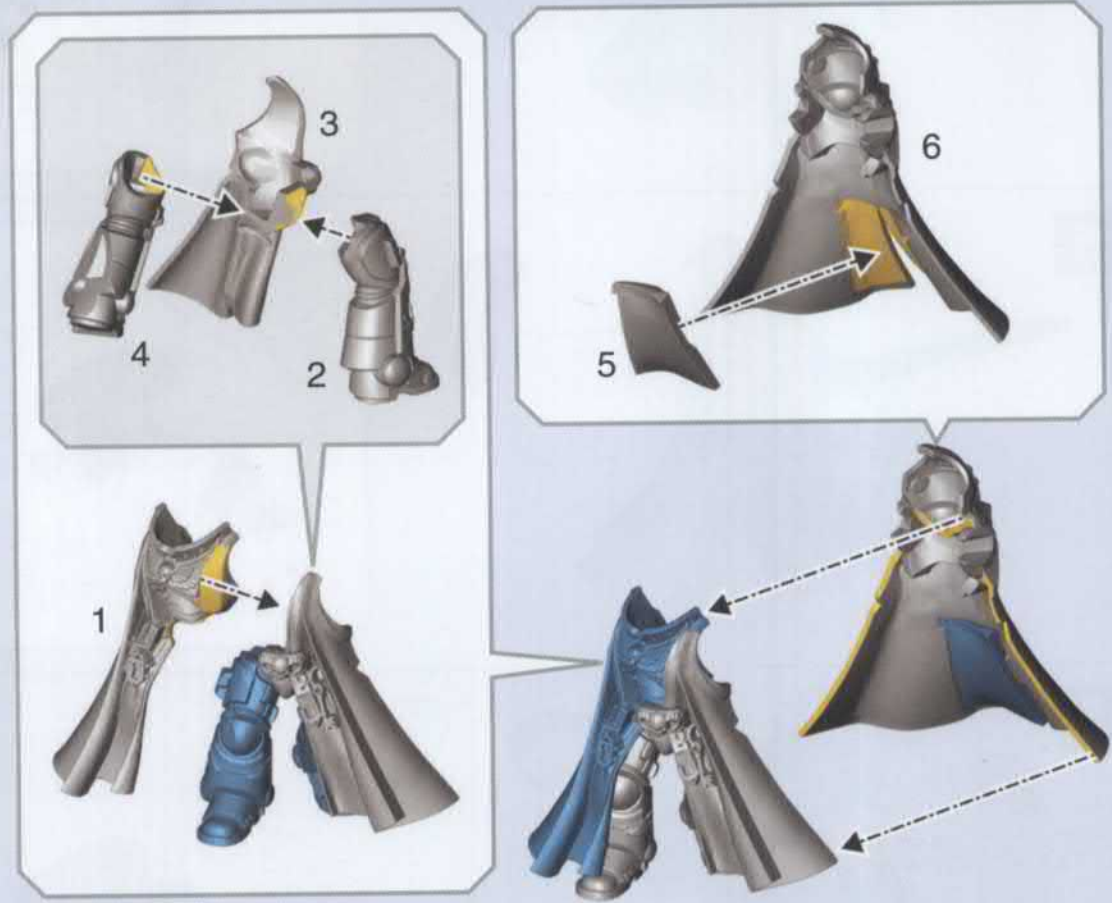


Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.

BUILDING YOUR LIBRARIAN

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to assemble the Primaris Librarian as shown below. The areas highlighted in yellow show where to apply the glue. The parts in blue show how the previous step looks when finished. If you accidentally get too much glue on the model, clean it off with a tissue as it can melt the plastic and could obscure detail.

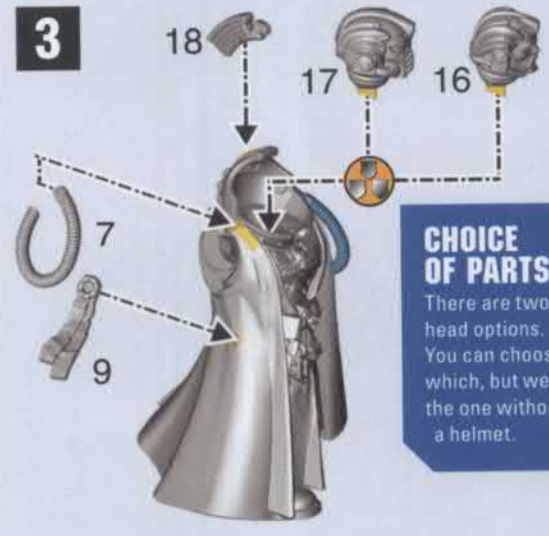
1



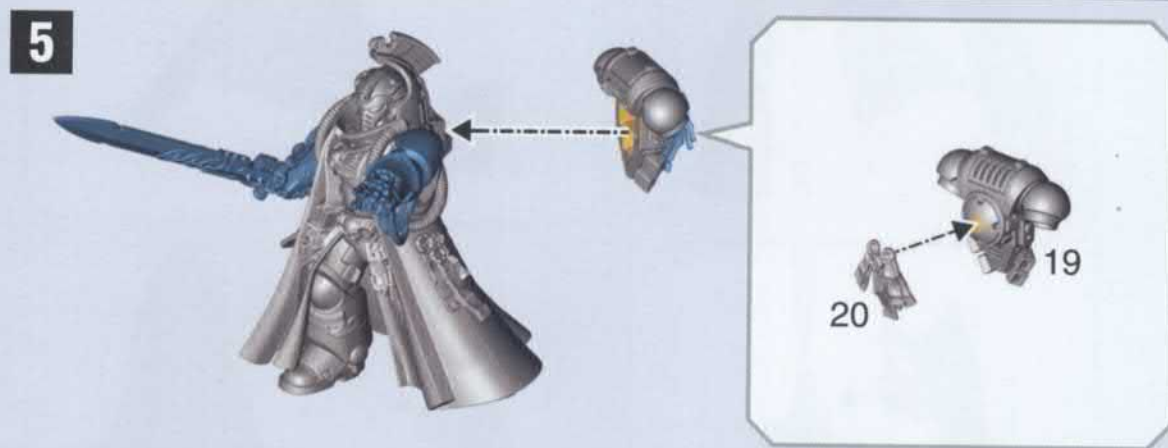
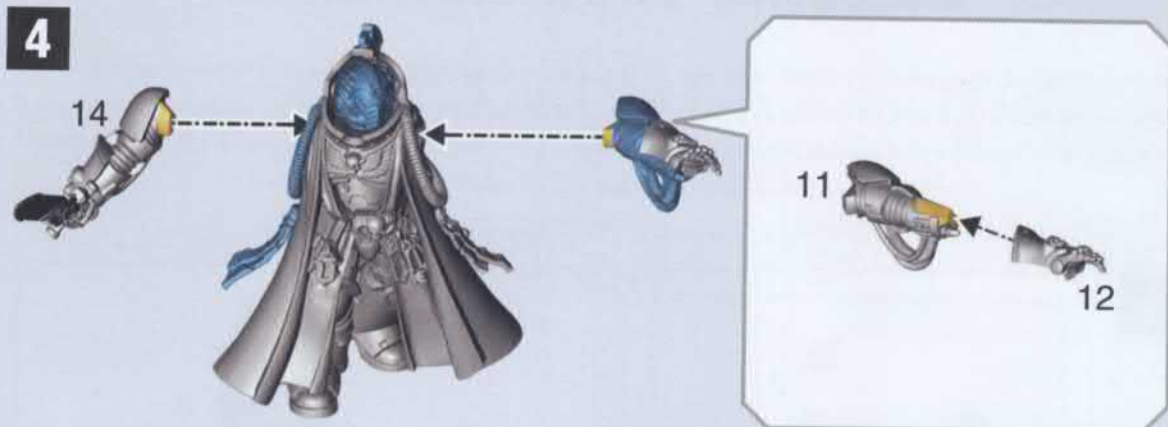
2



3



CHOICE OF PARTS
There are two head options. You can choose which, but we use the one without a helmet.



HOW TO BUILD

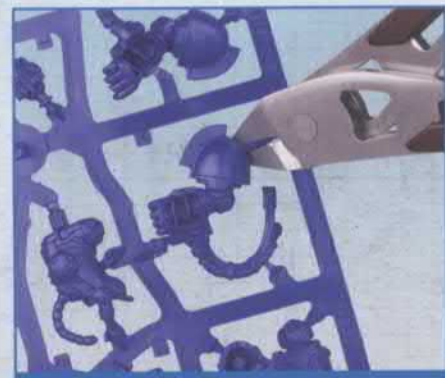
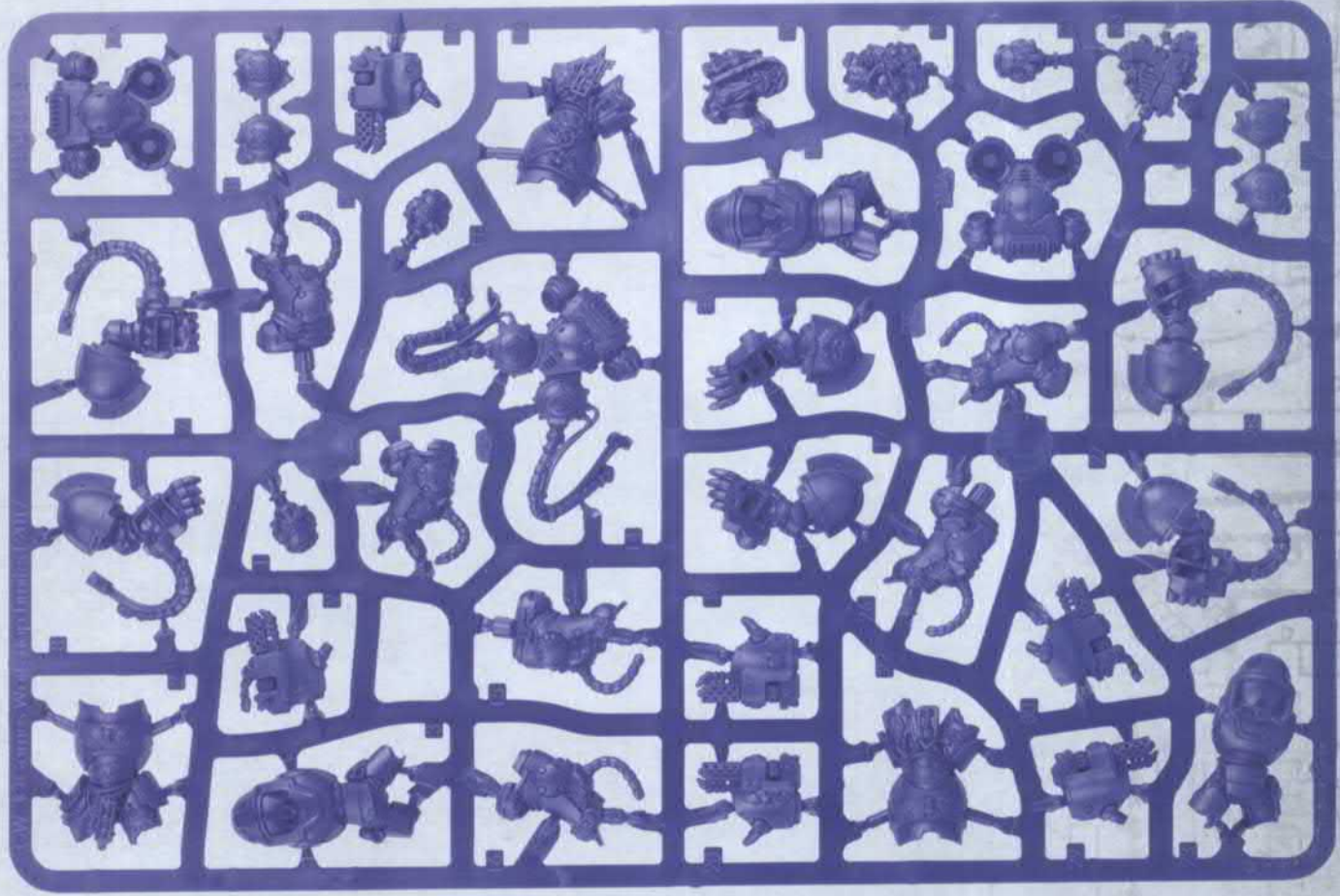
AGGRESSORS

Below is a simple, stage-by-stage guide to building your Primaris Aggressors. Follow the guide carefully and assemble the kit using the instructions on the reverse of this page.

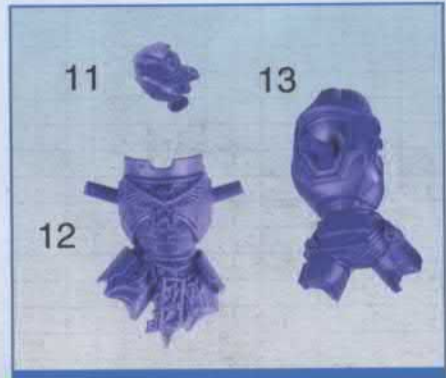
CLIPPER SAFETY



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 Using the assembly guide overleaf, clip the components out in order and lay them out for each step.

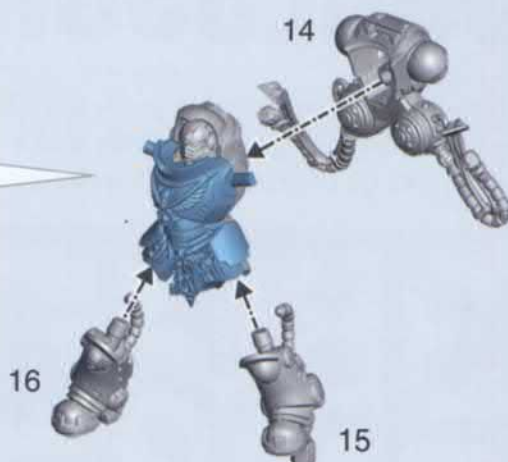
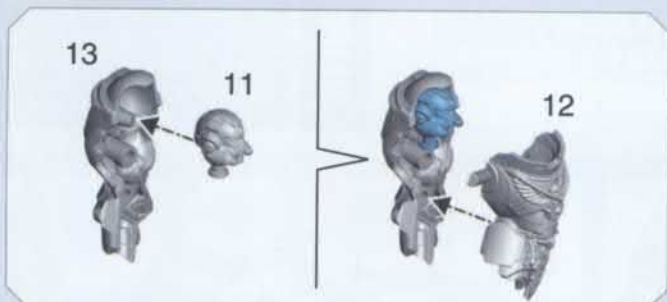


3 Carefully follow the guide on the following pages to assemble your Primaris Aggressors.

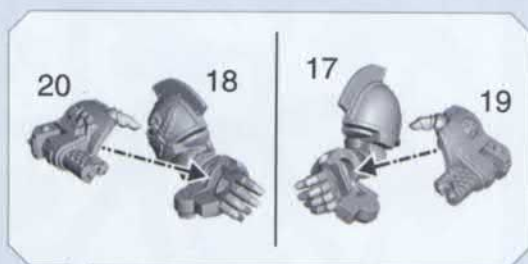
BUILDING YOUR AGGRESSOR SERGEANT

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make the Primaris Aggressor Sergeant as shown below.

1



1b



1c



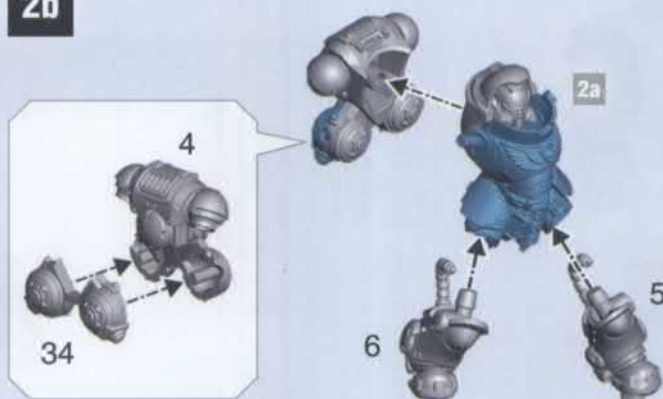
BUILDING YOUR AGGRESSOR A

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make Primaris Aggressor A as shown below.

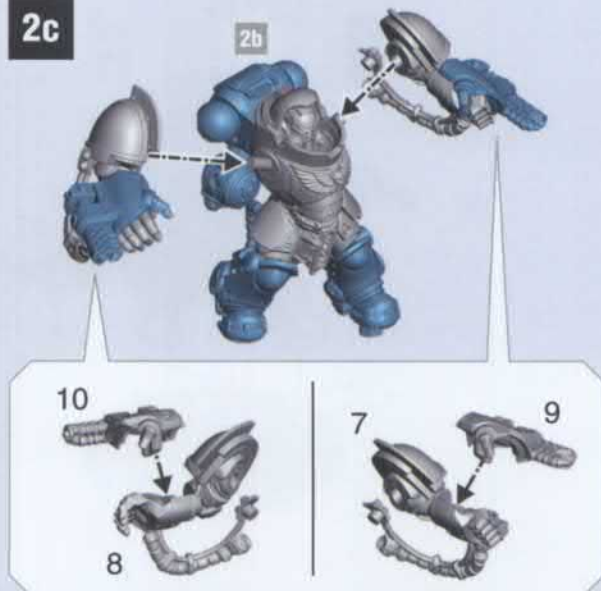
2a



2b



2c



2d



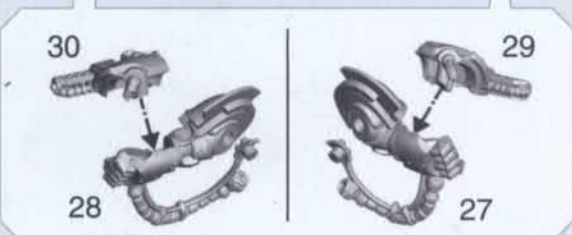
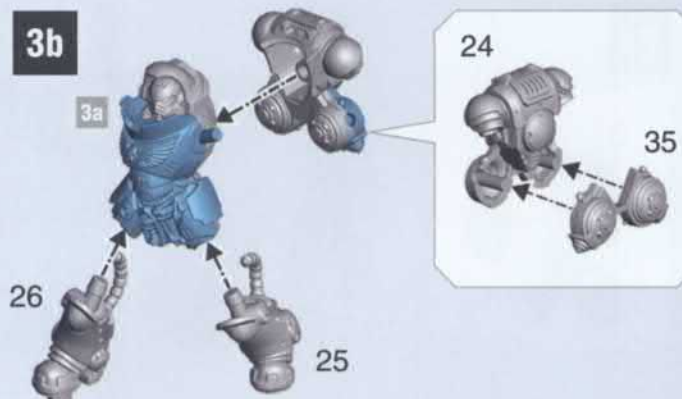
BUILDING YOUR AGGRESSOR B

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make Primaris Aggressor B as shown below.

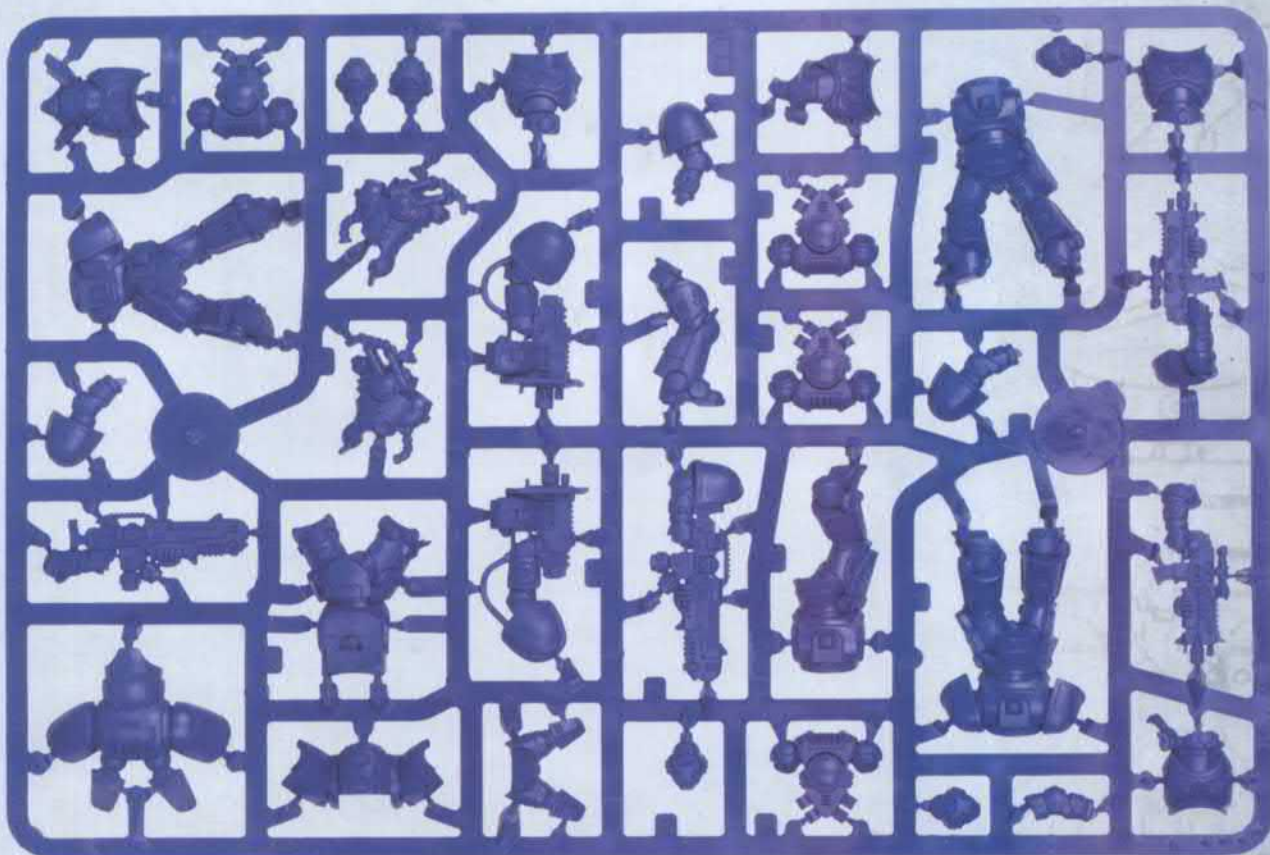


3a



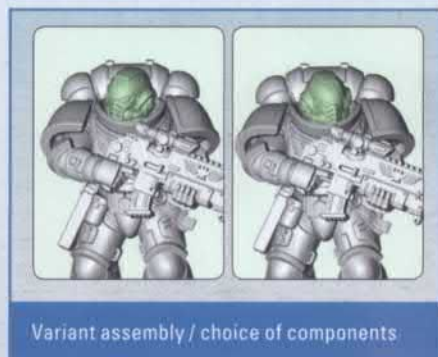
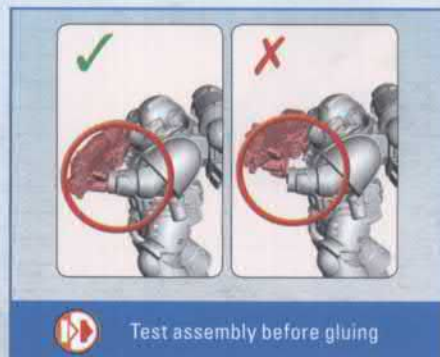
HOW TO BUILD YOUR NEW SPACE MARINES

Below is a simple, stage-by-stage guide to building your new Intercessors, Hellblasters and Inceptor. Follow the guides carefully, applying glue to the areas of the models that are highlighted in yellow.



INSTRUCTIONS

This is a large sprue containing parts from multiple different models. You'll need to be extra careful when assembling this kit and make sure you are sticking the correct parts together. Follow the guide very carefully, and test the fit of the pieces before applying any glue (see red below). The heads have two possible positions to choose from (see green below).

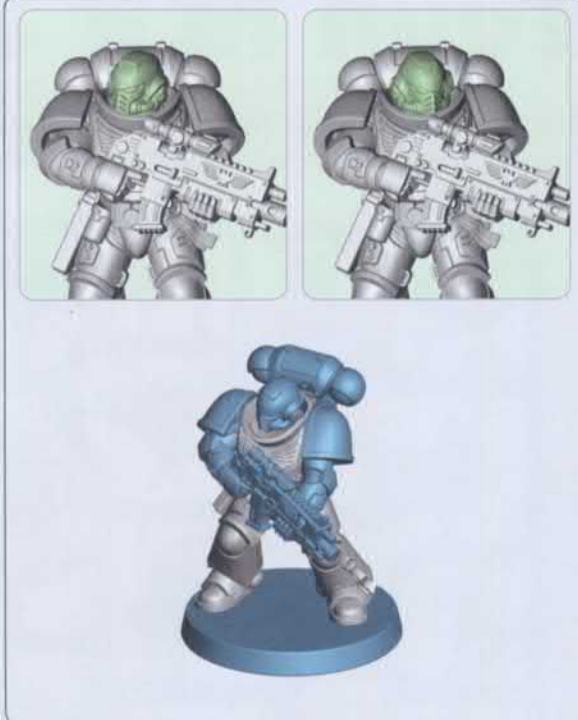


BUILDING YOUR INTERCESSORS

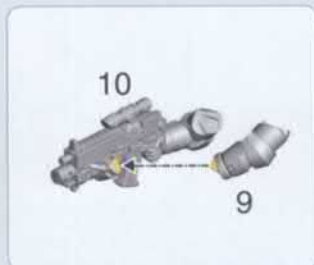
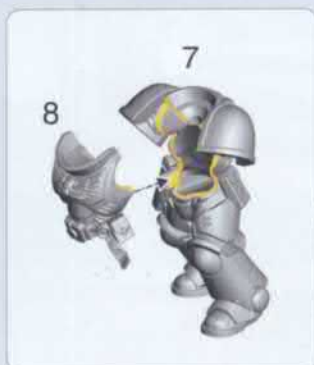
Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make each Intercessor as shown below.

1a 



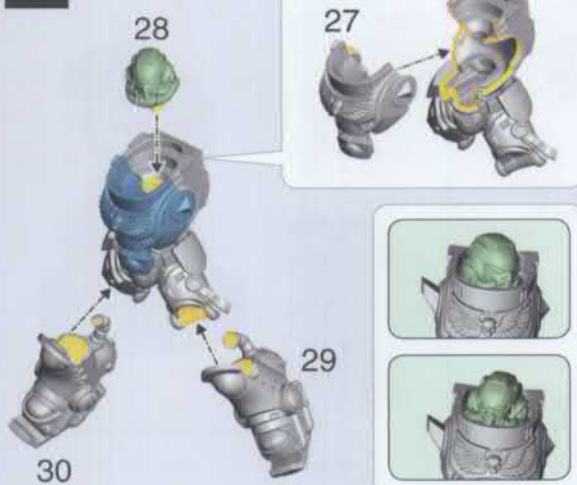
1b



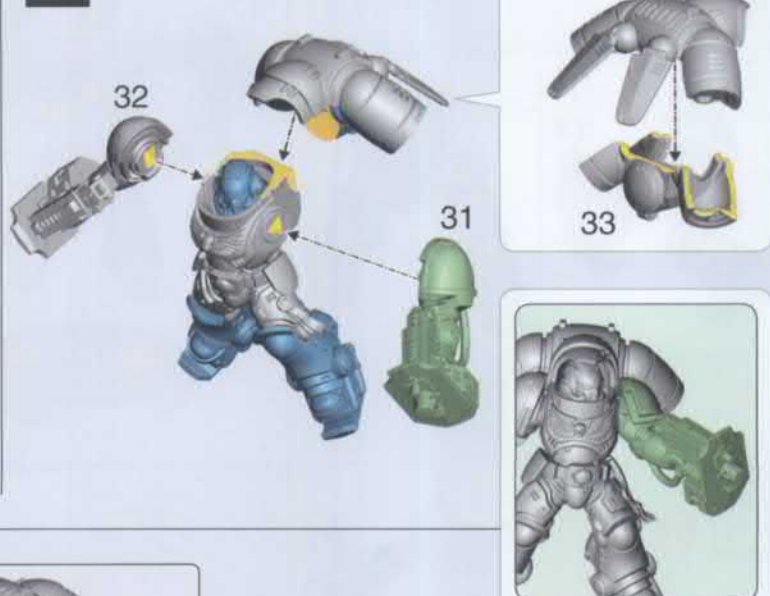
BUILDING YOUR INCEPTOR

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make the Inceptor as shown below.

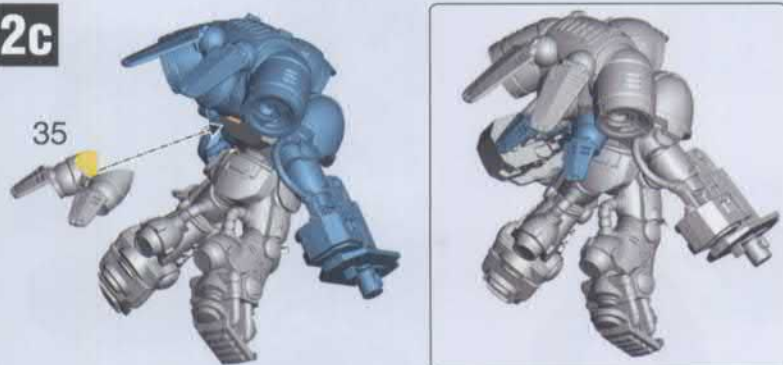
2a



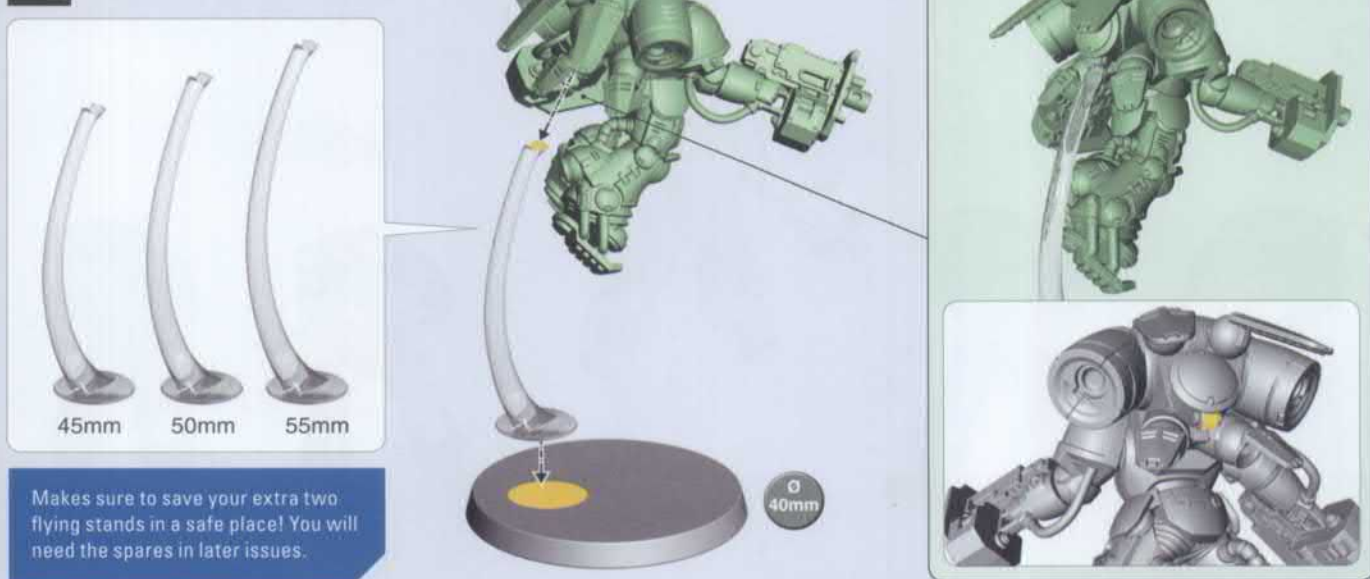
2b



2c



2d

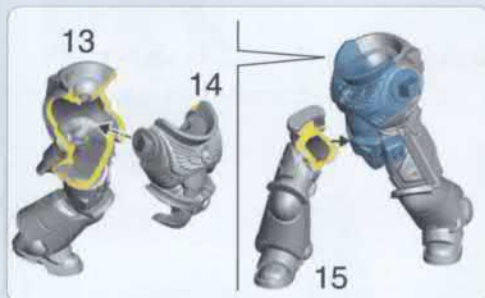


Makes sure to save your extra two flying stands in a safe place! You will need the spares in later issues.

BUILDING YOUR HELLBLASTERS

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make each Hellblaster as shown below.

3a 



3b 



HOW TO BUILD REIVERS

Below is a simple, stage-by-stage guide to build your Space Marine Reivers. Follow each of these steps carefully, check the assembly guides over the page, and before you know it, you will have built a band of elite Reivers ready for battle.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 Carefully clip each component off the sprue one at a time, being sure not to leave the plastic tabs attached.



3 Take particular care when clipping out the finer components. You don't want to snap the blades or other details!



4 Before putting your Reivers together, lay their components out to make sure you have everything.

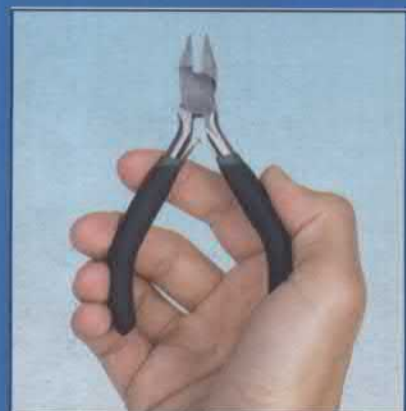


5 Each of your Reivers should be slotted into their plastic base so that they can stand up on the tabletop.

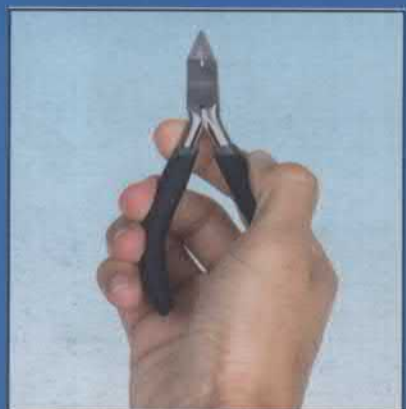


CLIPPER SAFETY

To remove your models from their sprues, you will need a set of modelling clippers. As a subscriber, you already have a set of modelling clippers. Your clippers may be different from those shown, but they work in the same way. You must follow all the instructions and guidance provided with the clippers.



Hold your clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other.

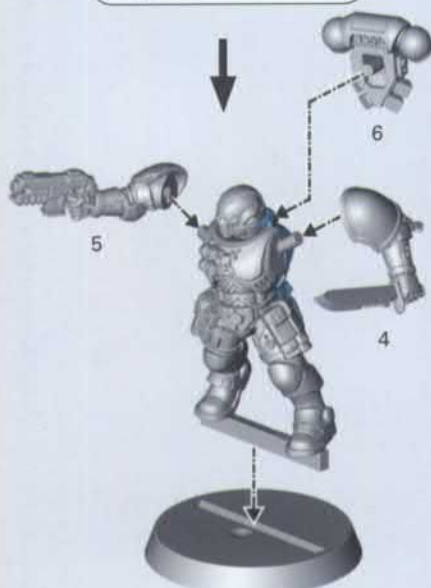


To cut a component from its sprue, gently but firmly squeeze the clippers shut until the blades meet as shown.

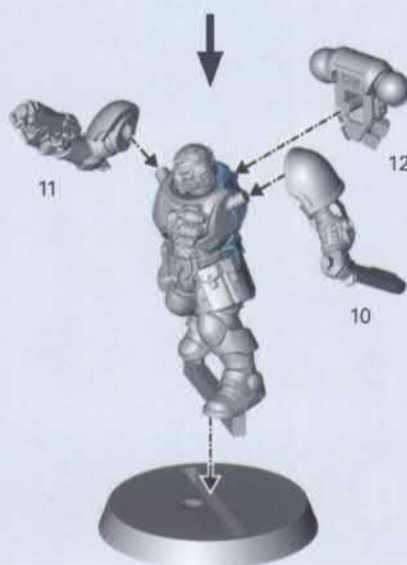
BUILDING YOUR SPACE MARINE REIVERS

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make each Reiver as shown below.



Reiver One



Reiver Sergeant

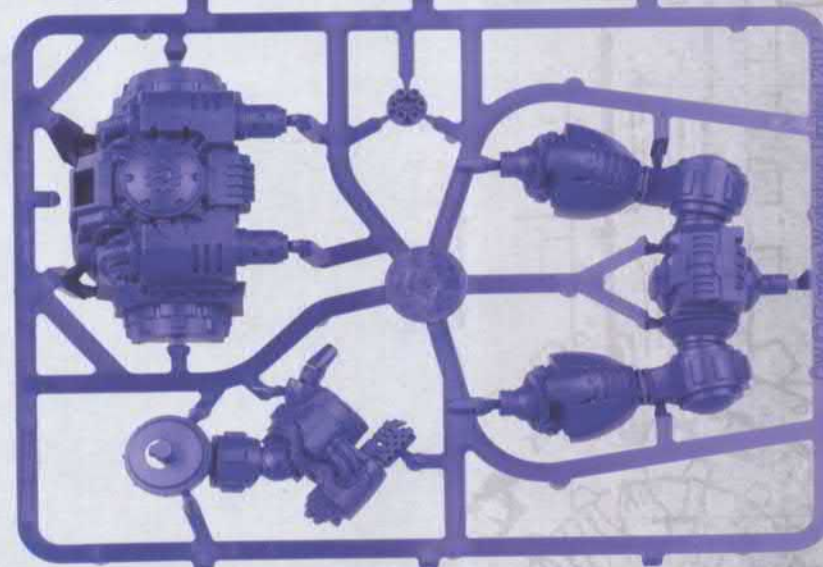
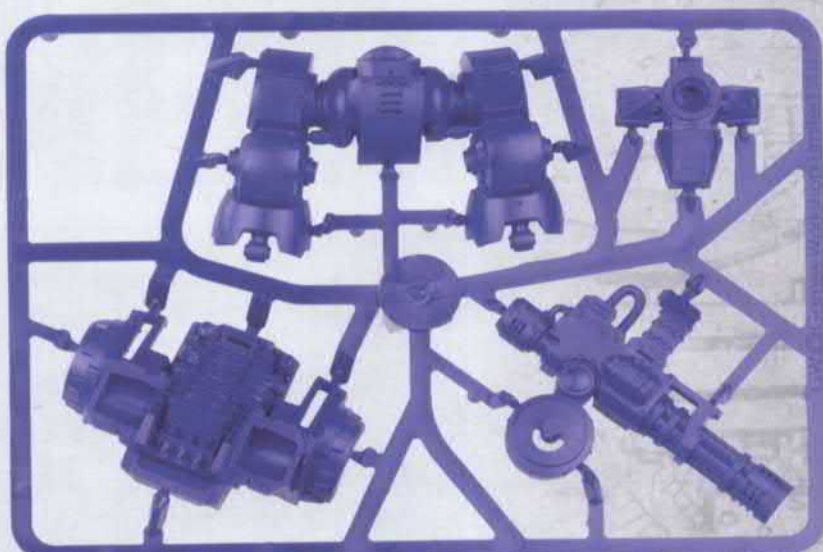
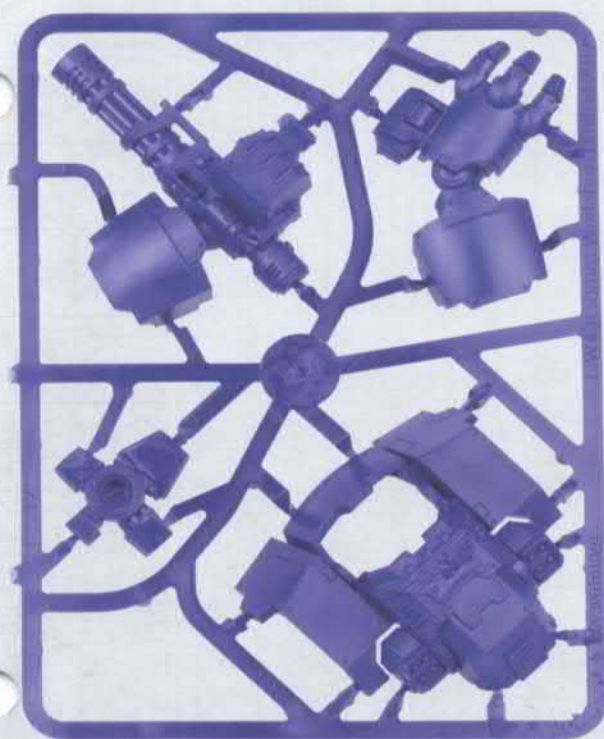


Reiver Two

HOW TO BUILD

REDEMPTOR DREADNOUGHT

Below is a simple, stage-by-stage guide to building your Redeptor Dreadnought. Follow the guides carefully, clipping out the pieces and slotting them together one-by-one in order to assemble the model. Note that some parts on this model are designed to move after it has been built.

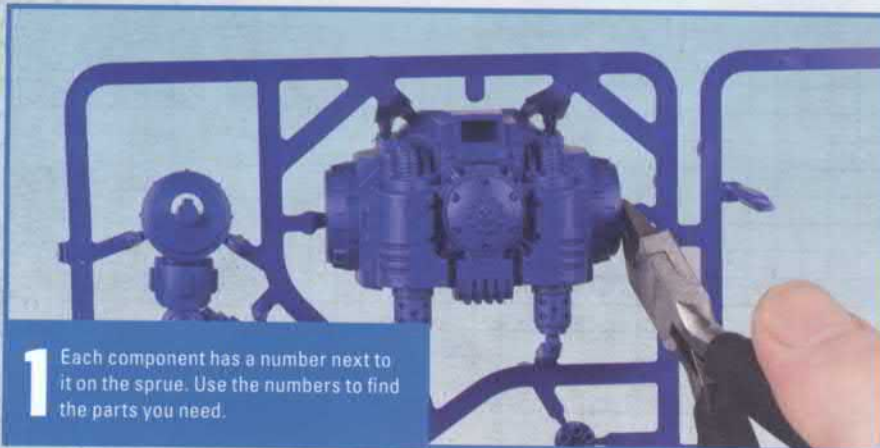


ASSEMBLING YOUR REDEMPTOR

Your Redeptor Dreadnought comes on two sprues. You have only received one sprue with this issue. You will receive the second sprue with Issue 25. Wait until you have both sprues to build the Redeptor.

INSTRUCTIONS

Your Redeptor Dreadnought is a large kit with a few small pieces. This is an easy-to-build kit that does not require glue. If you do use glue to assemble the kit, do not use it on the shoulder or waist joints. These are designed to move when the kit is completed.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 Using the assembly guide overleaf, clip the components out in order and lay them out for each step.



3 Carefully follow the guide on the following pages to assemble your Redeptor Dreadnought.



CLIPPER SAFETY

To remove your models from their sprues, you will need a set of modelling clippers. As a subscriber, you will have received a set of clippers with flat-edged blades for this job. You must follow all the instructions and guidance provided with the clippers.



Hold your clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other.

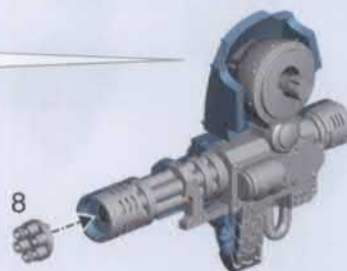
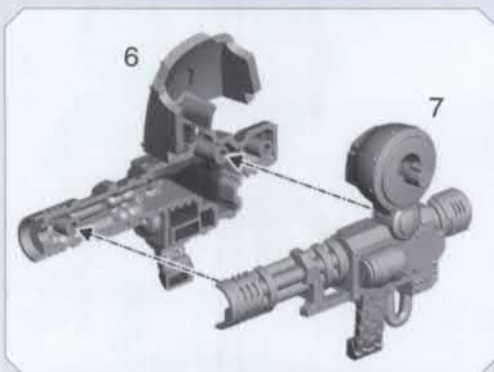


To cut a component from its sprue, gently but firmly squeeze the clippers shut as shown until the blades meet.

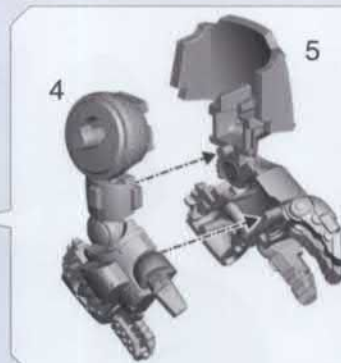
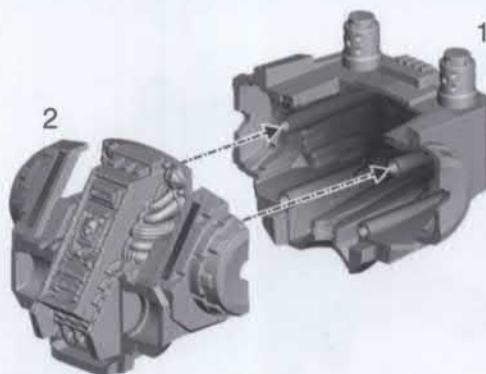
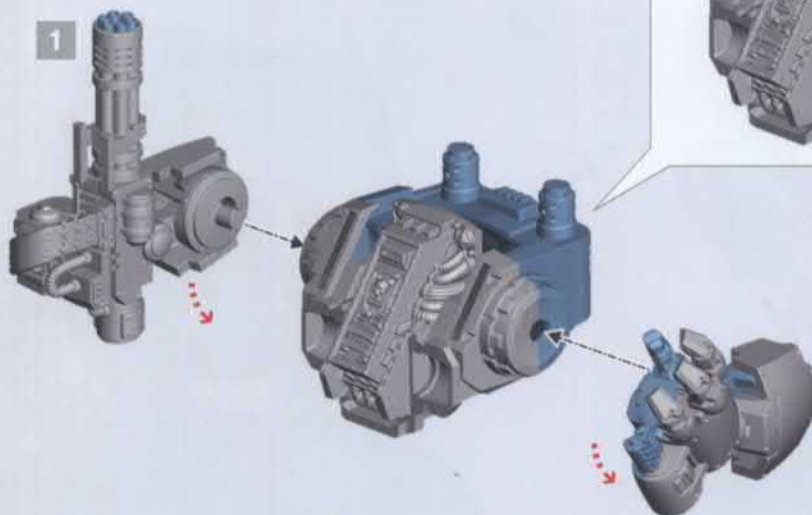
BUILDING YOUR REDEMPTOR DREADNOUGHT

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make your Redeptor Dreadnought as shown below.

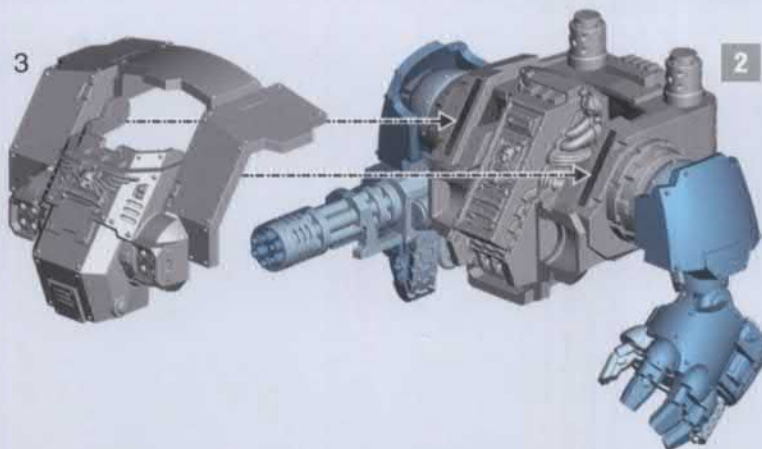
1



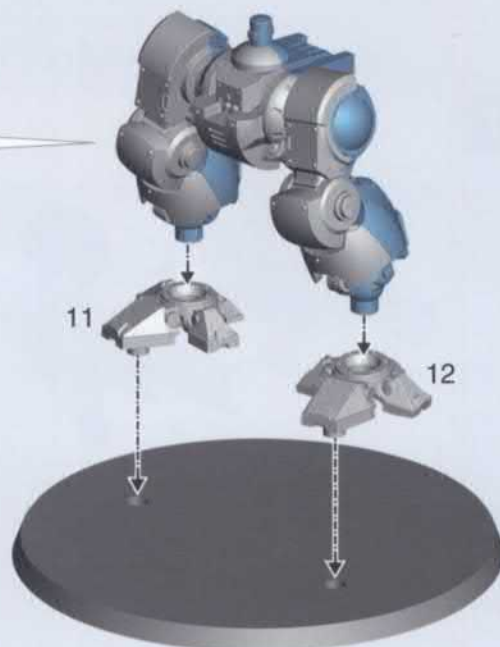
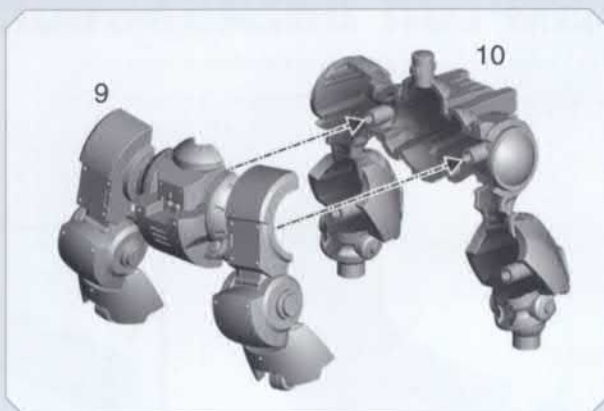
2



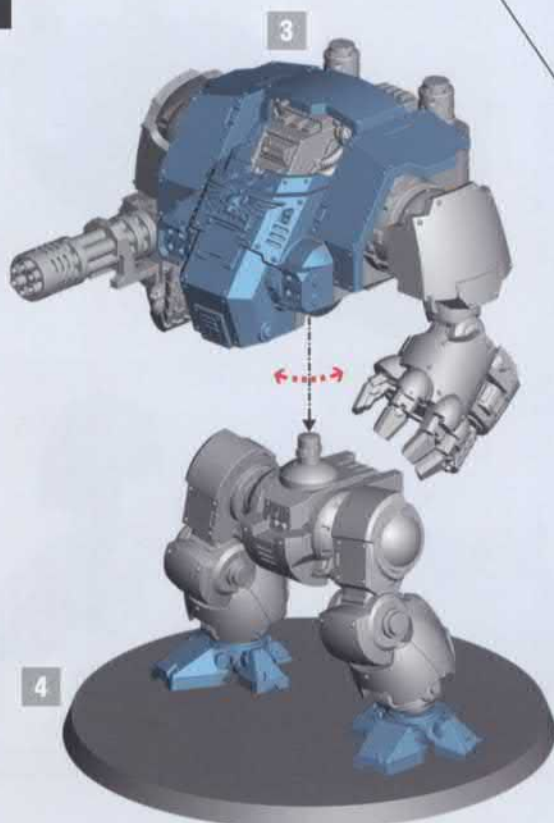
3



4



5



HOW TO BUILD

SPACE MARINE OFFICERS

Below is a simple, stage-by-stage guide to building your Primaris Captain in Gravis armour and your Hellblaster, Intercessor and Inceptor Sergeants. Follow the guides carefully, applying glue to the areas of the models that are highlighted in yellow. Be careful not to apply too much glue.

BUILD SYMBOLS



• Glue points



• Assembled components



• Test before gluing

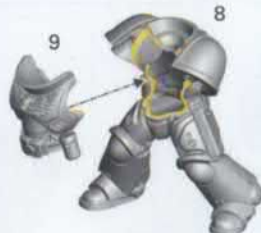
1

INTERCESSOR SERGEANT



2

HELLBLASTER SERGEANT



CLIPPERS AND GLUE SAFETY

Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.

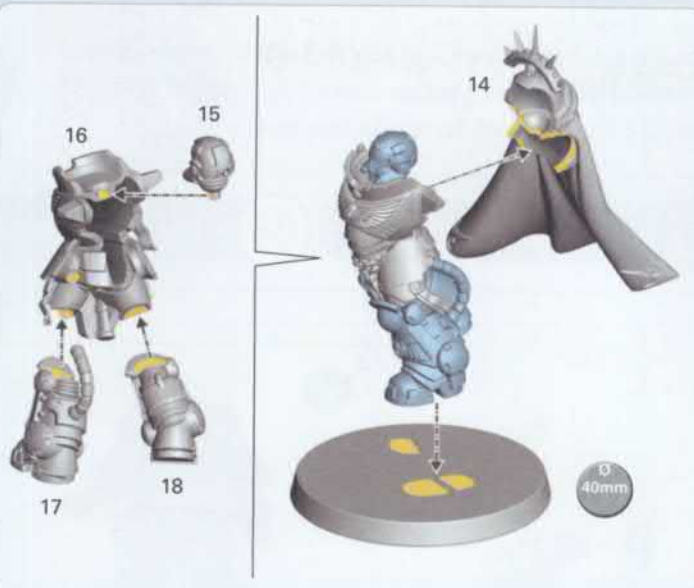
BUILDING YOUR SPACE MARINE OFFICERS

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make each model, as shown below.

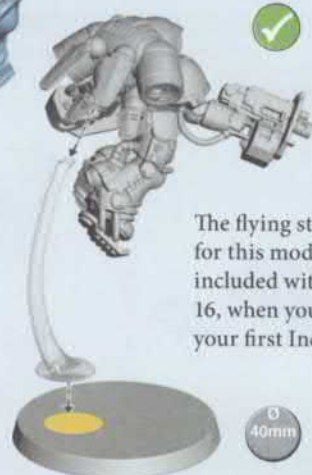
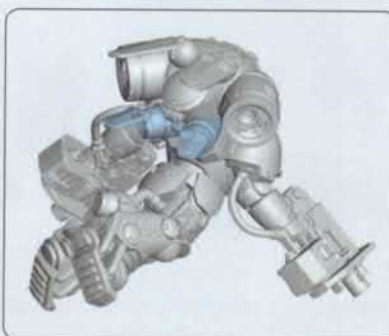
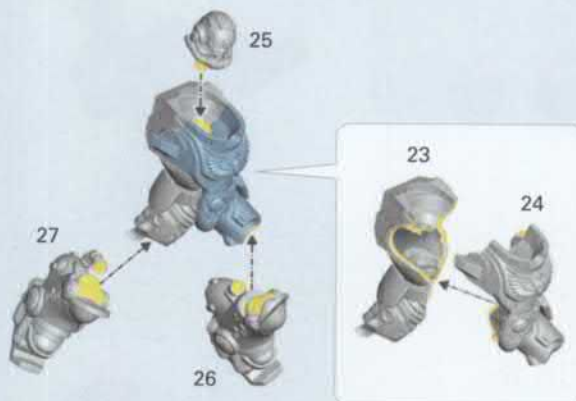
3

SPACE MARINE CAPTAIN



4

INCEPTOR SERGEANT



The flying stem for this model was included with Issue 16, when you received your first Inceptor.

HOW TO BUILD PRIMARIS APOTHECARY



In this guide we show you how to assemble the Primaris Apothecary. This is quite a complex kit, so make sure you look through the assembly guide carefully and assemble it in the correct order.

BUILD SYMBOLS



• Glue points

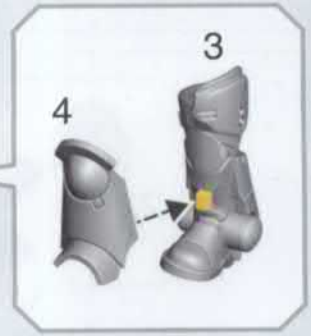
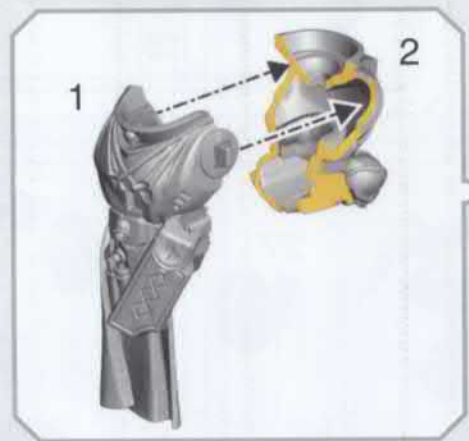


• Assembled components

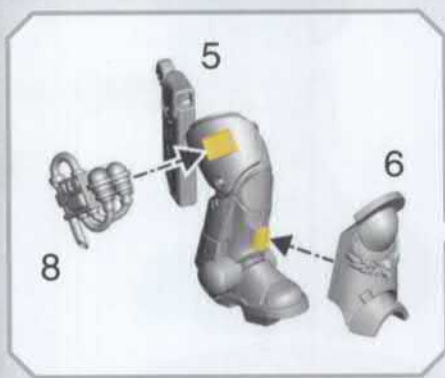


• Optional Assembly

1



2



CLIPPERS AND GLUE SAFETY



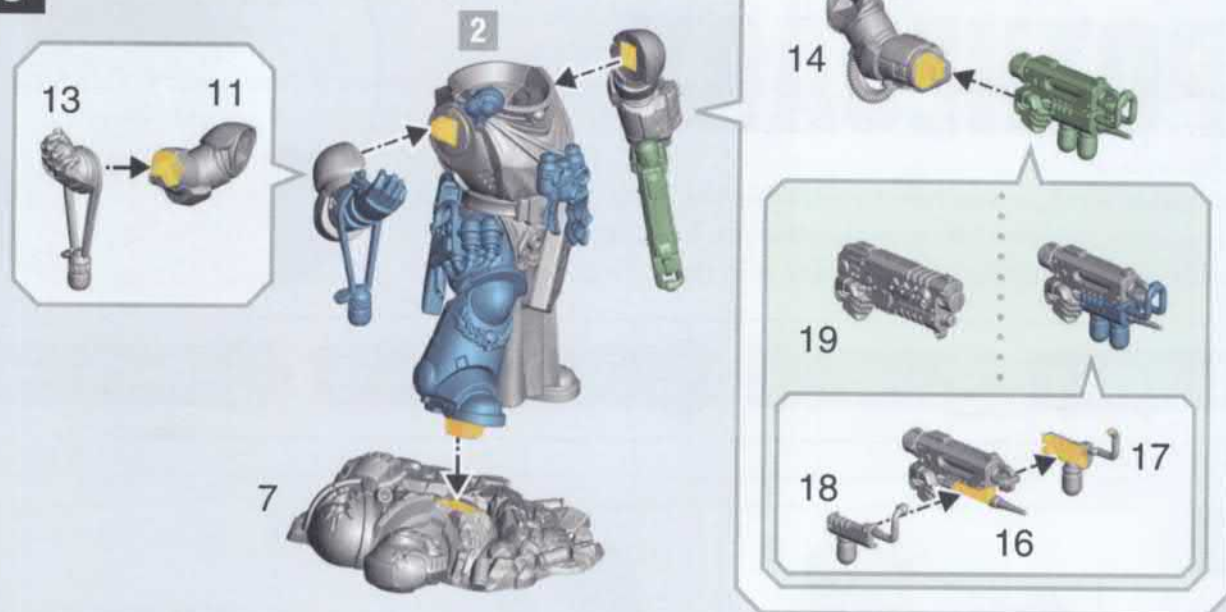
Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



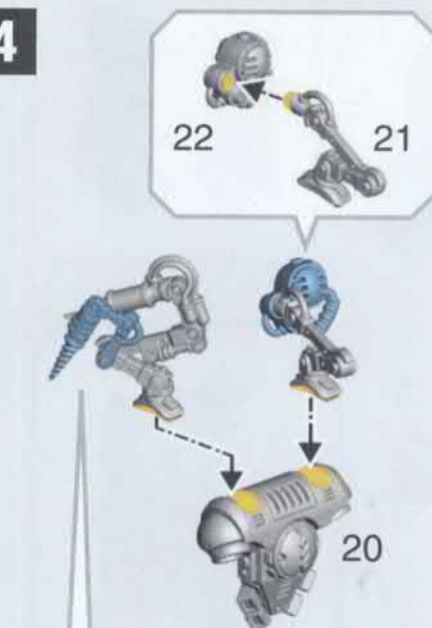
BUILDING YOUR PRIMARIS APOTHECARY

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make your Primaris Apothecary, as shown below.

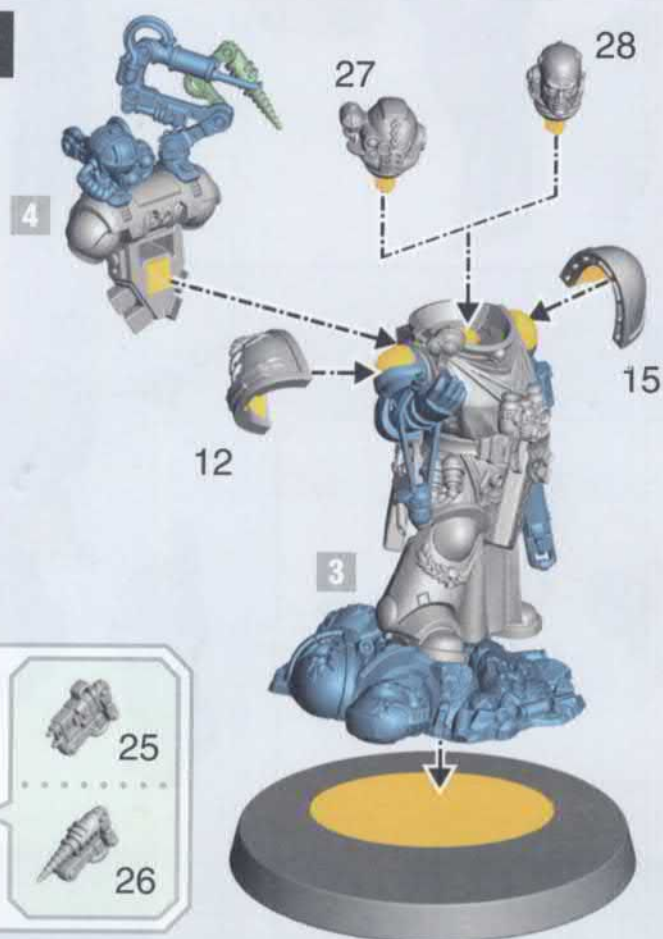
3



4



5



HOW TO BUILD PRIMARIS CHAPLAIN

Below is a simple, stage-by-stage guide to building your Primaris Chaplain. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page).



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 When clipping small components from the sprue, be sure to hold them with your free hand so they do not get lost.



**CLIPPERS AND
GLUE SAFETY**



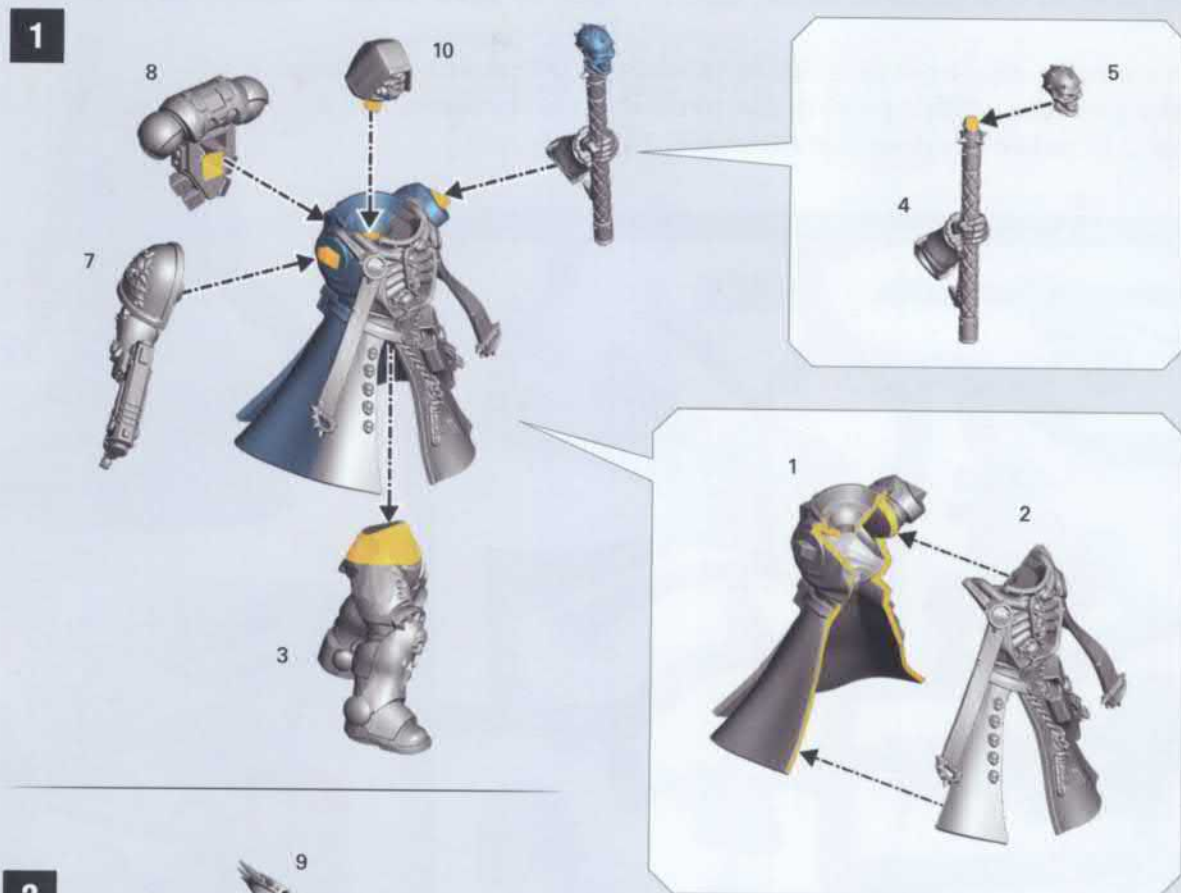
Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



ARM YOURSELF WITH HATRED, SHIELD YOURSELF WITH FAITH.

BUILDING YOUR PRIMARIS CHAPLAIN

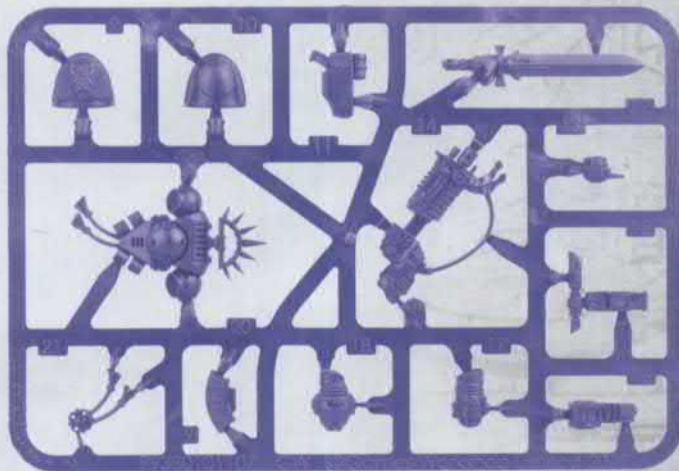
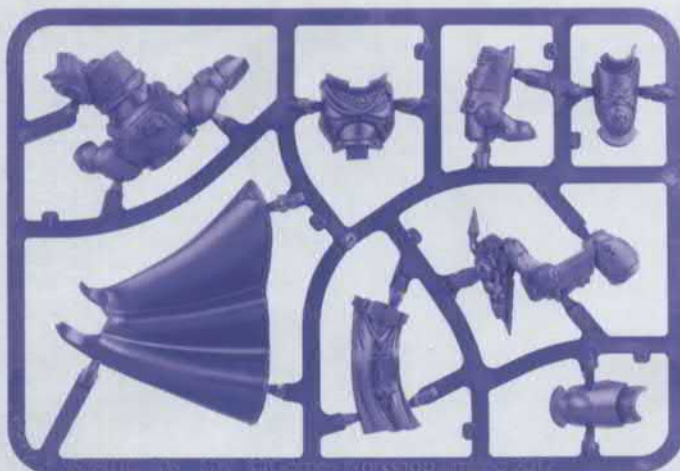
Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make your Primaris Chaplain, as shown below.



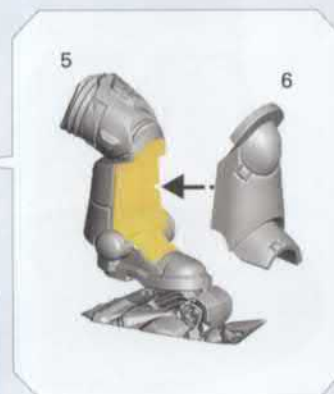
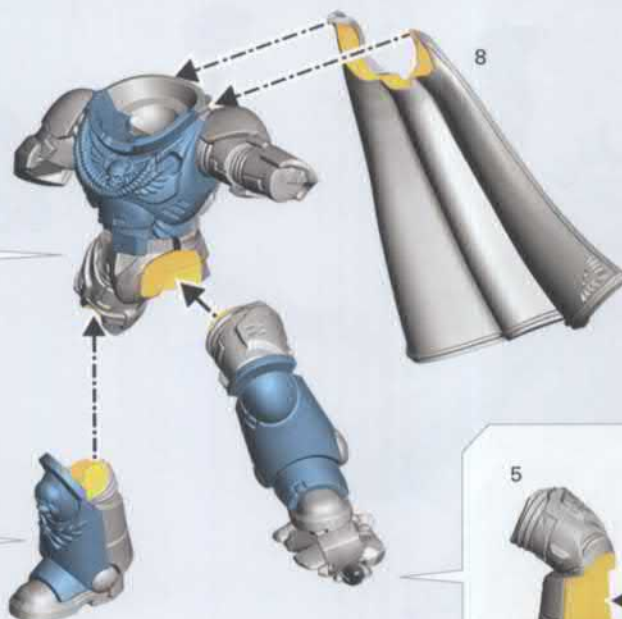
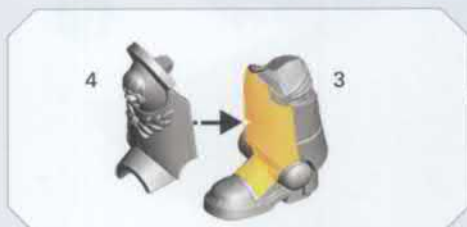
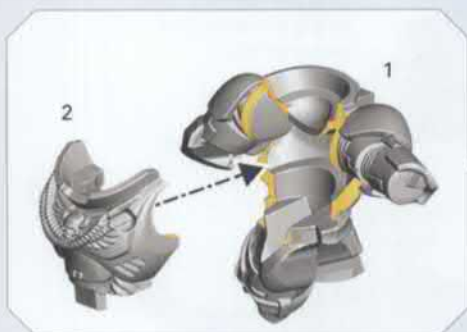
HOW TO BUILD PRIMARIS CAPTAIN



Below is a simple, stage-by-stage guide to building your Primaris Captain. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow.



1



**CLIPPERS AND
GLUE SAFETY**



Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.

BUILDING YOUR PRIMARIS CAPTAIN

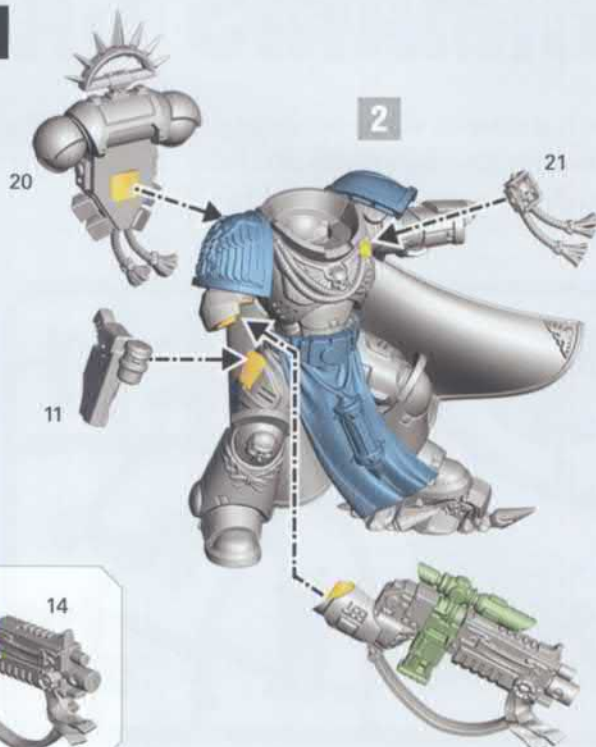
Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make your Primaris Captain, as shown below.

2



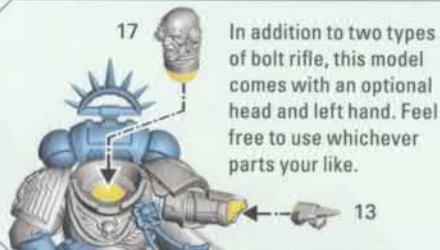
3



4



17

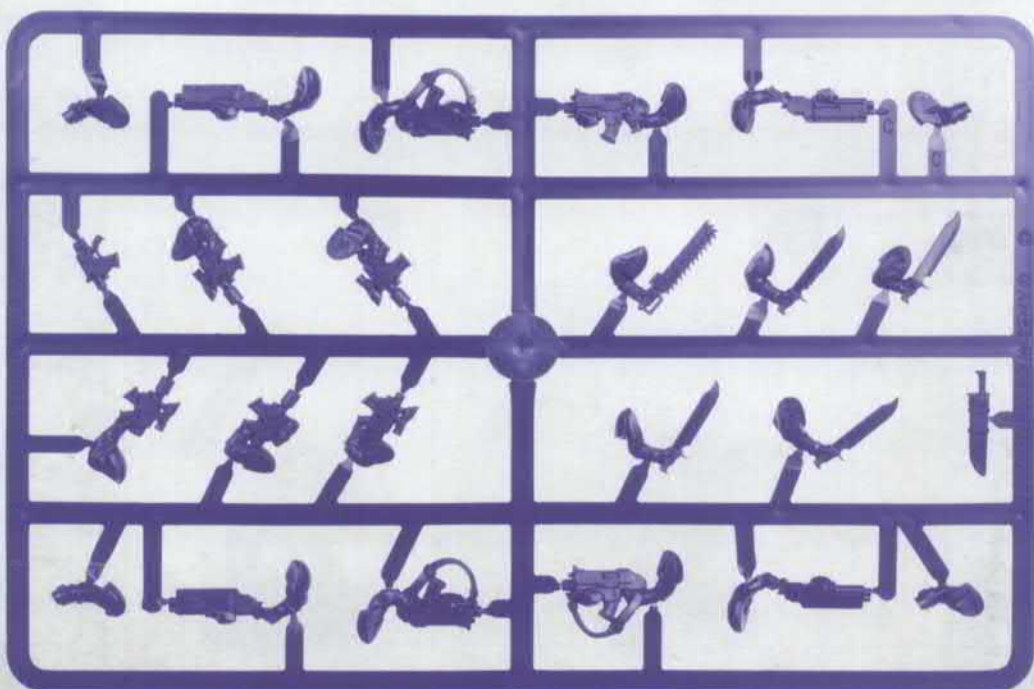
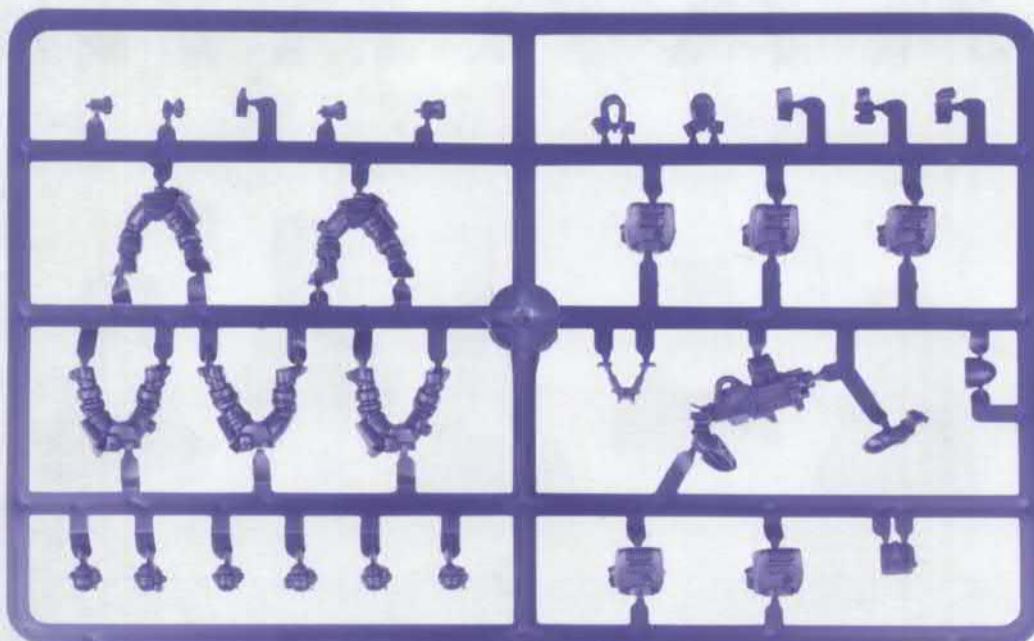


13



HOW TO BUILD SPACE MARINE SCOUTS

So far, only your Primaris Captain came with weapon options. Your Space Marine Scouts have many wargear options to choose from. Because there are so many choices, we have provided Tutorial 26 in this issue to help you choose them. Read the tutorial before building your Scouts.



CLIPPERS AND GLUE SAFETY

Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of pressure to squeeze the glue. Use the glue in a well ventilated area.



Using the assembly guide overleaf, clip out the components that are needed for each step. The guide does not use numbers, so only clip out the components as you need them. Carefully follow the guide on the following pages to assemble your Space Marine Scouts.

BUILDING YOUR SPACE MARINE SCOUTS

Use the images below to find the right bits to make each Space Marine Scout. When it comes to choosing weapons, consult Tutorial 26 in this issue if you need help.

1 a



1 b



x5



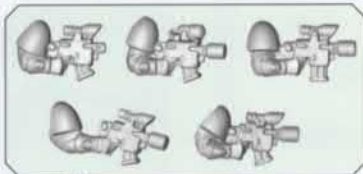
When assembling your Sergeant, you can use any of the weapons options except for the Heavy Bolter (see over the page). Note that you only have four boltguns and four Astartes shotguns.

2

SCOUT SERGEANT

x1

2 a



BOLT
PISTOL



2 b

CHAINSWORD



2 c



3

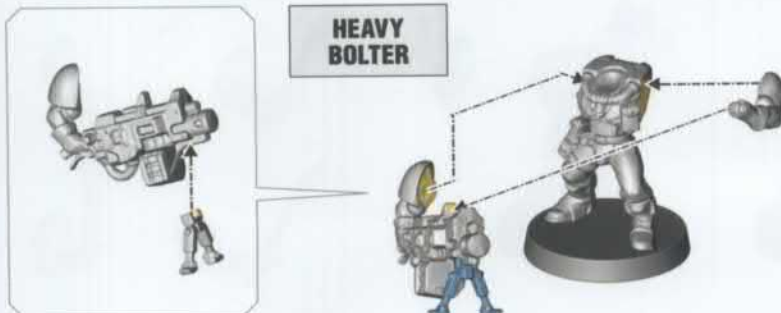
SCOUT WITH HEAVY BOLTER

x1

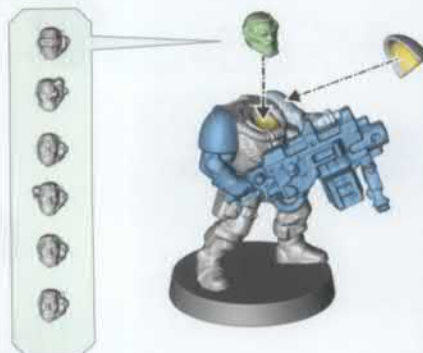
3 a



• Test before gluing



3 b

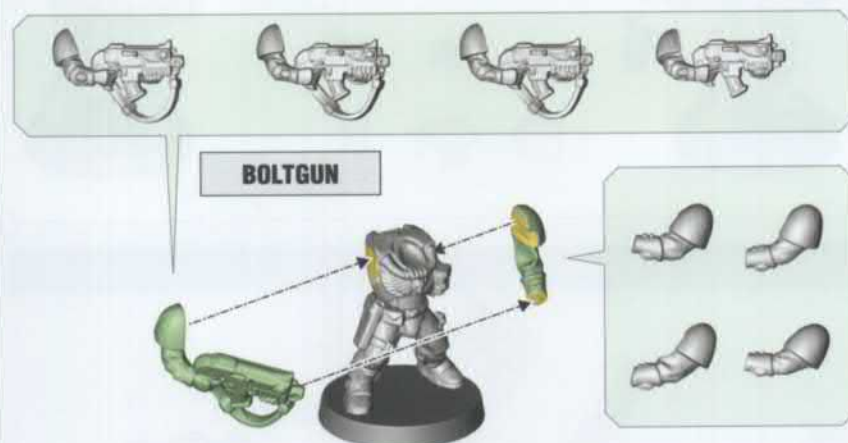


4

SCOUT WITH BOLTGUN

x4

4 a



4 b



5

SCOUT WITH ASTARTES SHOTGUN

x4

5 a



5 b

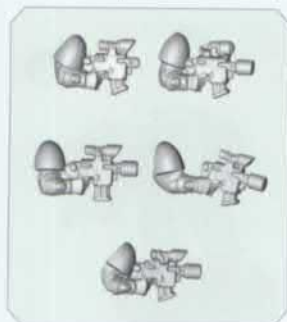


6

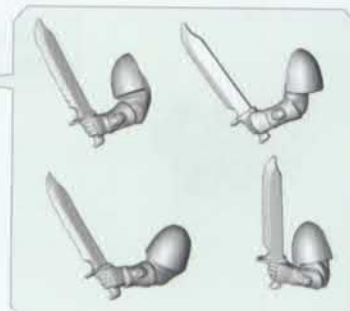
SCOUT WITH BOLT PISTOL AND COMBAT KNIFE

x4

6 a

BOLT
PISTOL

6 b

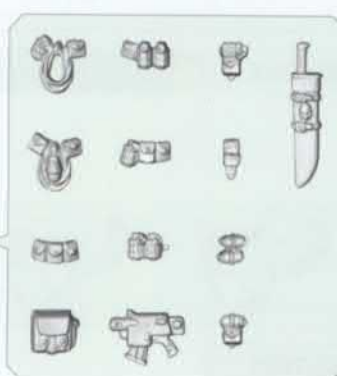
COMBAT
KNIFE

6 c



7 a

x5



8

YOUR FINISHED SCOUTS



You can assemble your scouts with a mix of weapons or several of the same type. The Scout Squad datasheet in this issue has rules for all of the weapons.

HOW TO BUILD LAND SPEEDER

Below is a simple, stage-by-stage guide to building your Land Speeder. Follow the guides carefully, applying small amounts of glue when sticking the plastic components together.



You can secure the flight stand with adhesive tac for now, so you can remove it to paint the bottom of the model.



CLIPPERS AND GLUE SAFETY

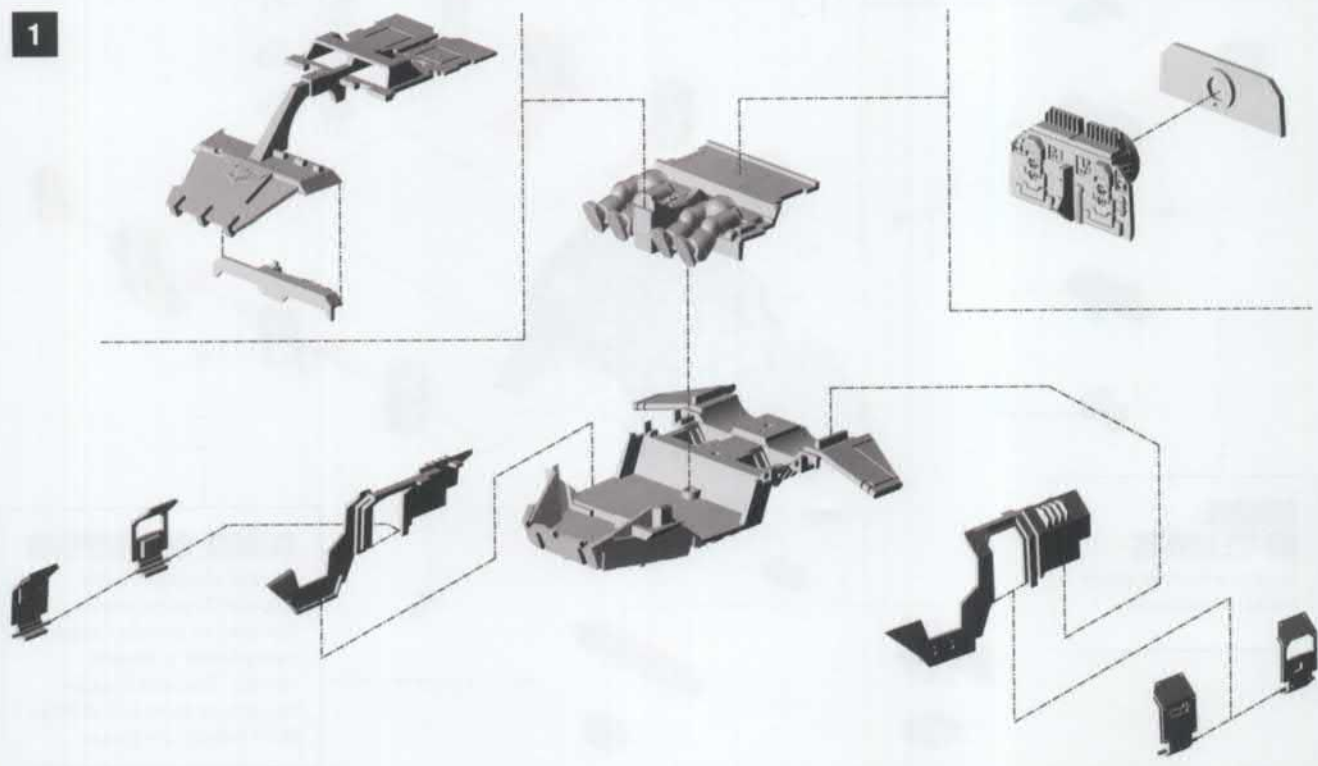


Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.

1



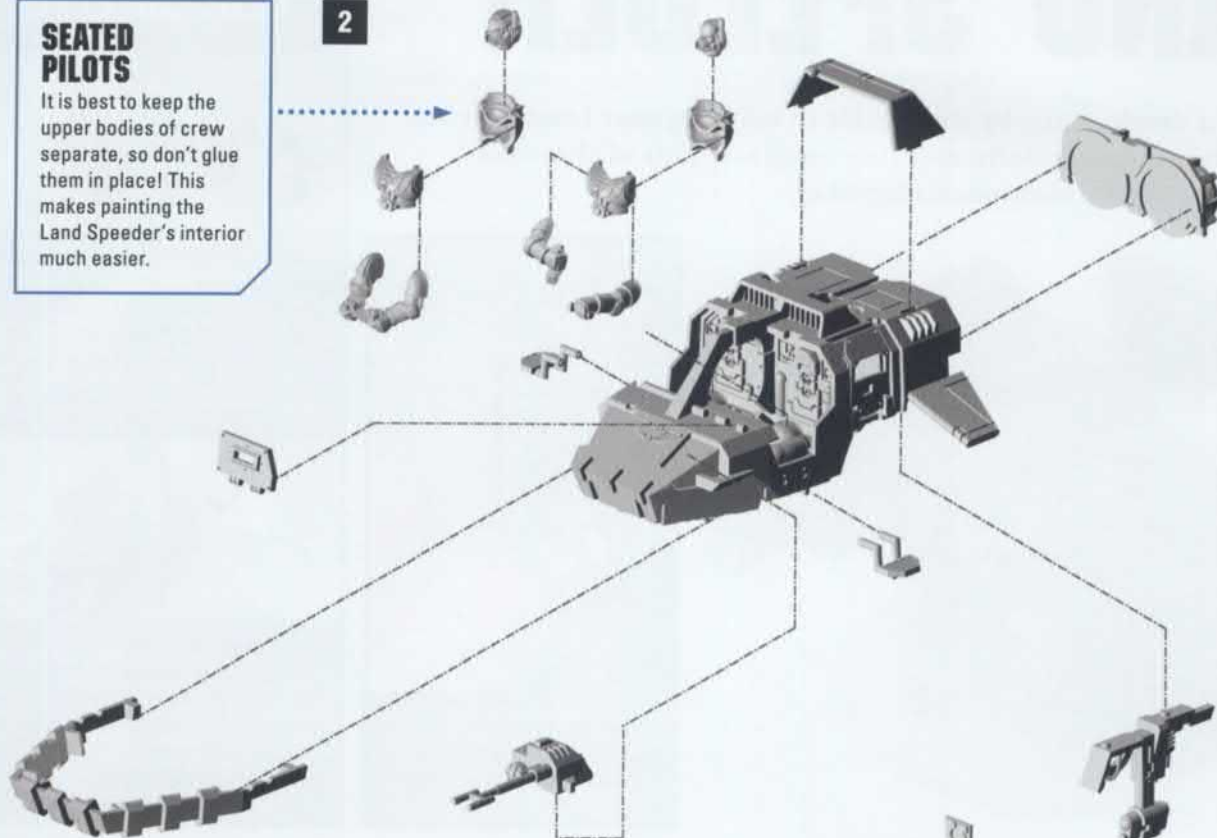
BUILDING YOUR LAND SPEEDER

Use the images below to find the right bits to make your Space Marine Land Speeder. There are several options when assembling this model, so you may wish to look at the Land Speeder's datasheet before choosing them.

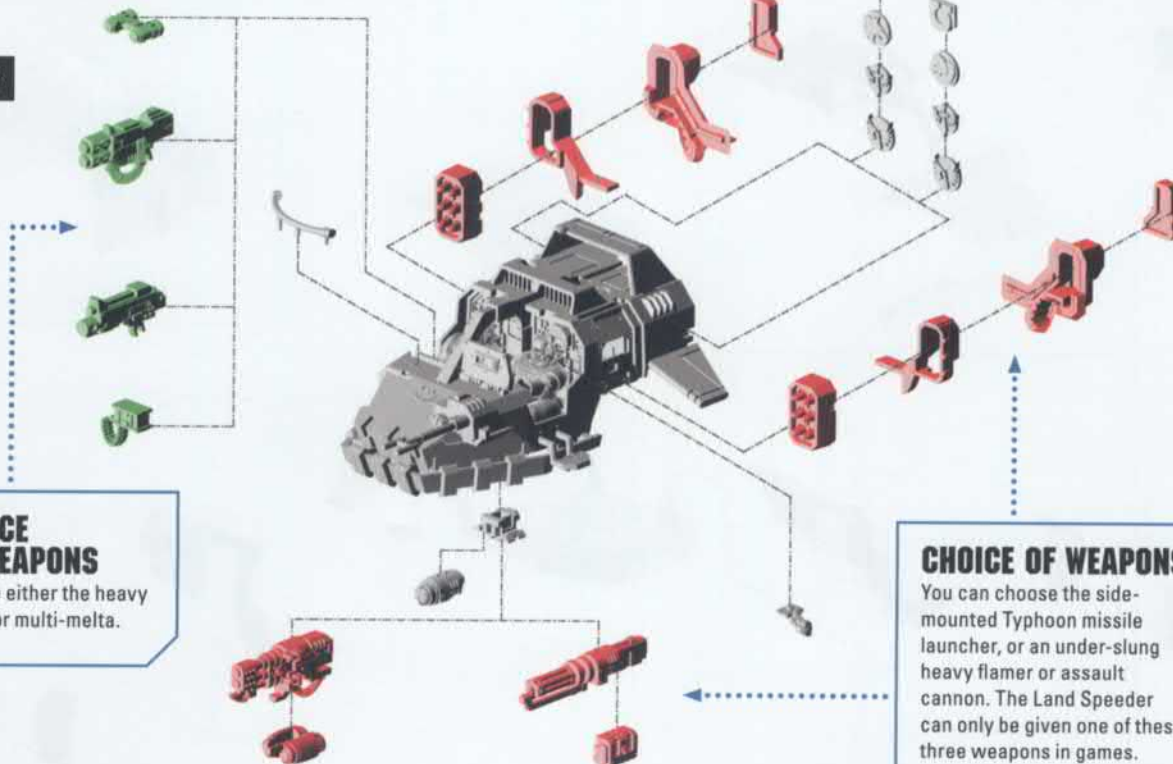
SEATED PILOTS

It is best to keep the upper bodies of crew separate, so don't glue them in place! This makes painting the Land Speeder's interior much easier.

2



3



CHOICE OF WEAPONS

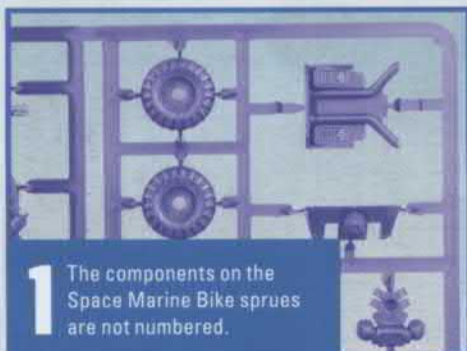
Choose either the heavy bolter or multi-melta.

CHOICE OF WEAPONS

You can choose the side-mounted Typhoon missile launcher, or an under-slung heavy flamer or assault cannon. The Land Speeder can only be given one of these three weapons in games.

HOW TO BUILD SPACE MARINE BIKES

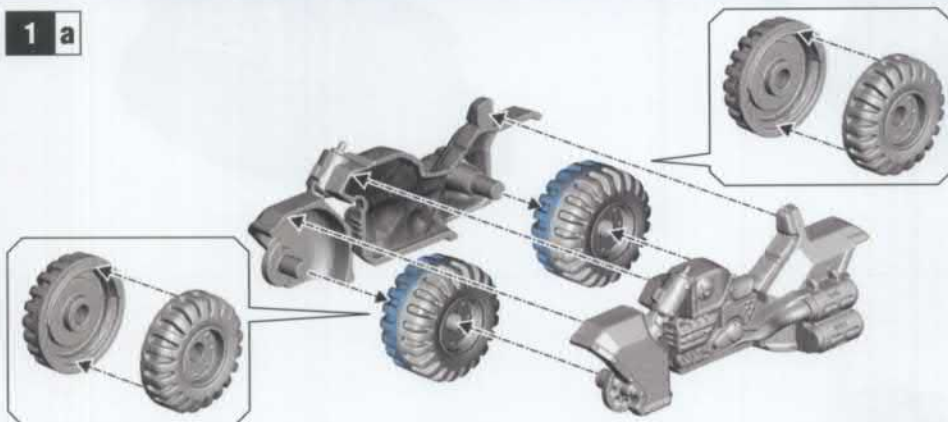
Below is a simple, stage-by-stage guide to building your Space Marine Bikes. Don't glue the rider in place; it makes painting the model much easier.



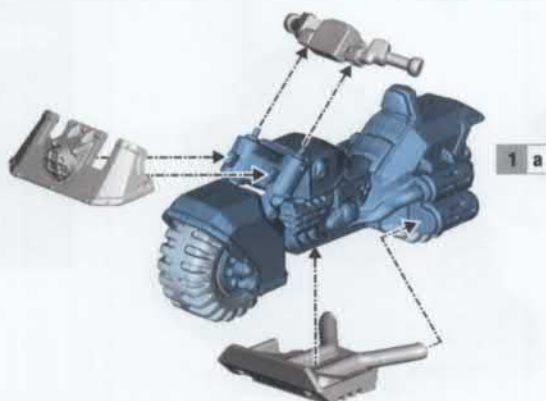
BUILDING YOUR SPACE MARINE BIKES

Use the images below to find the right bits to make each Space Marine Bike. Be careful not to apply too much glue when assembling these components.

1 a



1 b



CLIPPERS AND GLUE SAFETY

Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of pressure to squeeze the glue. Use the glue in a well ventilated area.



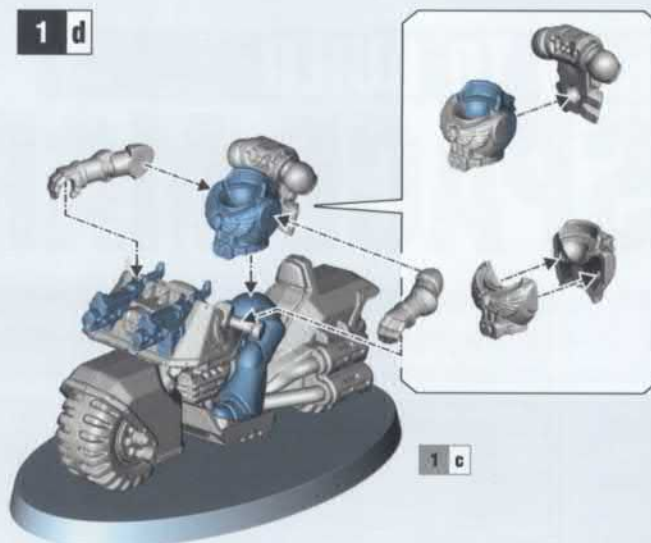
BUILD SYMBOLS



• Assembled components



• Do not glue components

1 c**1 d****1 e**

✓ x2

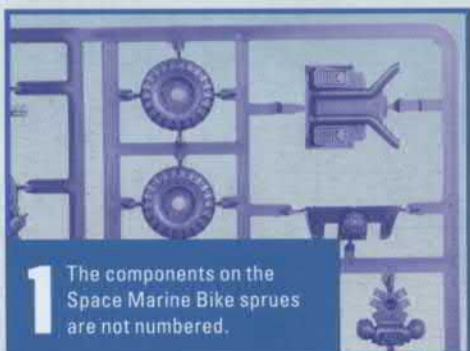


RIDERS

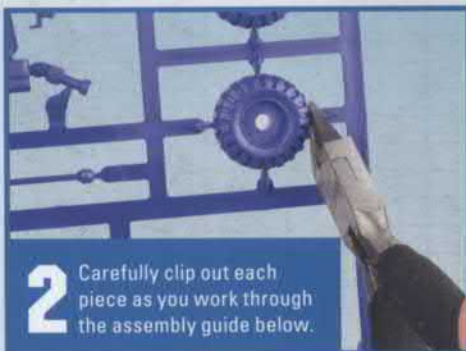
It is much easier to paint these models if you do not glue the riders down to the bikes. While painting, you should be able to pull the riders on and off without too much trouble.

HOW TO BUILD SPACE MARINE BIKE

Below is a simple, stage-by-stage guide to building your Space Marine Bike. Don't glue the rider in place; it makes painting the model much easier.



1 The components on the Space Marine Bike sprues are not numbered.



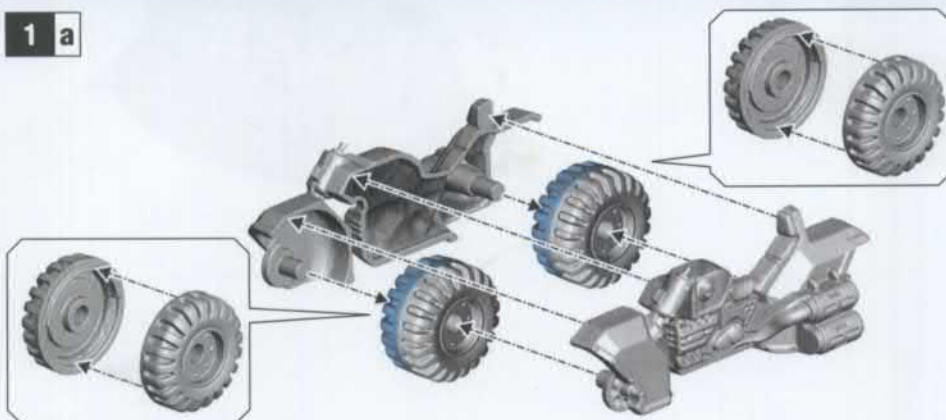
2 Carefully clip out each piece as you work through the assembly guide below.



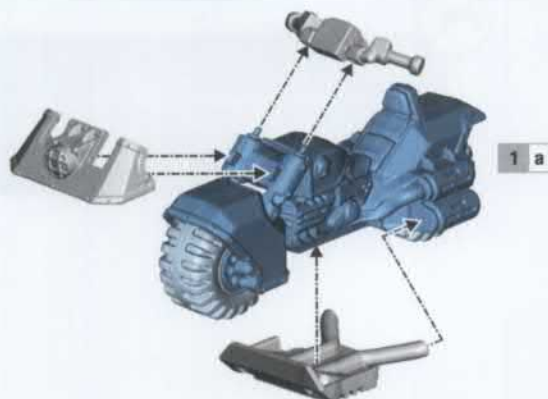
BUILDING YOUR SPACE MARINE BIKE

Use the images below to find the right bits to make your Space Marine Bike. Be careful not to apply too much glue when assembling these components.

1 a



1 b



CLIPPERS AND GLUE SAFETY

Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of pressure to squeeze the glue. Use the glue in a well ventilated area.



BUILD SYMBOLS



• Assembled components

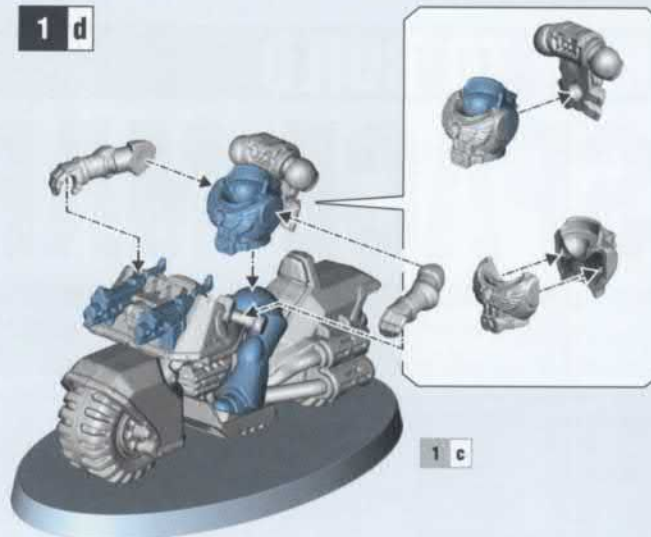


• Do not glue components

1 c



1 d



1 e



RIDER

It is much easier to paint this model if you do not glue the rider down to the bike. While painting, you should be able to pull the rider on and off without too much trouble.

HOW TO BUILD SPACE MARINE REINFORCEMENTS

Below is a simple, stage-by-stage guide to building your new Space Marine models. Follow the guides carefully and be careful not to apply too much glue when assembling these models.

BUILD SYMBOLS



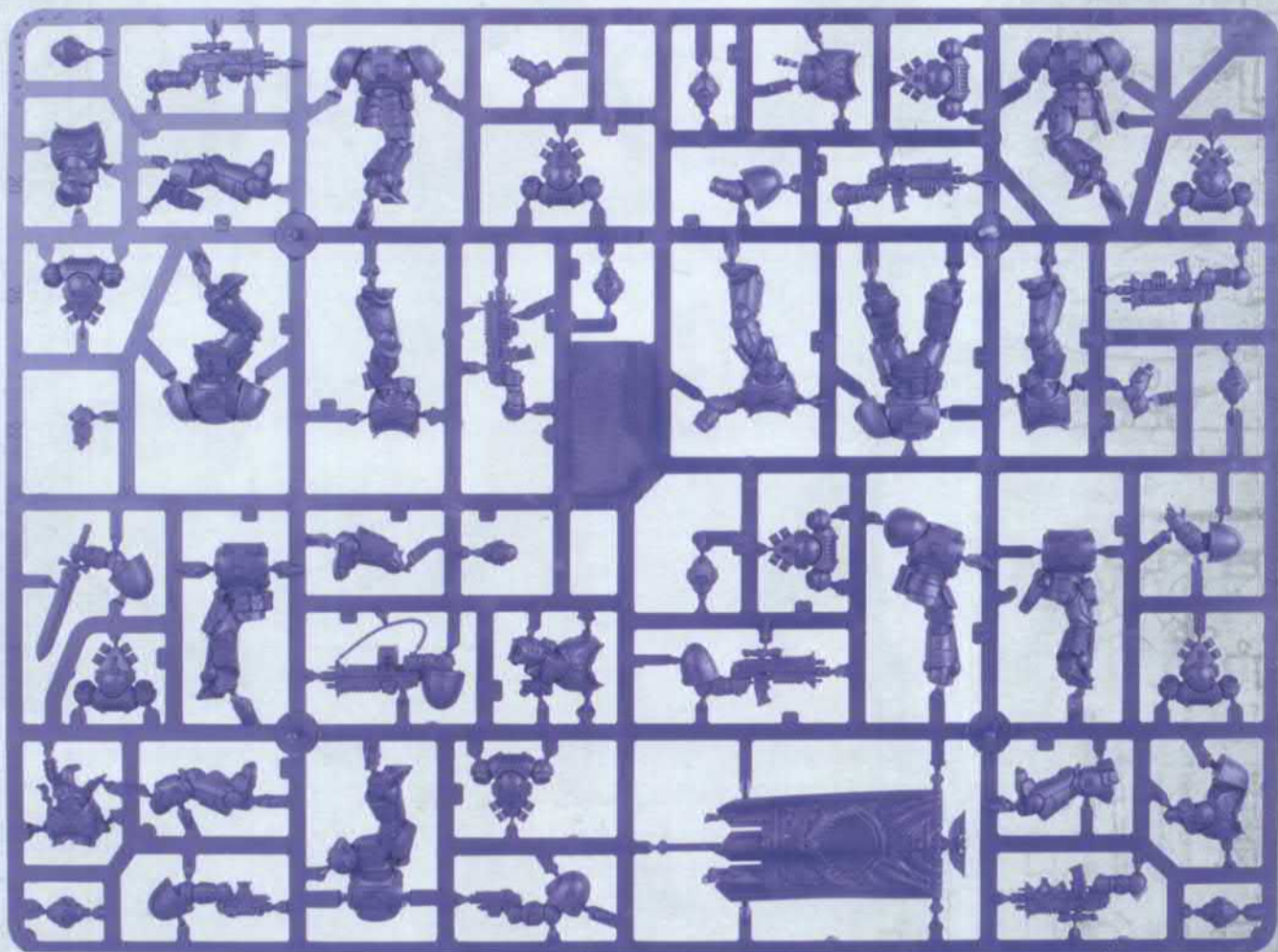
• Glue points



• Assembled components



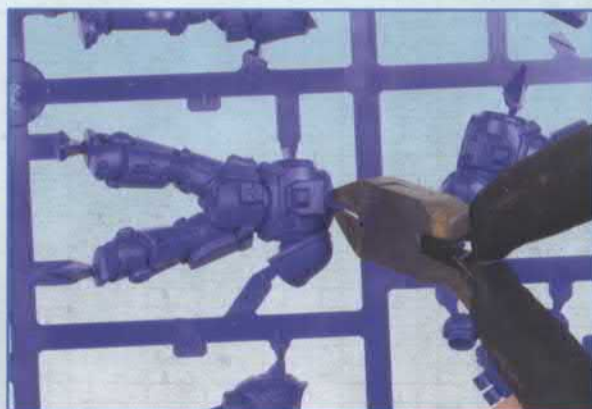
• Optional Assembly



CLIPPER SAFETY



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



CLIPPING OUT

On a large sprue with lots of components, only clip out each piece as you need it. Follow the build guide on the next page in order to make sure you are clipping out the correct piece. Each component is numbered, so it should be easy to locate the right piece, even on a large sprue.

BUILDING ULTRAMARINES REINFORCEMENTS

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to assemble each model, as shown below.

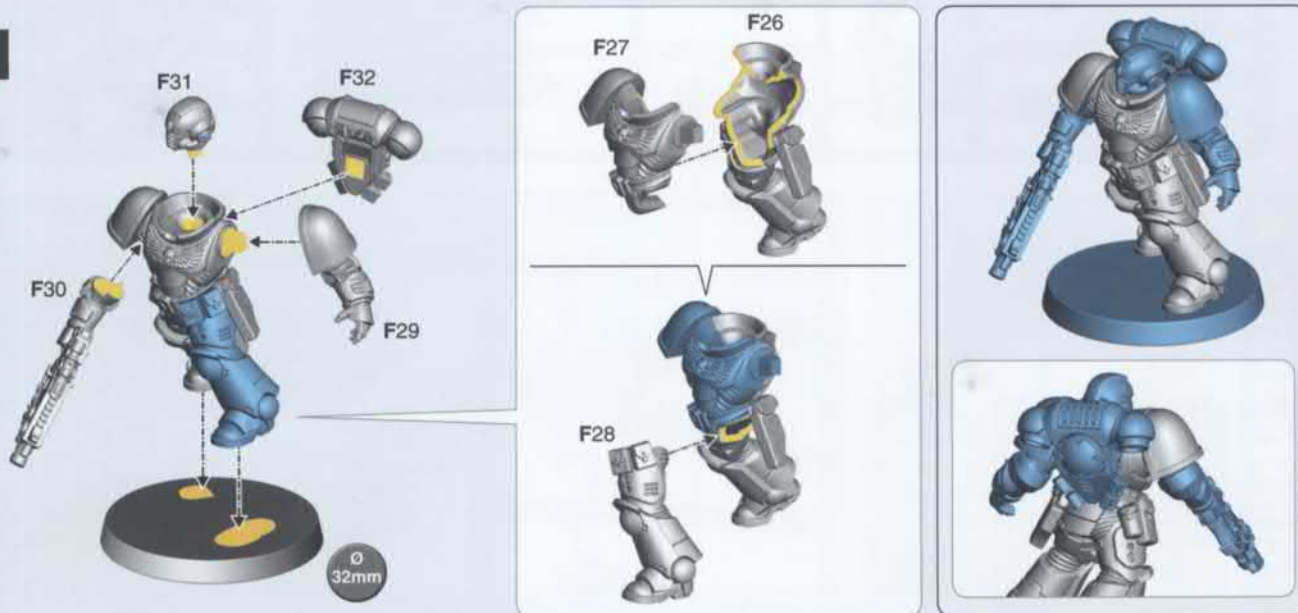
1

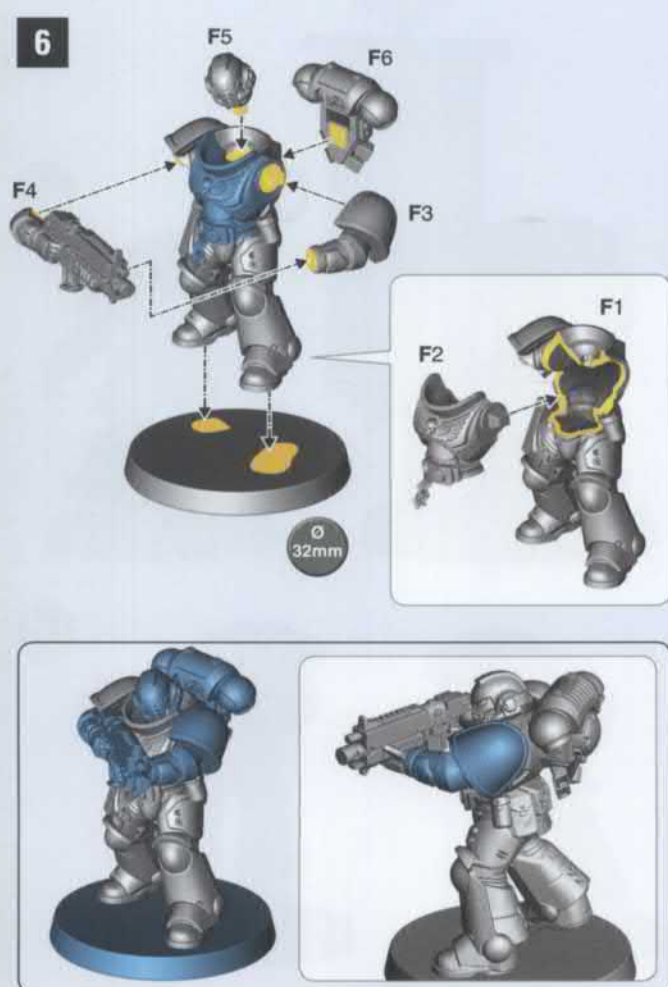


2



3







FINISHED MODELS

When you have finished building your Space Marines, you should have a selection of models that look like the ones shown in the images below.



HOW TO BUILD

SPACE MARINE ATTACK BIKE

Below is a simple, stage-by-stage guide to building your Space Marine Attack Bike. Follow the guide and be careful not to apply too much glue when assembling this model.

BUILD SYMBOLS



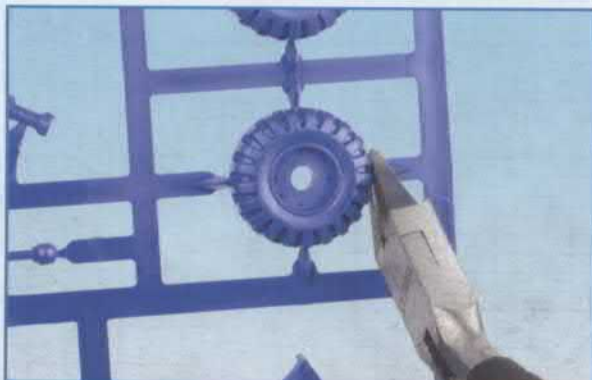
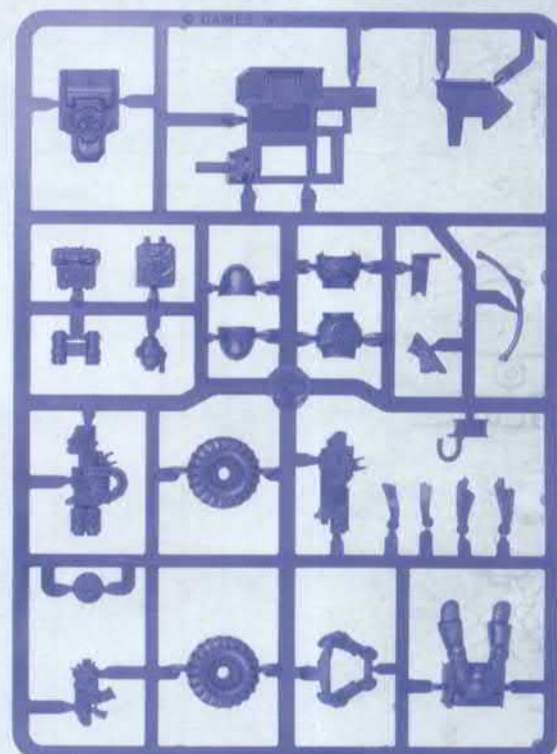
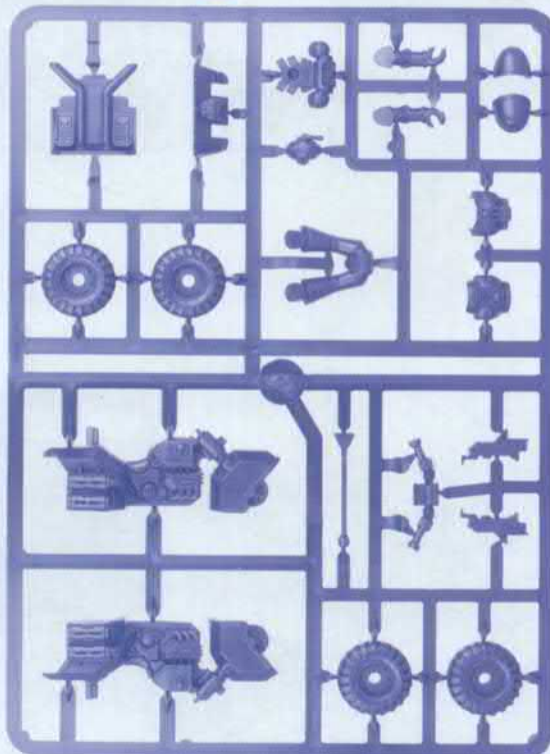
• Glue points



• Assembled components



• Optional Assembly



Be careful when clipping the smaller components off the sprue as they are easy to break or lose. Make sure you line up your clippers correctly before cutting anything free.



CLIPPERS AND GLUE SAFETY



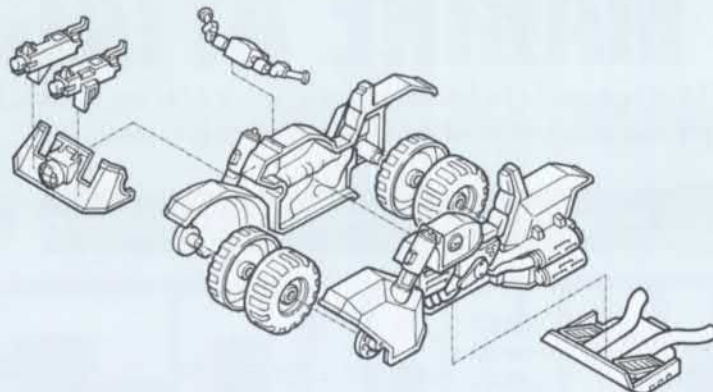
Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



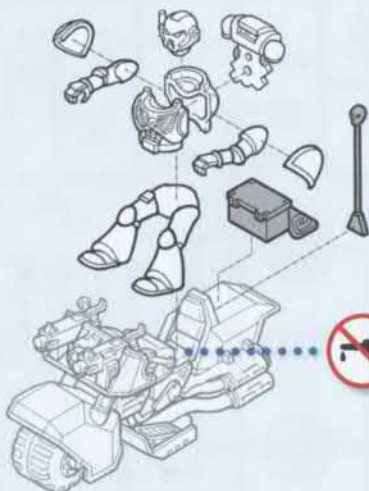
BUILDING YOUR ATTACK BIKE

The Attack Bike sprues do not have numbers on them, so use the images below as a guide.
Be careful and make sure you only apply glue to the areas where the components meet.

1



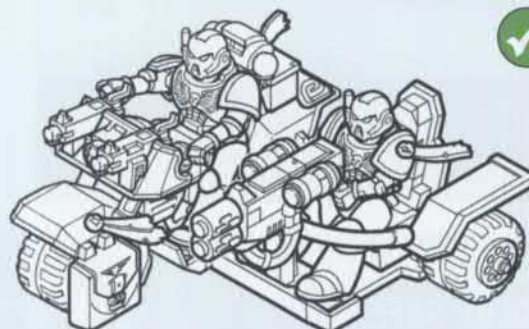
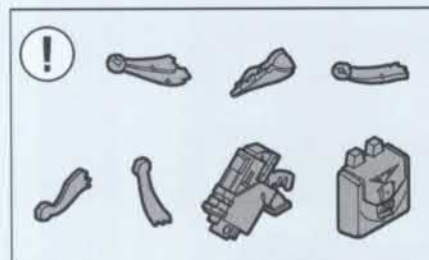
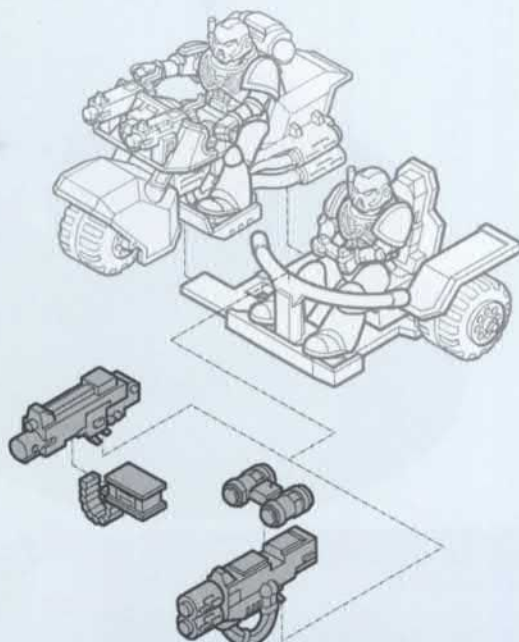
2



3

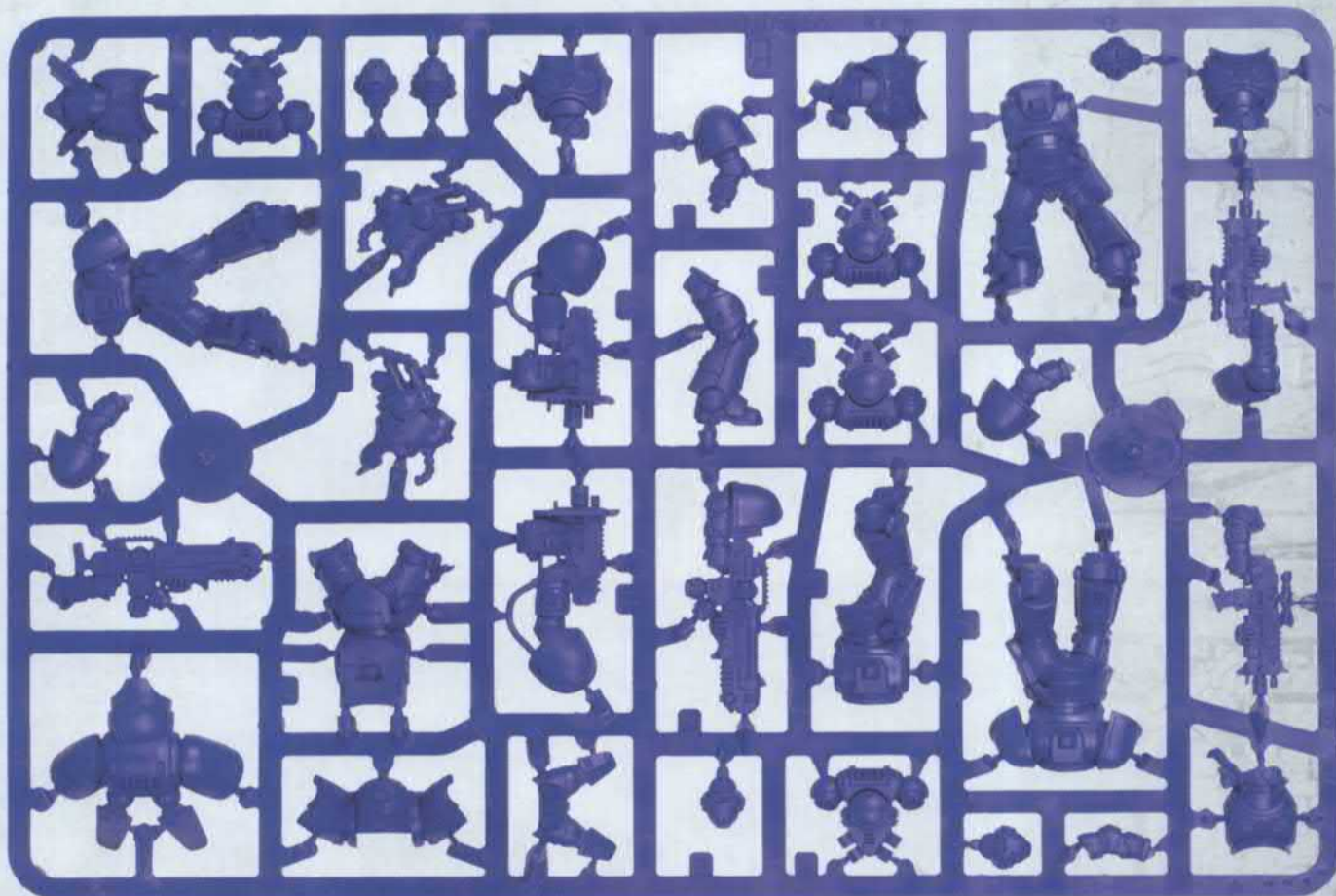


4



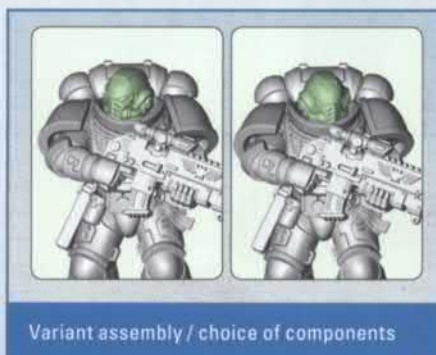
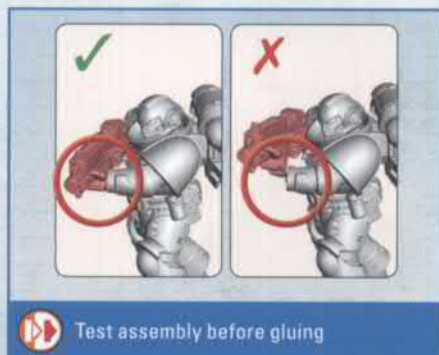
HOW TO BUILD SPACE MARINE REINFORCEMENTS

Below is a simple, stage-by-stage guide to building your new Intercessors, Hellblasters and Inceptor. Follow the guides carefully, applying glue to the areas of the models that are highlighted in yellow.



INSTRUCTIONS

This is a large sprue containing parts from multiple different models. You'll need to be extra careful when assembling this kit and make sure you are sticking the correct parts together. Follow the guide very carefully, and test the fit of the pieces before applying any glue (see red below). The heads have two possible positions to choose from (see green below).



BUILDING YOUR INTERCESSORS

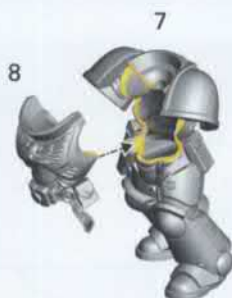
Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make each Intercessor, as shown below.

1a



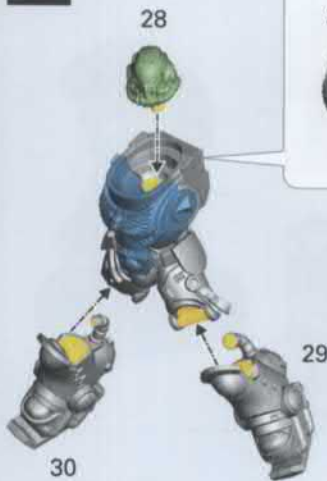
1b



BUILDING YOUR INCEPTOR

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make the Inceptor, as shown below.

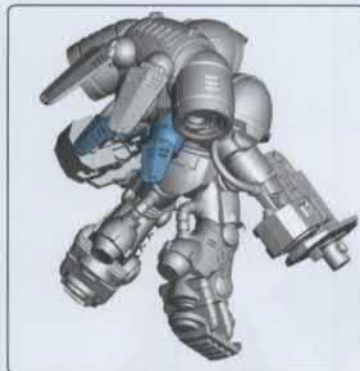
2a



2b



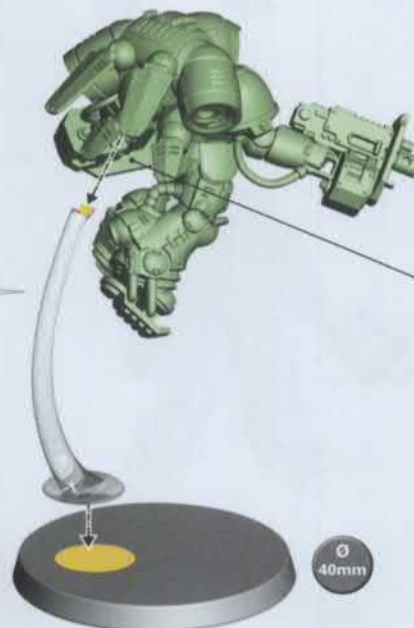
2c



2d



The flight stand will need extra time for the glue to set. You will need to hold it in position while it does.

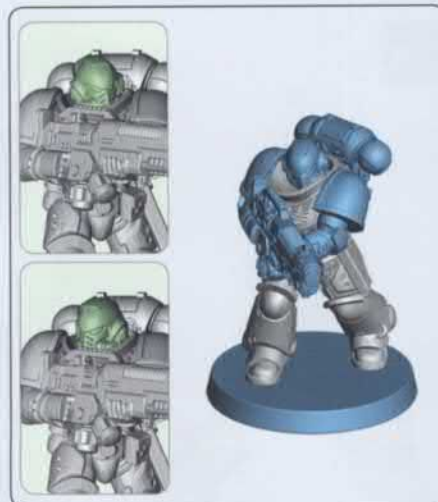
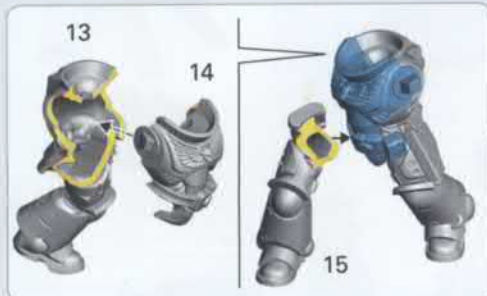


BUILDING YOUR HELLBLASTERS

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make each Hellblaster, as shown below.

3a



3b



HOW TO BUILD SNIPER SCOUTS

Below is a simple, stage-by-stage guide to building your Space Marine Sniper Scouts. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue as it can melt or obscure detail if overused.



CLIPPERS AND GLUE SAFETY

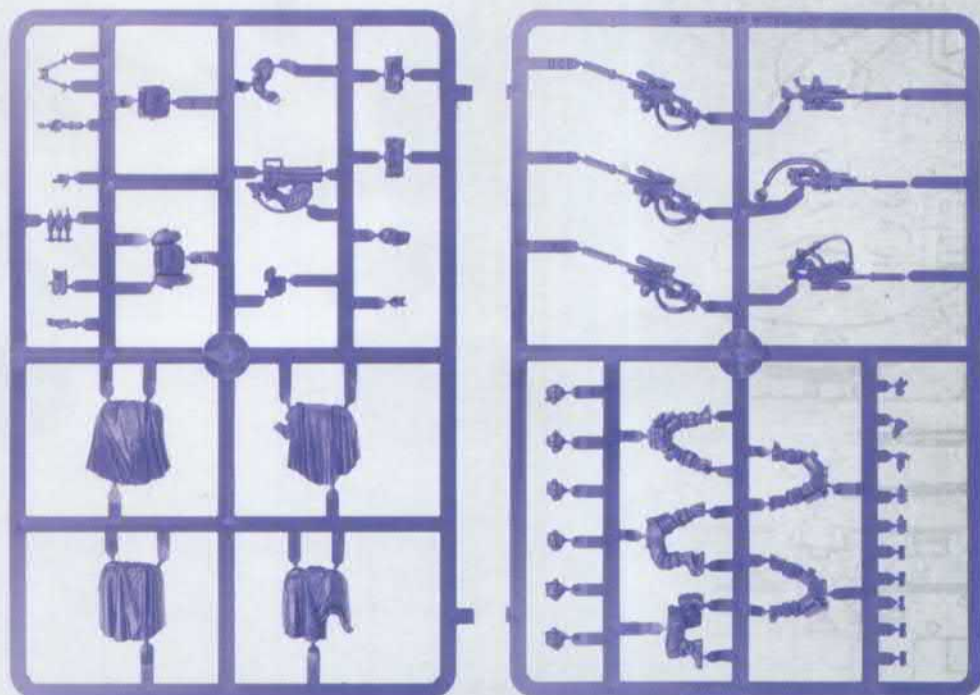
To remove these models from the sprue and assemble them, you will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.



SCOUTS BUILT

The assembled Space Marine Scout Snipers should look like those shown in the images below and to the left.

BUILDING YOUR SNIPER SCOUTS

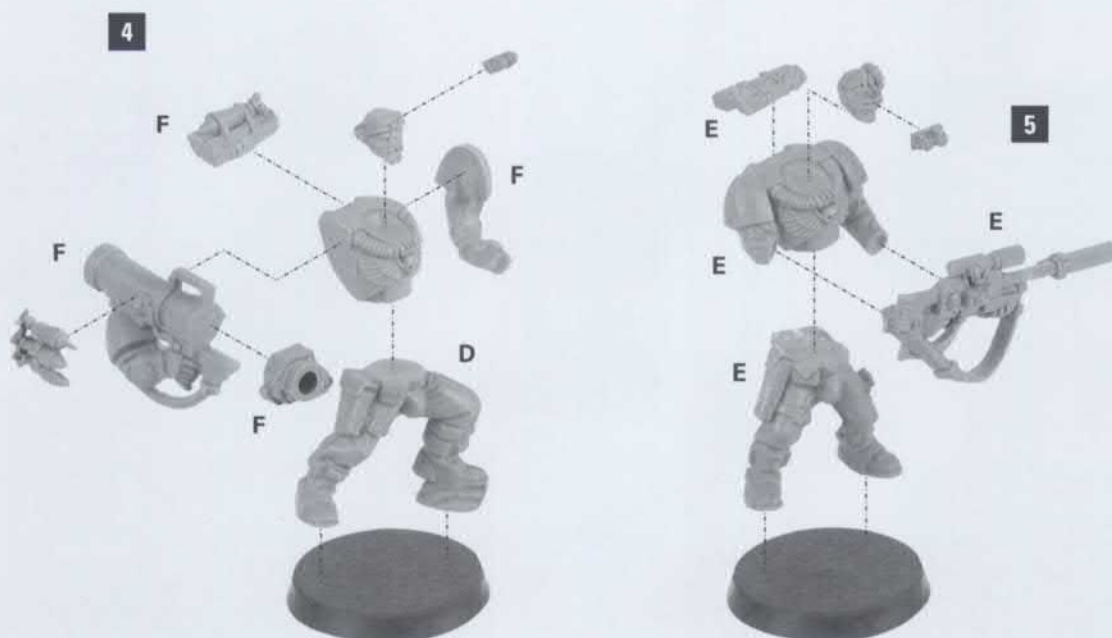
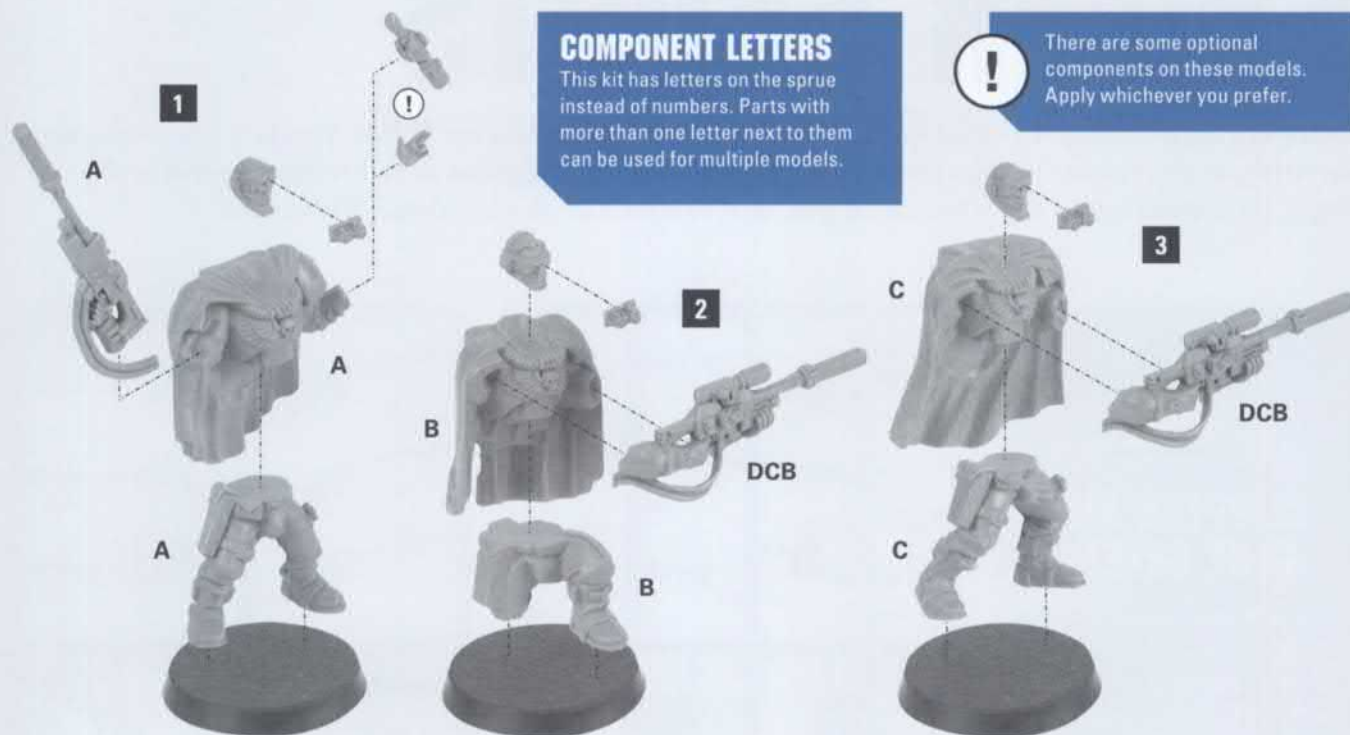
Each component has a letter, which is shown on the sprue next to that component.
Use these letters to find the right parts to make each Space Marine Scout, as shown below.

COMPONENT LETTERS

This kit has letters on the sprue instead of numbers. Parts with more than one letter next to them can be used for multiple models.

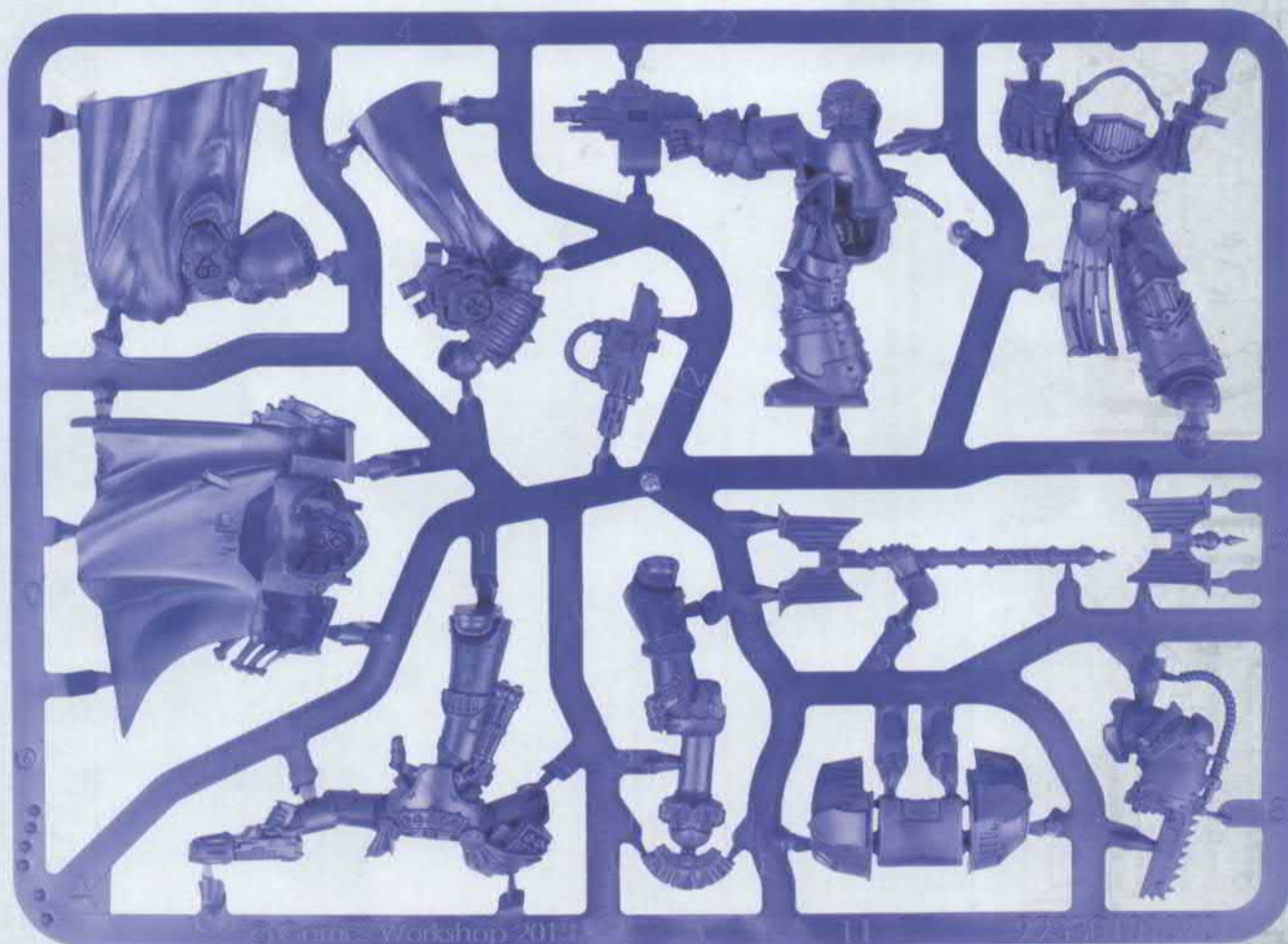


There are some optional components on these models. Apply whichever you prefer.



HOW TO BUILD SPACE MARINE HEROES

Below is a simple, stage-by-stage guide to building your Space Marine Heroes. Follow the guides carefully, and clip each piece out as you need it. Be careful not to apply too much glue.



Using the assembly guide overleaf, carefully clip the components out and lay them out for each step.



CLIPPERS AND GLUE SAFETY



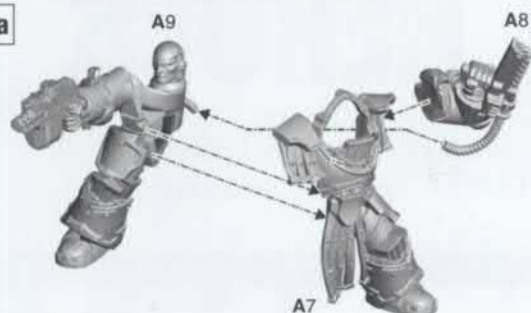
Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well-ventilated area.



BUILDING YOUR SPACE MARINE HEROES

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right components to make each Space Marine hero, as shown below.

1 a



1 b



1 c



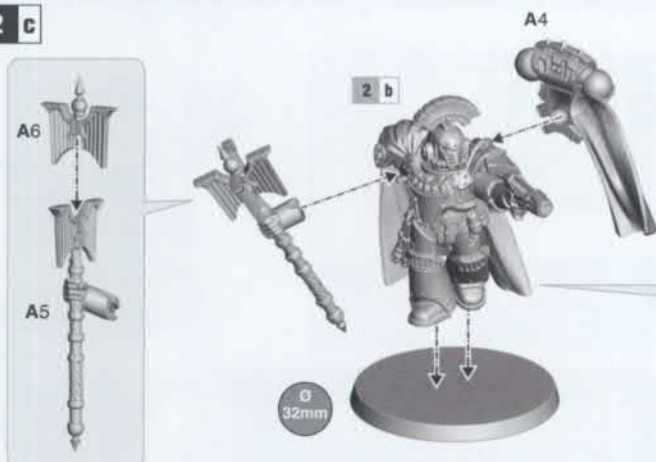
2 a



2 b



2 c



HOW TO BUILD

PRIMARIS REPULSOR

Below is a simple, stage-by-stage guide to building your Primaris Repulsor. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue.

BUILD SYMBOLS



• Area to apply glue



• Do not glue components



• Choice of parts



• Variant assembly

ASSEMBLY

You will need all of the components from issues 75 through 78 before you can begin assembling the Repulsor kit. You should have three sprues, a base, and a clear plastic stand.

SUB-ASSEMBLY

When assembling this kit, it is best to assemble it in small sections. After building the sections of the kit shown here, do not glue them to each other before painting.

PAINTING PREP

To paint these sub-assembled components separately, you may wish to affix them to a spare base or something similar. A putty adhesive such will work for this.



CLIPPERS AND GLUE SAFETY



Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well-ventilated area.

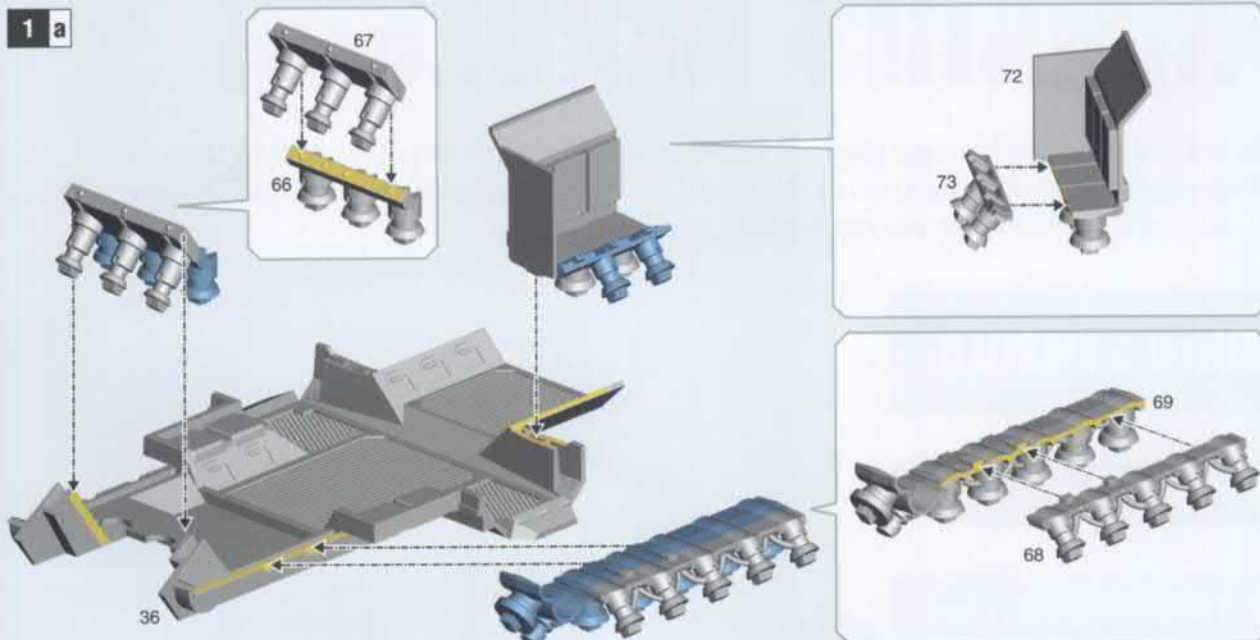


BUILDING YOUR PRIMARIS REPULSOR

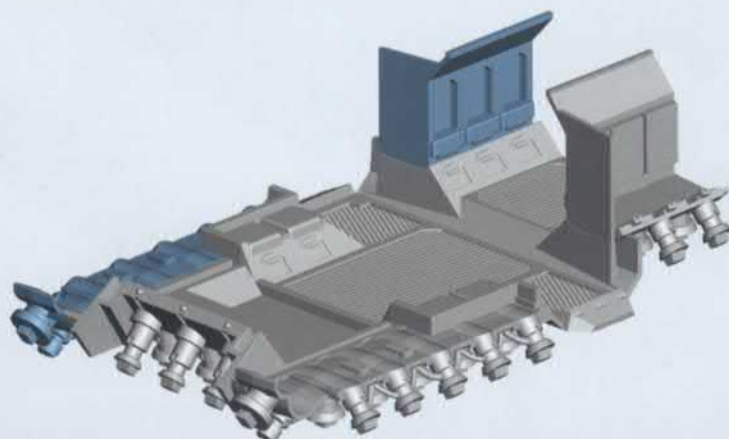
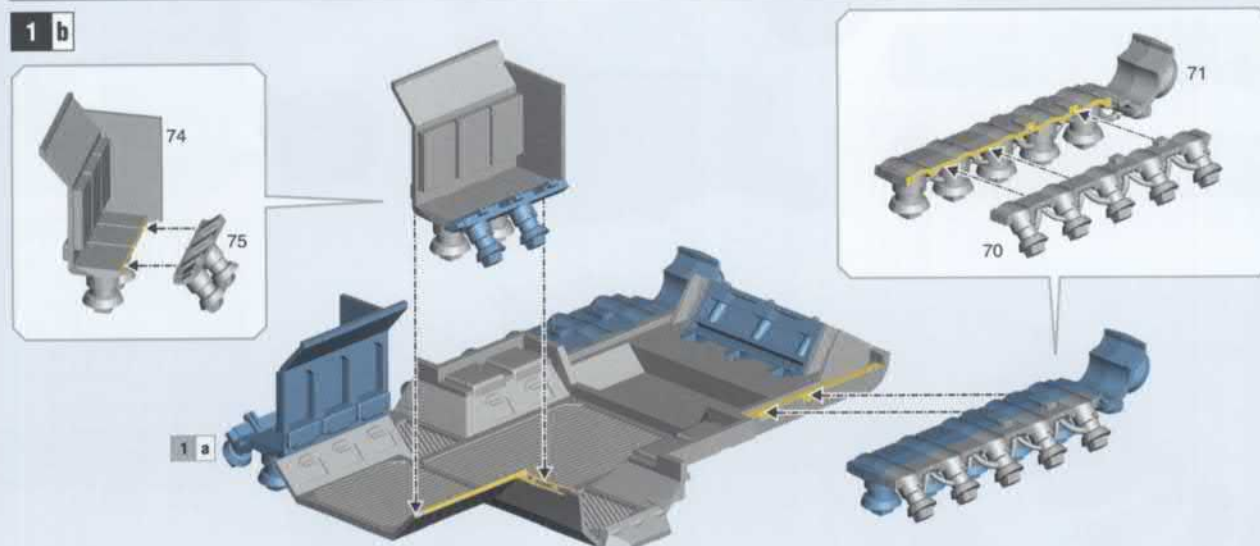
Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make the Repulsor, as shown below.

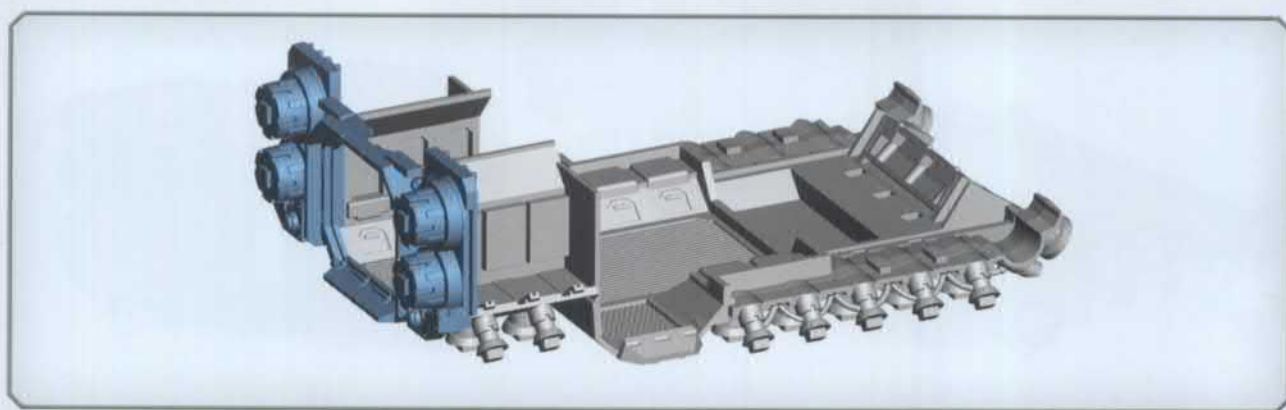
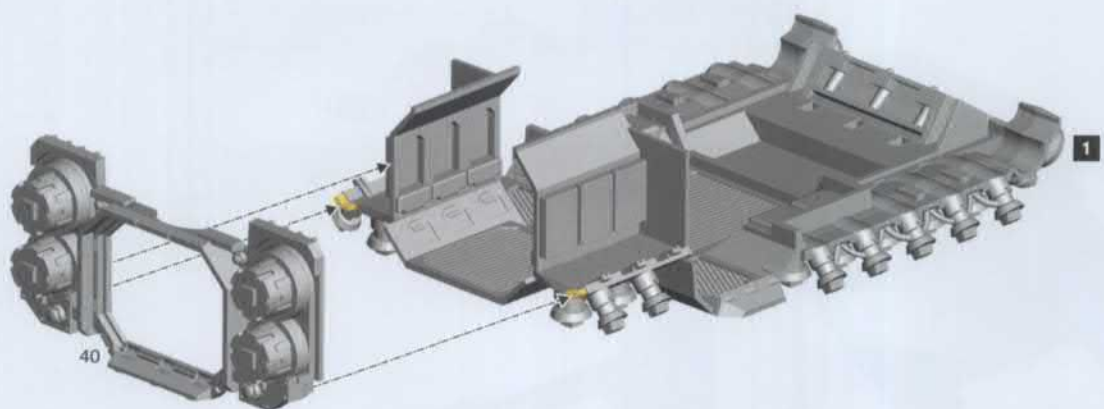
1 a



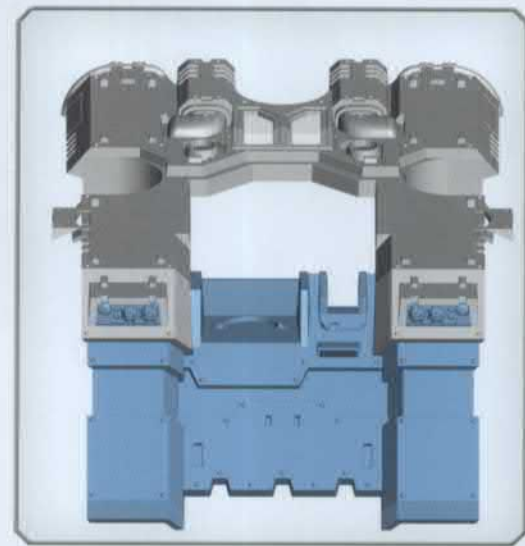
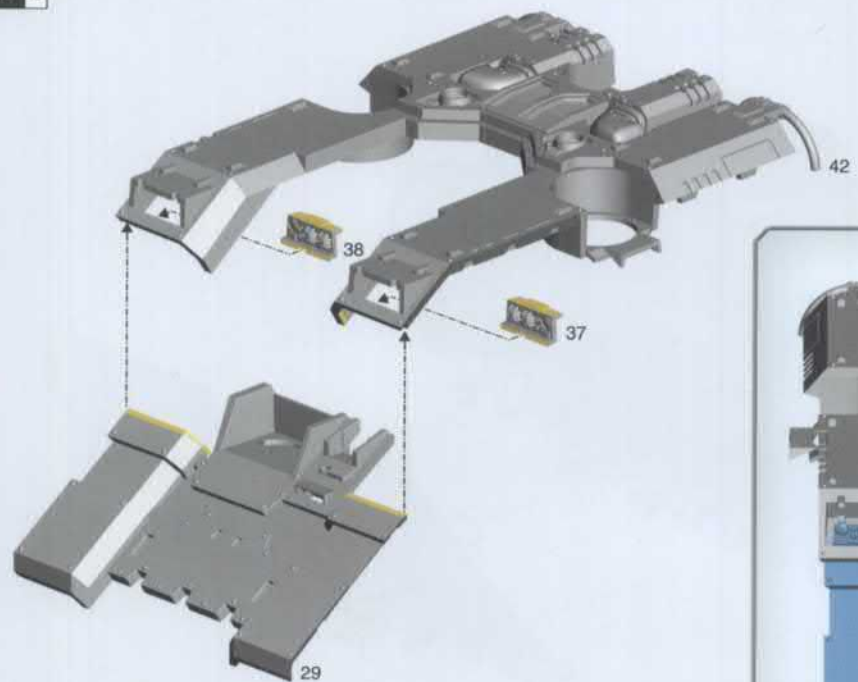
1 b



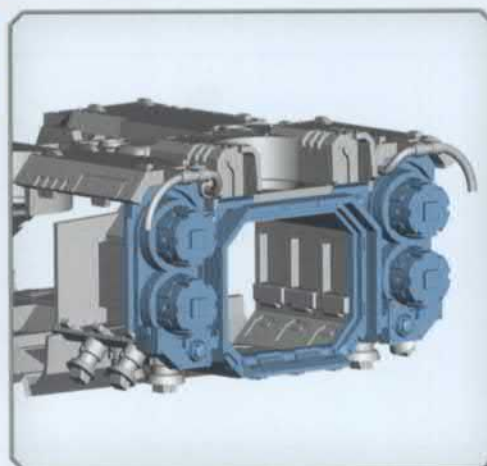
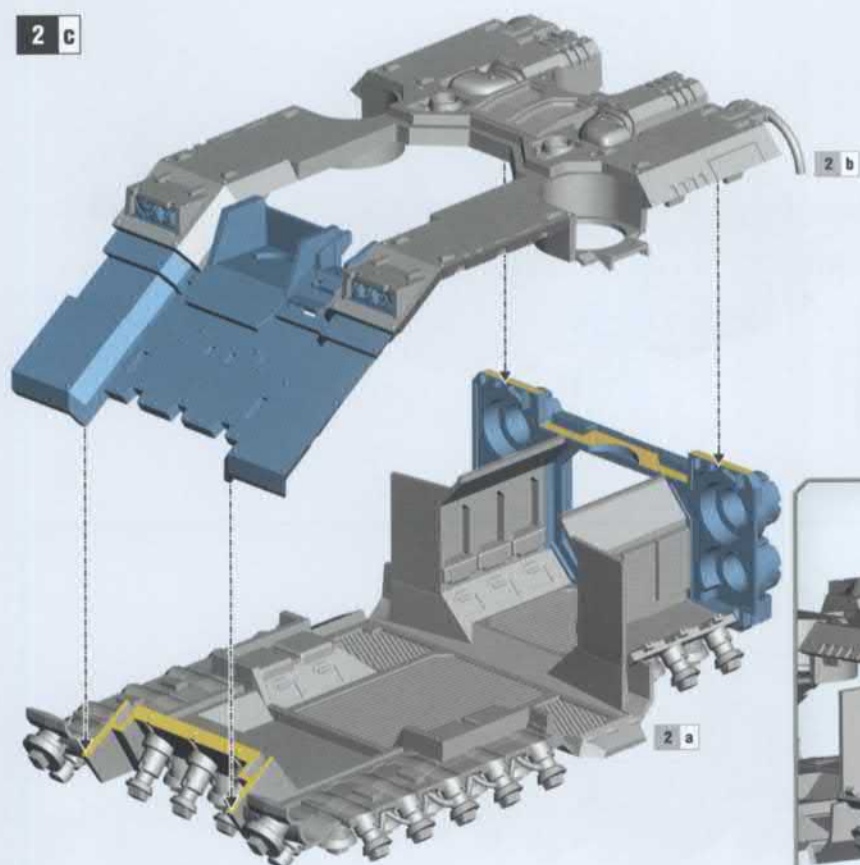
2 a



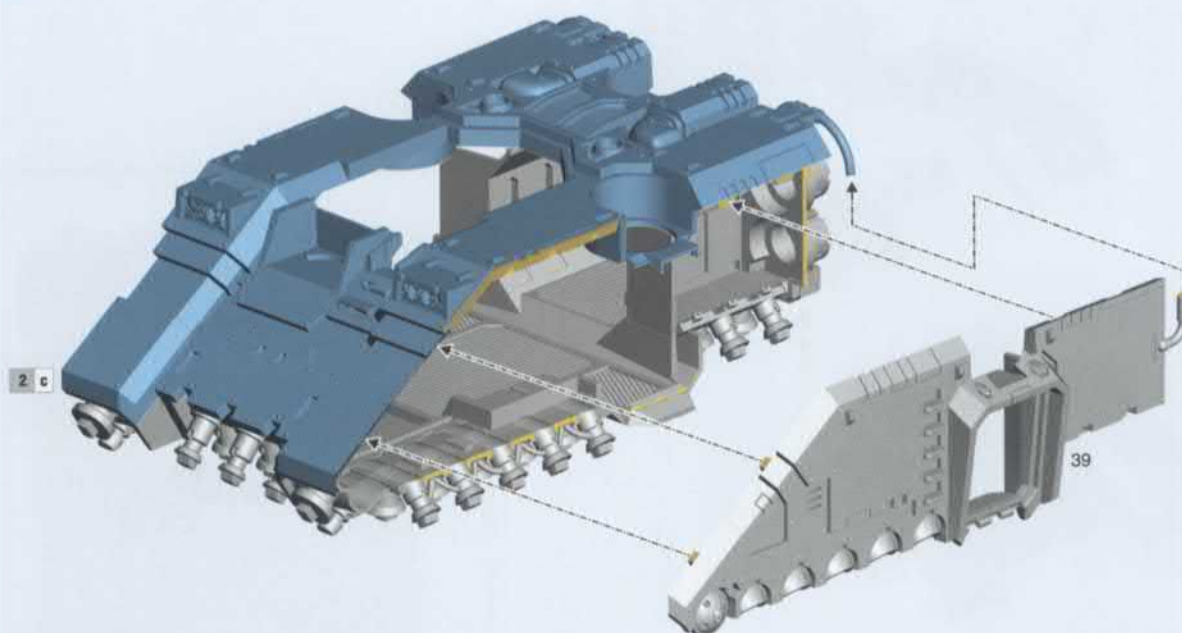
2 b



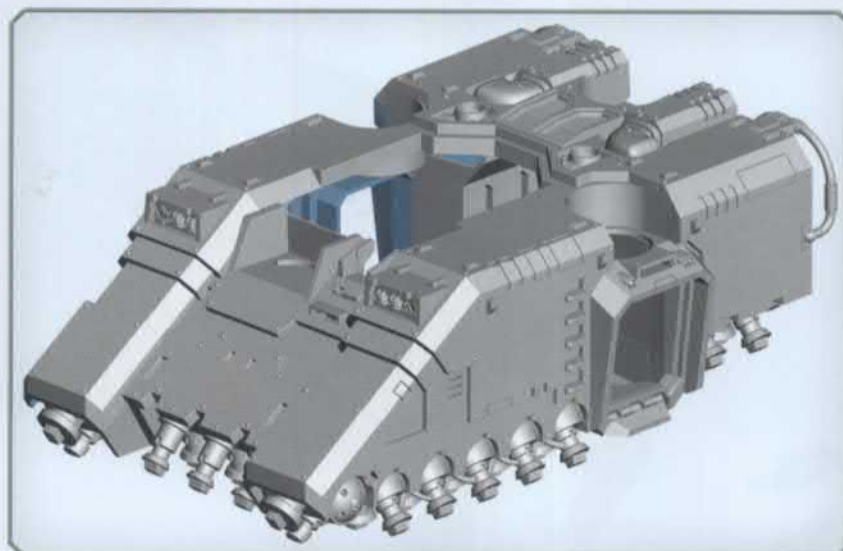
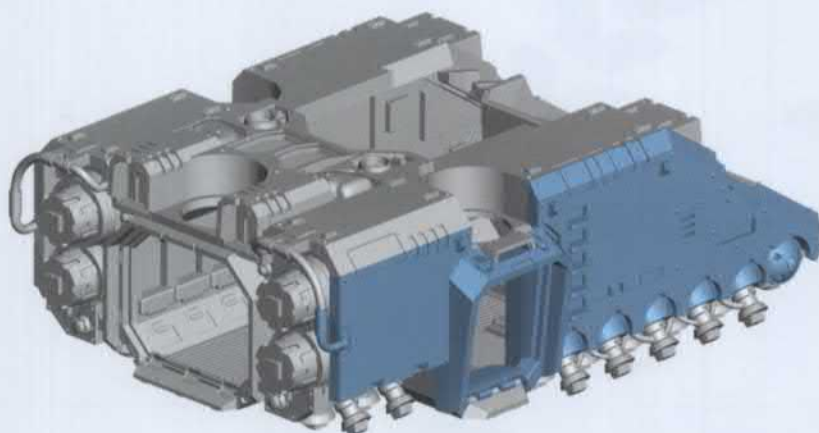
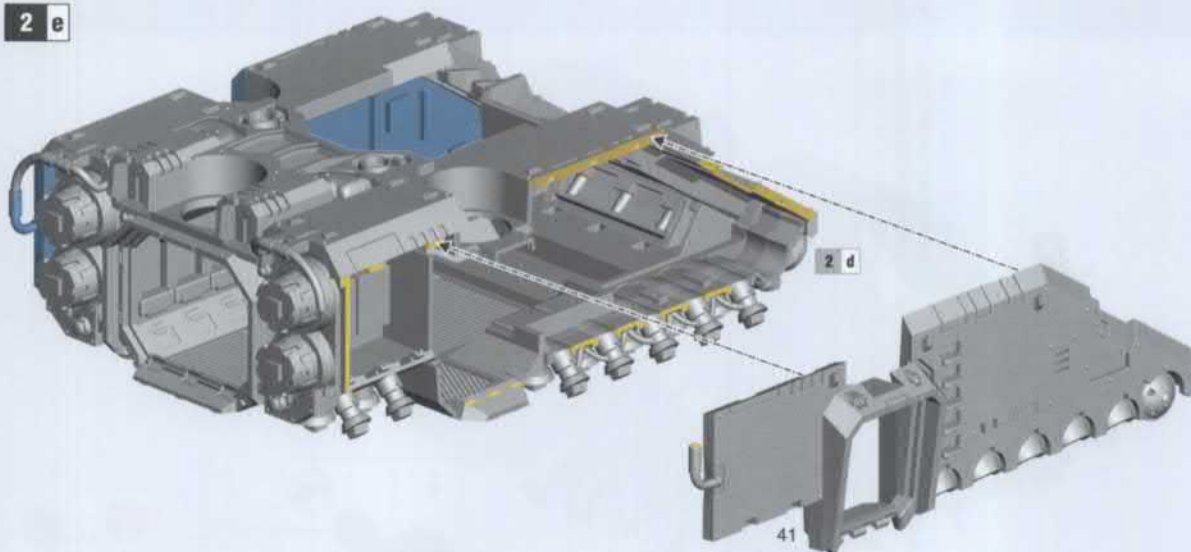
2 c



2 d



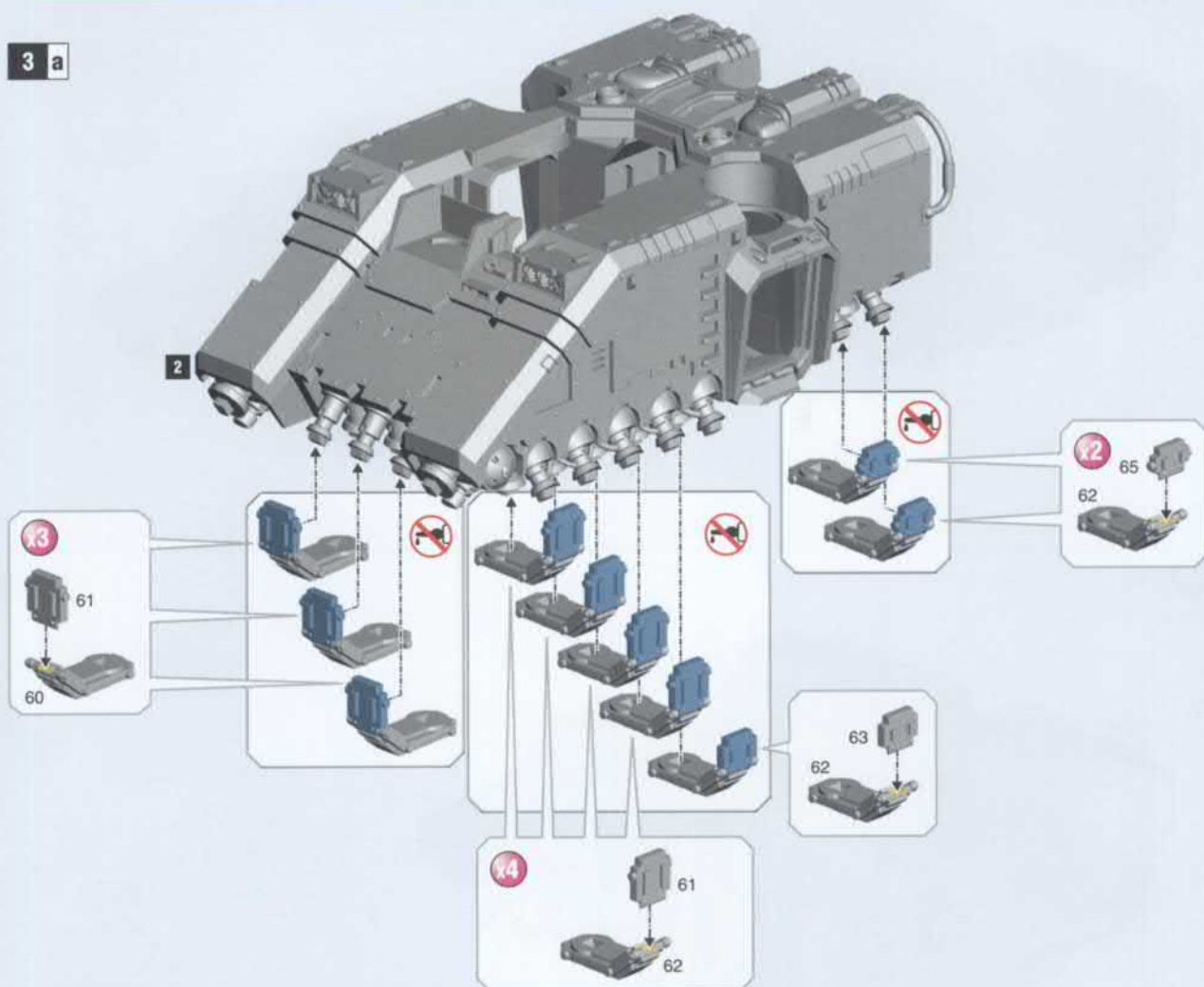
2 e



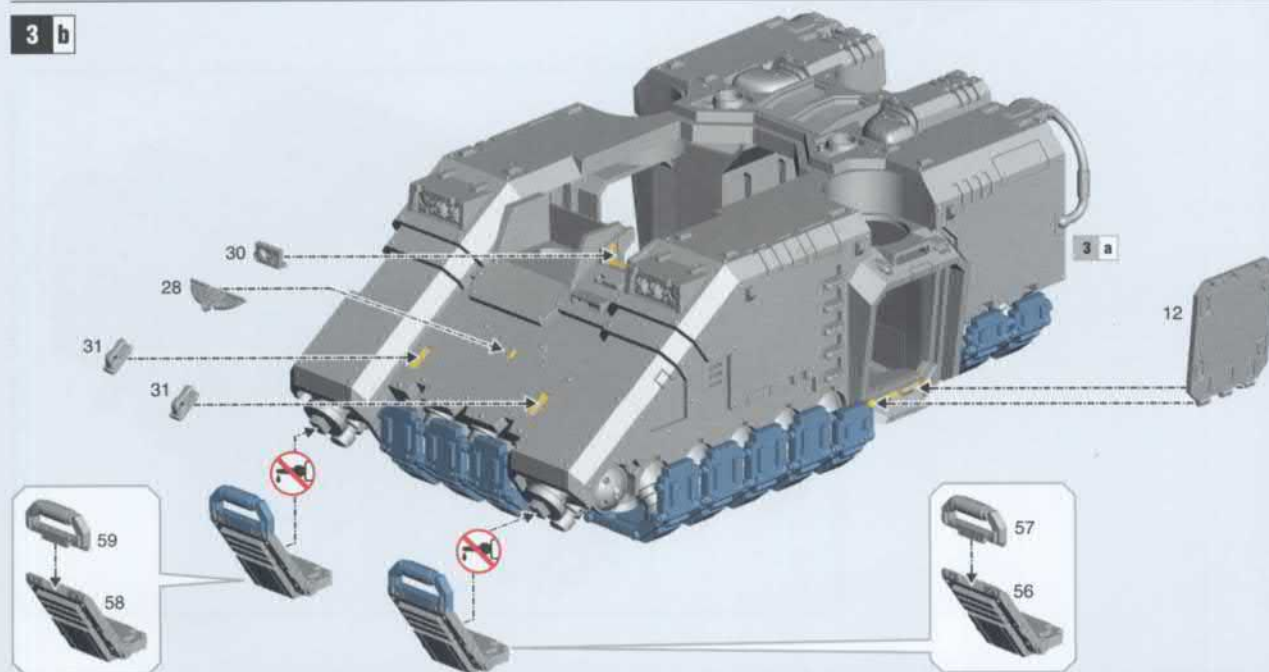
YOU MUST DO YOUR DUTY!

Do not glue the grav-plates to the bottom of the tank. These will clip on easily, so glue is not required. It will be much easier to paint these pieces separately, so leave them to one side and clip them onto the Repulsor after they have been painted.

3 a

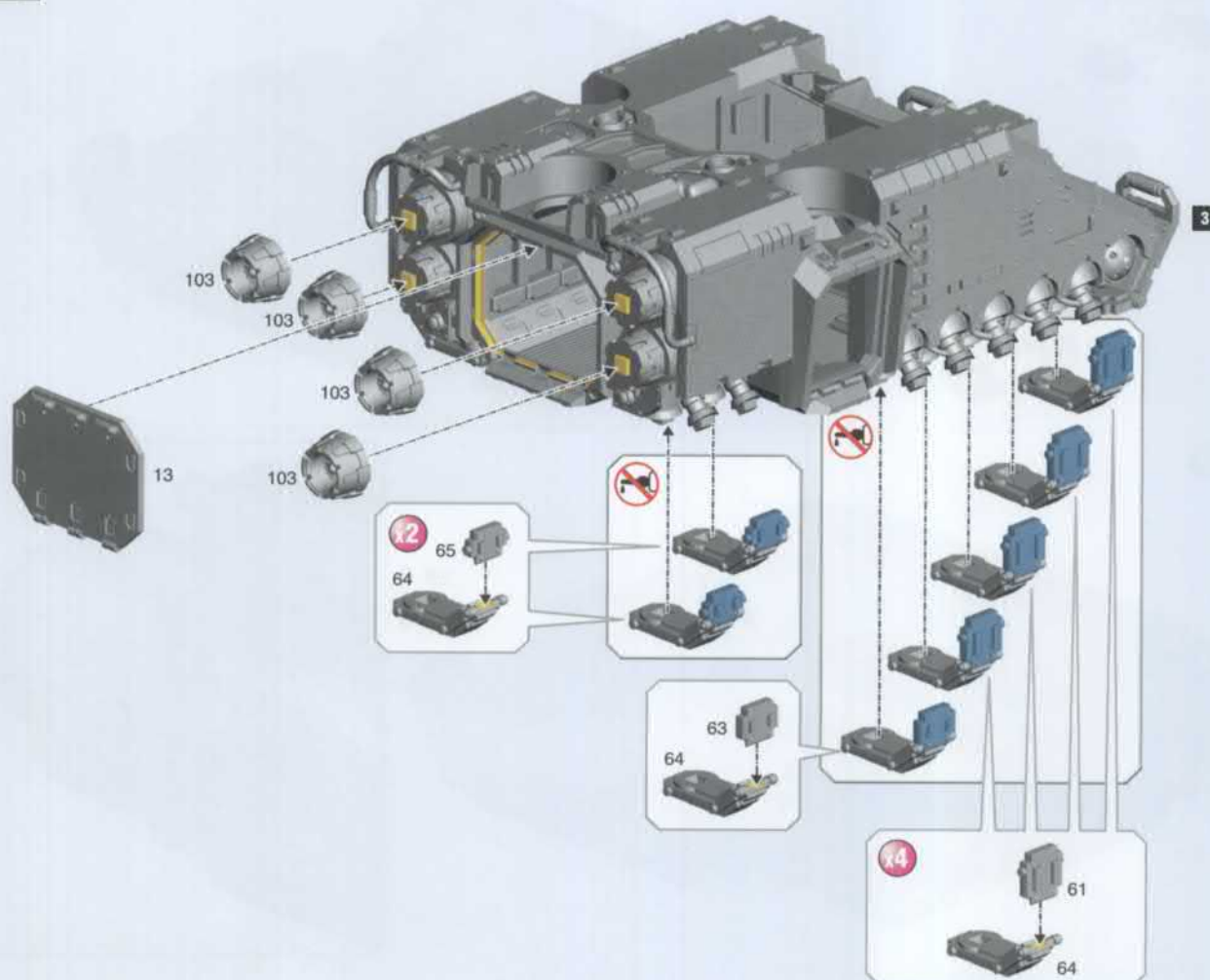


3 b

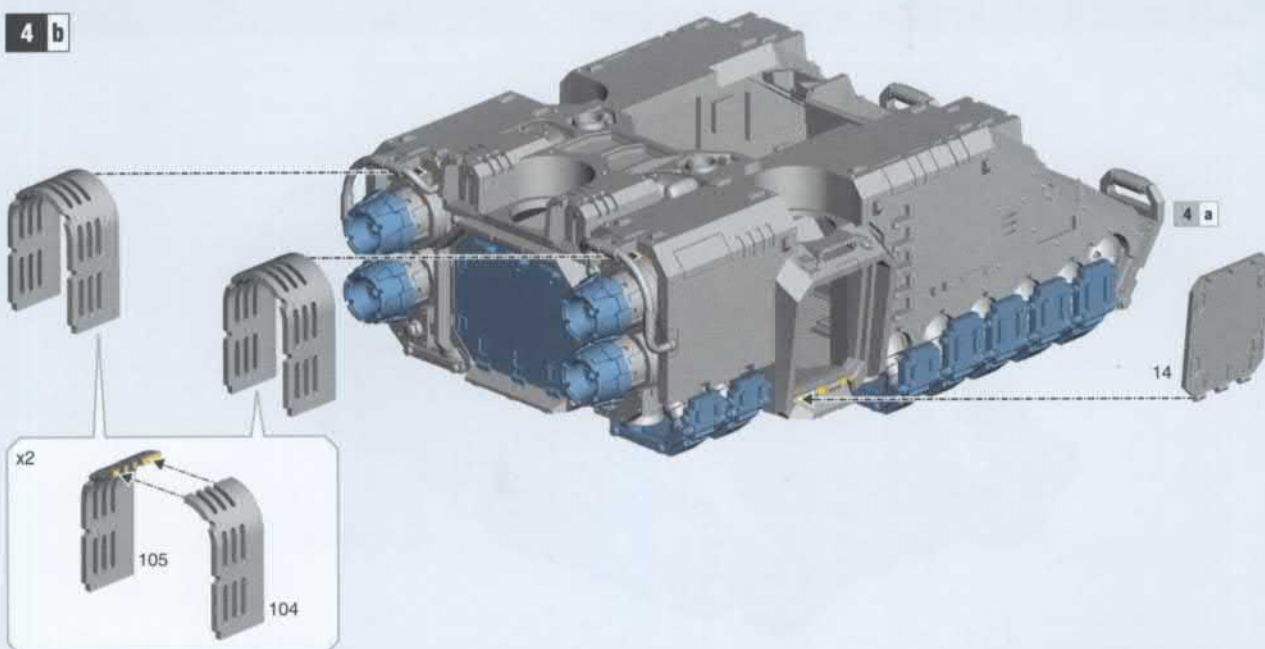




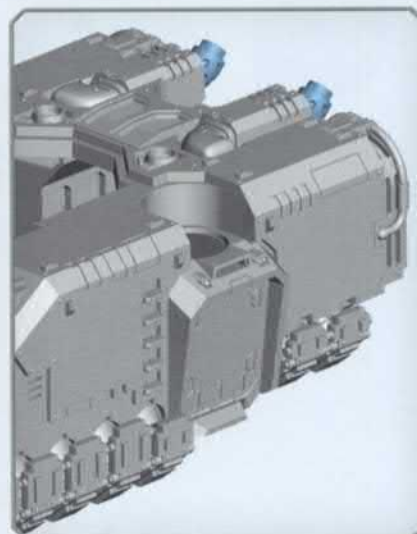
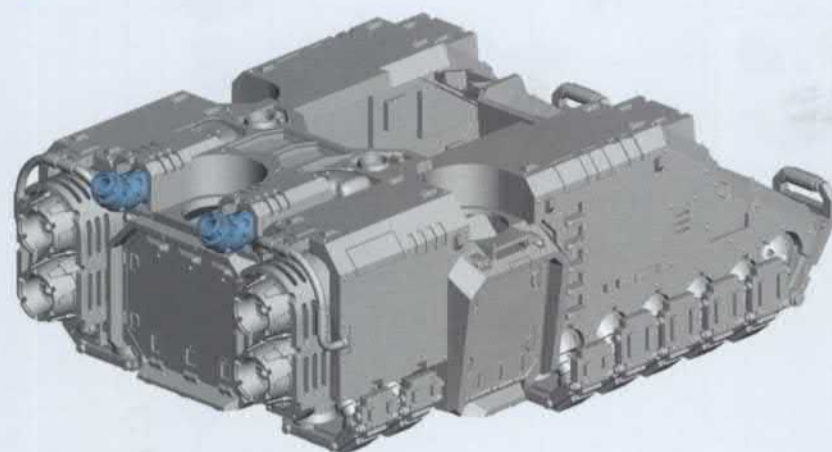
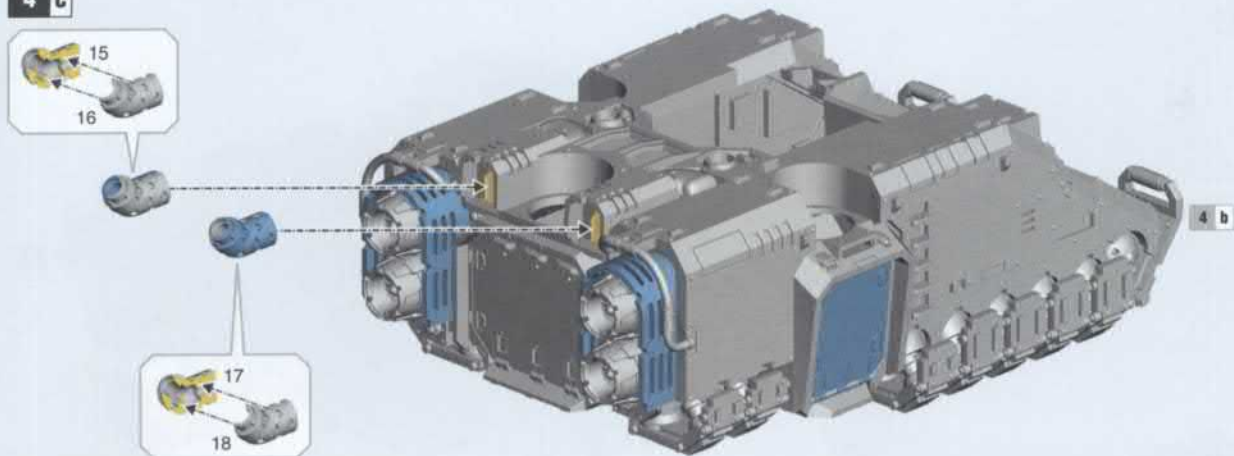
a



4 b

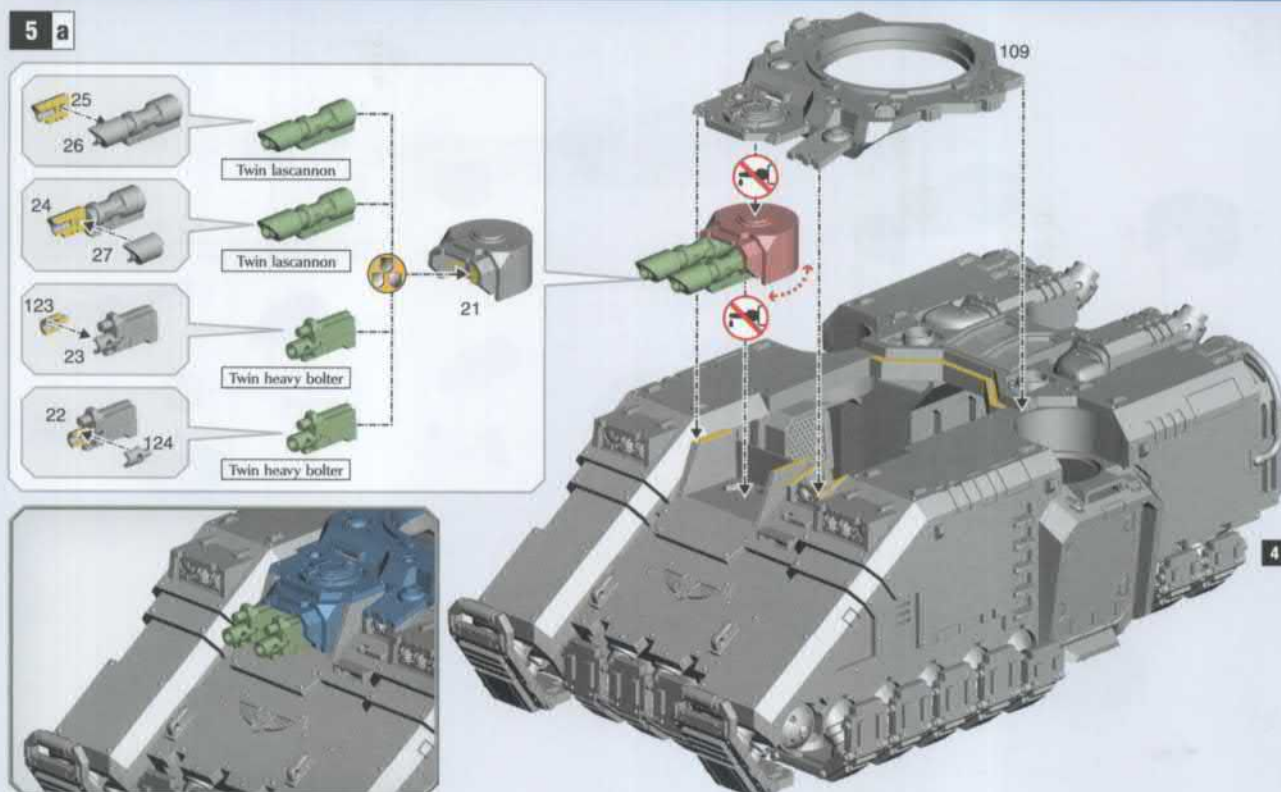


4 c

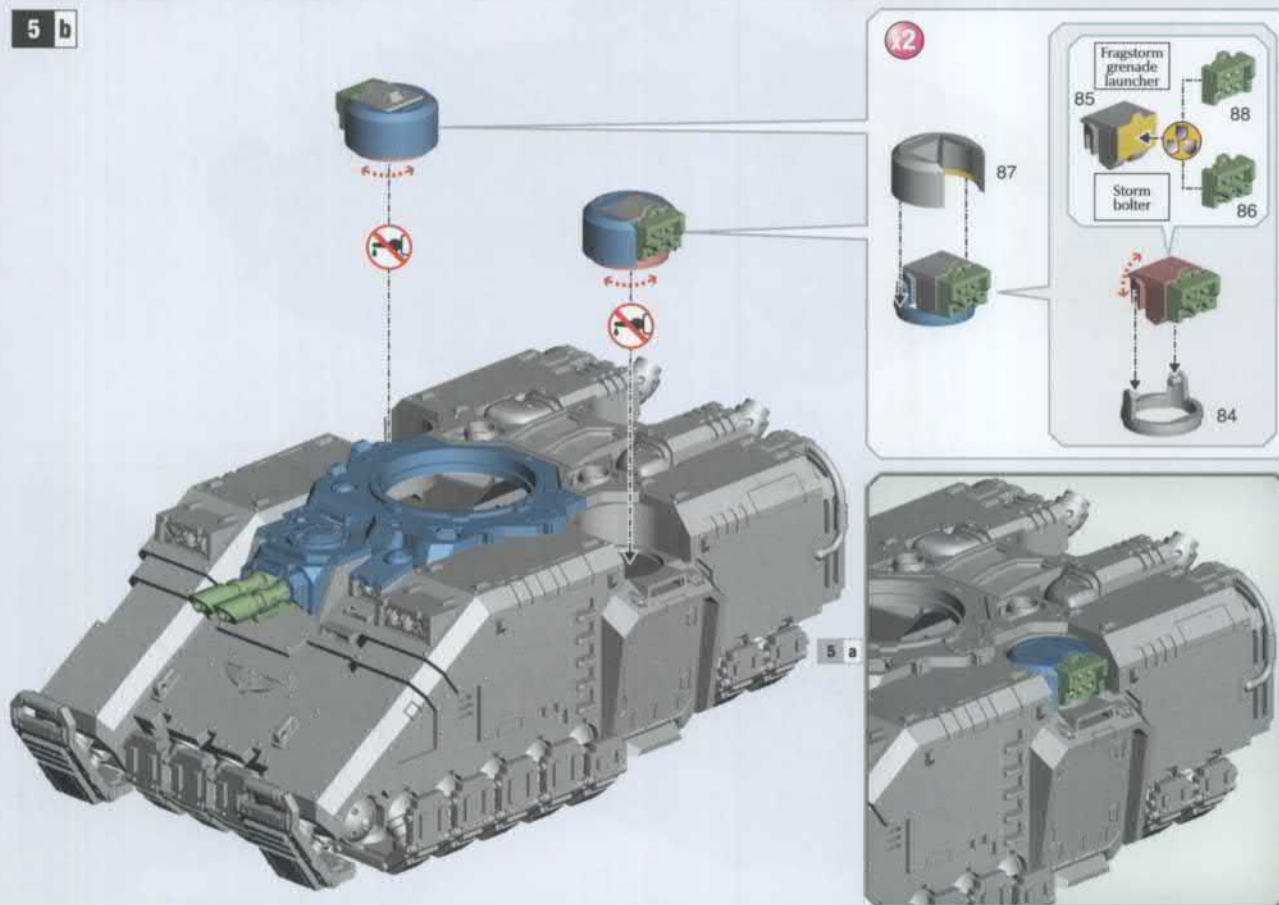


Any component shown in green is optional. For instance, the turret in this section of the assembly guide can be fitted with either a twin heavy bolter or a twin lascannon. Read through the the Repulsor datasheet and decide which weapons you wish to use before gluing anything together. This datasheet can be found in Issue 78, in Space Marines – Datasheets 16.

5 a

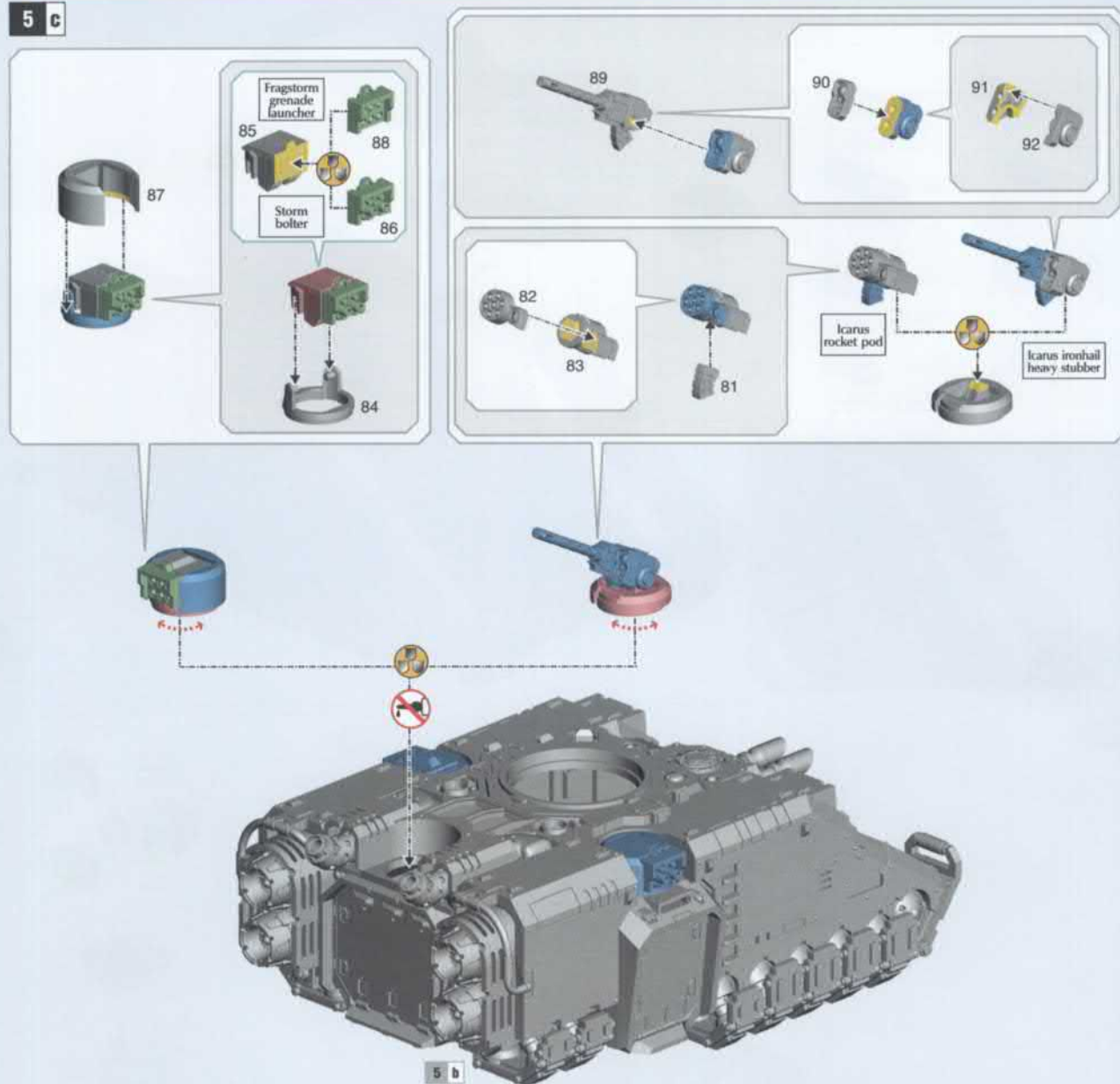


5 b

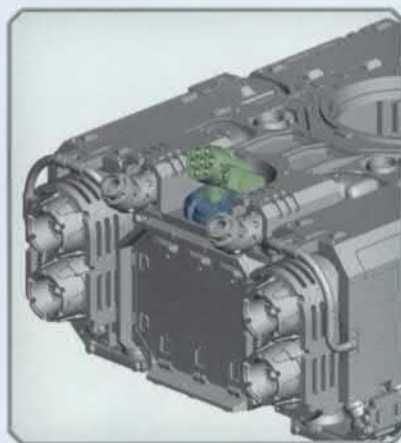
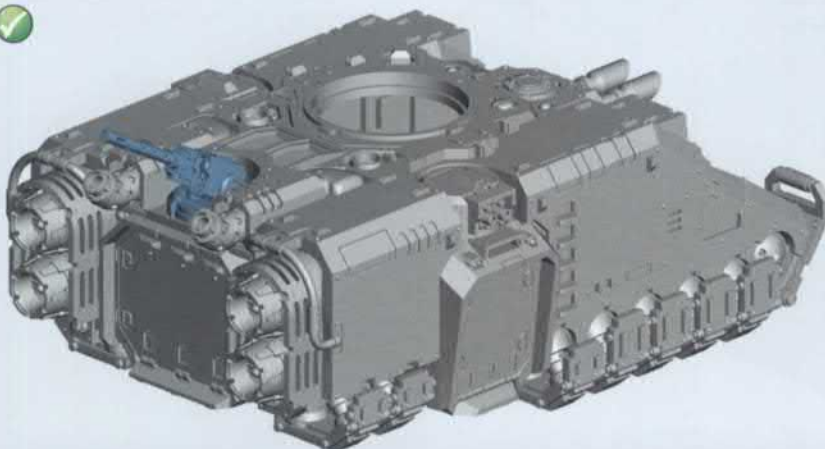


This section of the kit has more optional weapons. Again, check Space Marines – Datasheets 16 in Issue 78 and decide which weapon you wish to assemble the kit with before applying any glue. Components shown in red should not be glued down. They can be slotted into position and are capable of rotating once in place. Keeping them separate will also make it easier to paint these components.

5 c

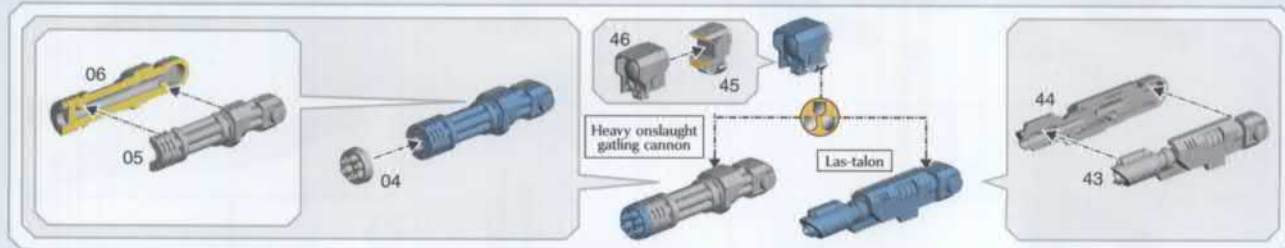


5 b

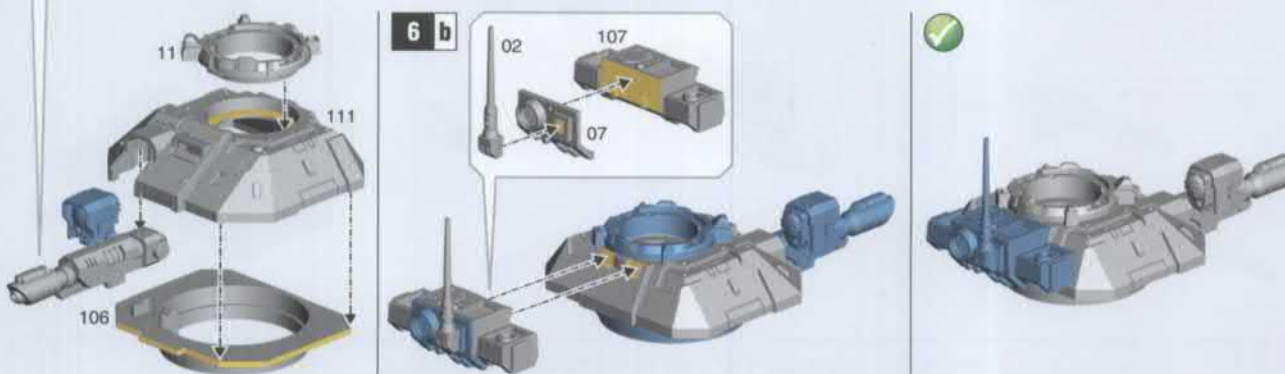


The turret can be assembled with either a heavy onslaught gatling cannon or a las-talon. Again, decide which you wish to use before gluing the components together. The auto launchers and fragstorm grenade launchers can also be assembled with the flaps down or up - this has no effect in the game. Choose whichever you think looks best. Do not glue the turret to the chassis of the Repulsor tank.

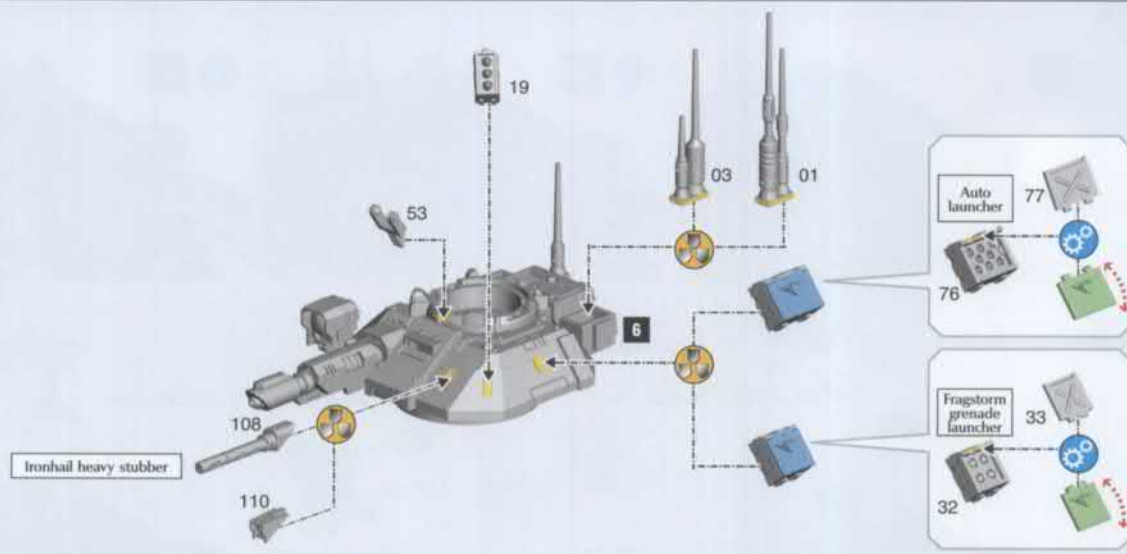
6 a



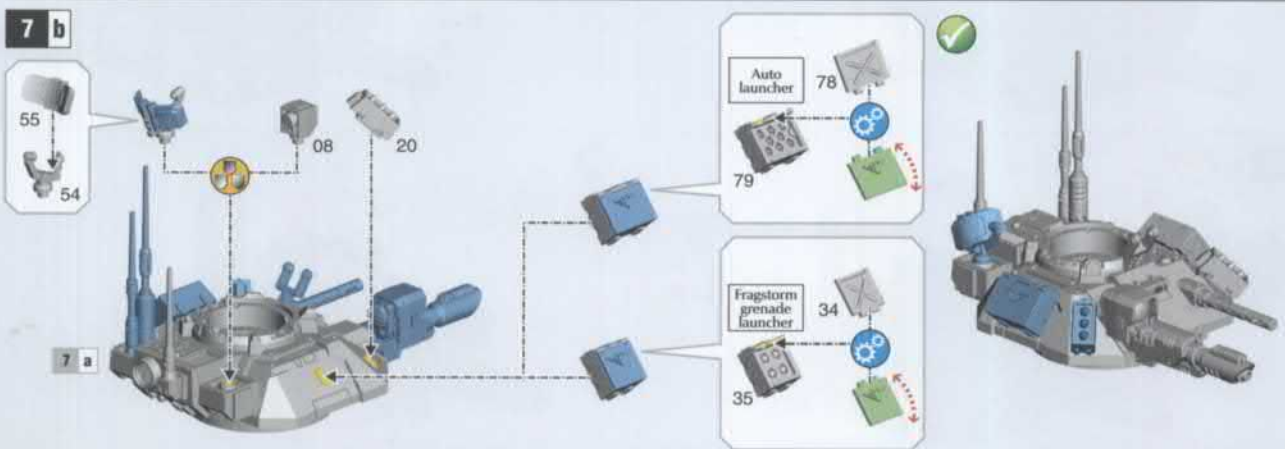
6 b



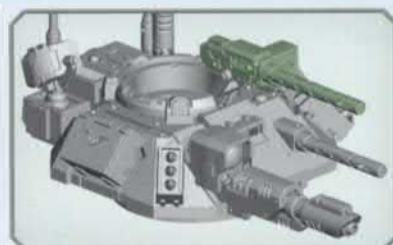
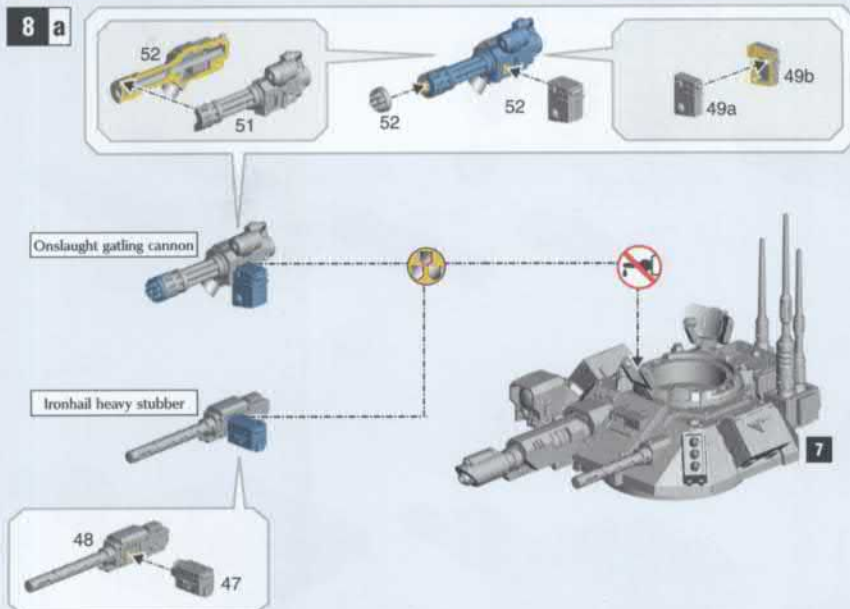
7 a



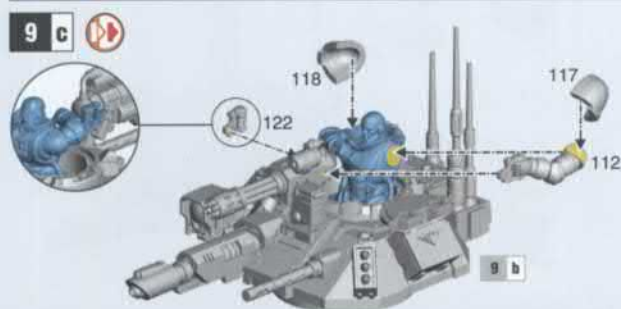
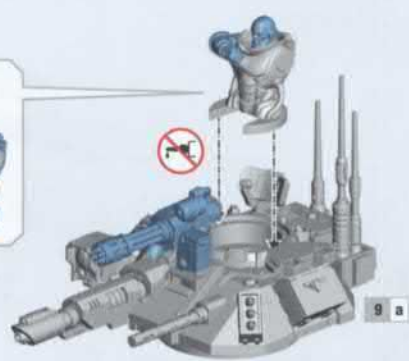
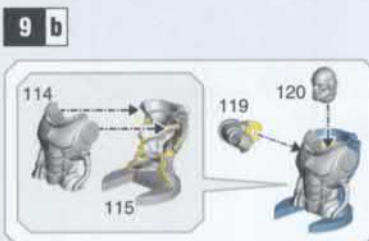
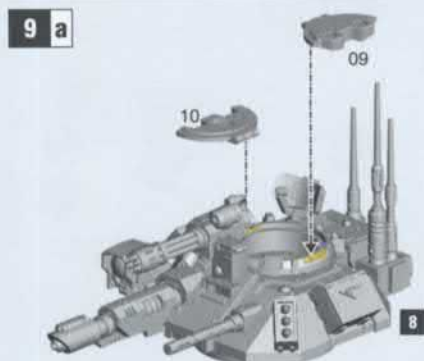
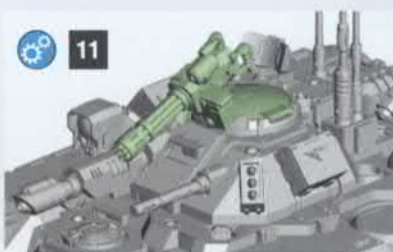
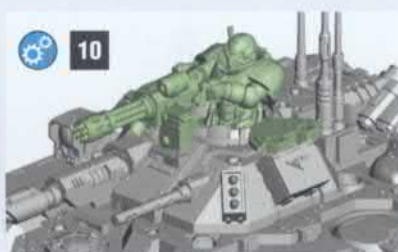
7 b



The Repulsor turret can be fitted with a variety of optional weapons and with or without the gunner. Our Repulsor paint guide shows you how to paint the tank with the gunner attached, but feel free to keep the hatch closed if you wish. If you do choose to use a Techmarine gunner, do not glue him into the turret. It will be much easier to paint him separately from the turret.



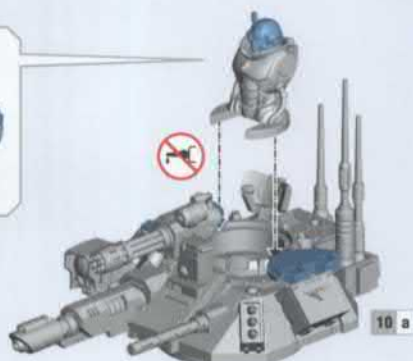
CHOOSE THE VARIANT YOU WANT TO BUILD



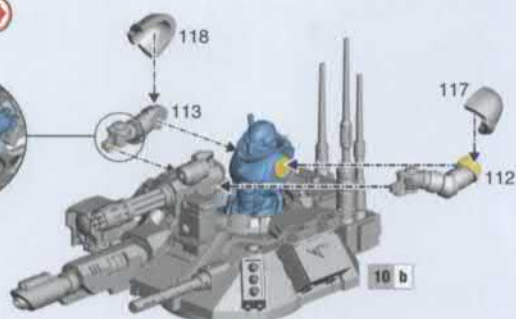
10 a



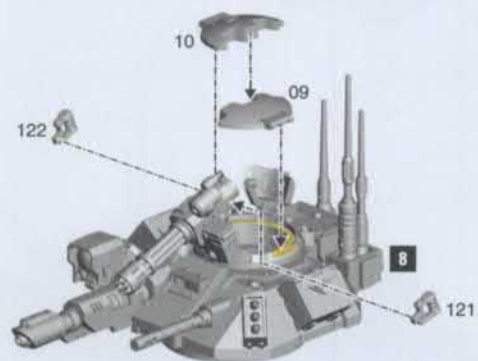
10 b



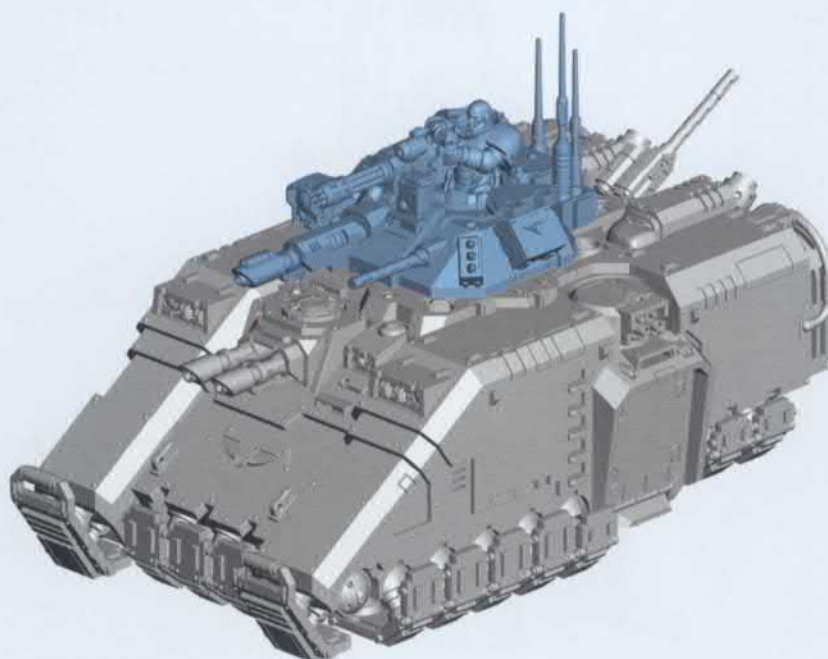
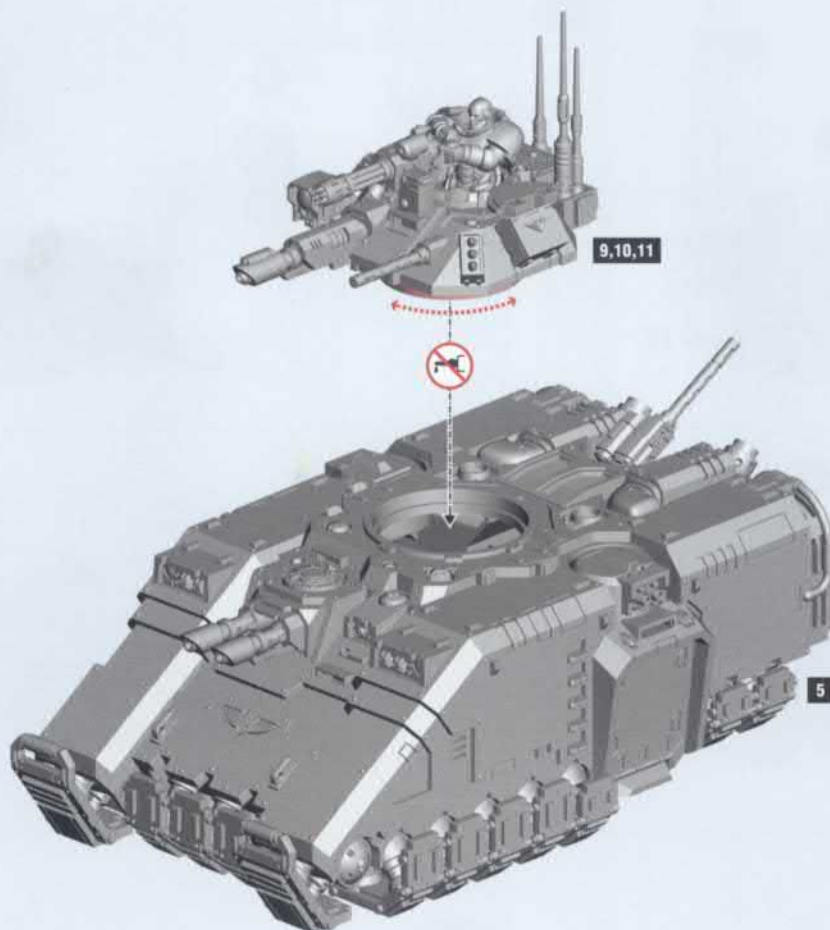
10 c



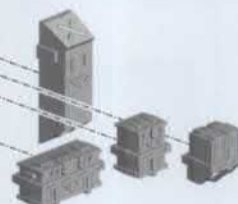
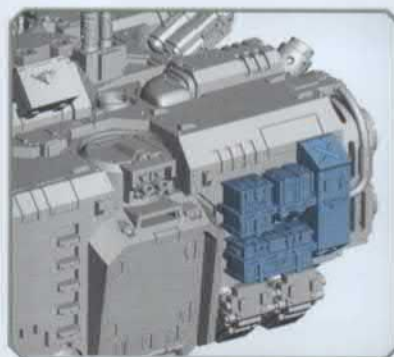
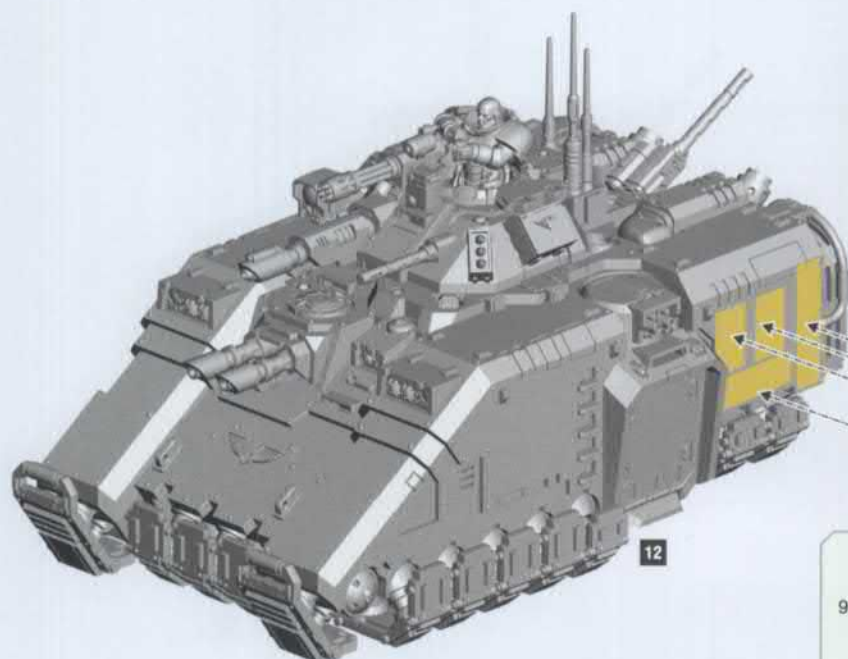
11 a



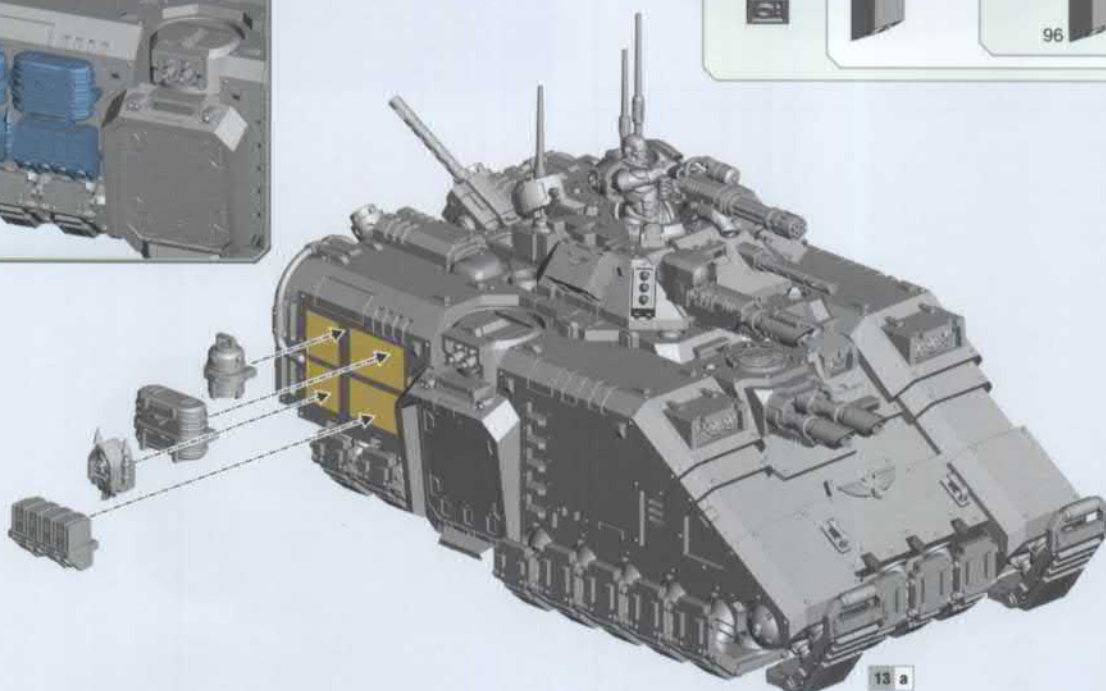
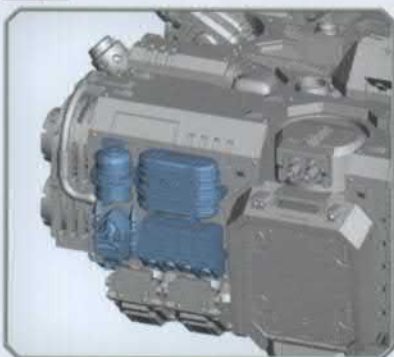
12 a



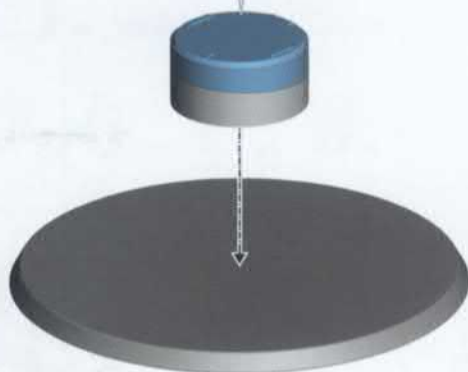
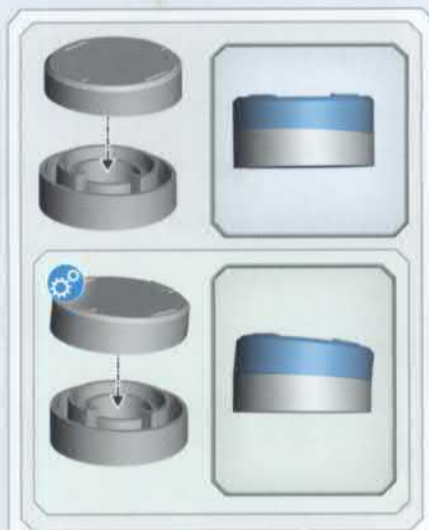
13 a



13 b



13 c



Apply some adhesive putty to the bottom of the model. This will make it easier to glue the plastic stand on after painting the Repulsor.



HOW TO BUILD PLAGUE MARINES

Below is a simple, stage-by-stage guide to building your Plague Marines. Follow each of these steps carefully, check out the assembly guides over the page, and soon enough you will have built a trio of horrible Death Guard warriors!



1 Your Plague Marines come attached to frames called sprues. They need to be removed from these carefully.



2 Carefully clip each component off the sprue one at a time, being sure not to leave the plastic tabs attached.



3 Remove each component from the sprue with care so that you don't drop or lose them.



4 Before putting your Plague Marines together, lay their components out to make sure you have everything.



5 Every Citadel Miniature stands on a plastic base. Many of these have horizontal slots the models plug into.



CLIPPER SAFETY

To remove your models from their sprues, you will need a set of modelling clippers. Games Workshop sells a set of clippers specially designed for this job, with flat-edged blades that can cut the plastic flush with each join or surface. You must follow all the instructions and guidance provided with the clippers.



Hold your clippers like so, with your fingers cushioning one arm and your thumb to apply pressure on the other.



To cut a component from its sprue, gently but firmly squeeze the clippers shut until the blades meet, as shown.

BUILDING YOUR PLAGUE MARINES

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make each Plague Marine as shown below.



Champion Repugnus



Plague Marine Gruhl



Plague Marine Bubox

HOW TO BUILD POXWALKERS

The instructions below take you through how to build your Poxwalker miniatures one step at a time. As in previous issues, just follow them through one after the other, take your time, and you will soon have a new squad of miniatures built!



1 Your Poxwalkers come attached to a plastic sprue. All their components are numbered to make them easy to build.



2 Use clippers to remove the models from the sprue, being careful not to damage the models or your fingers!



3 Poxwalkers have a lot of spines and delicate components. Take care when removing these from the sprue.



4 Lay out your components before putting the models together to make sure they are all present and correct.

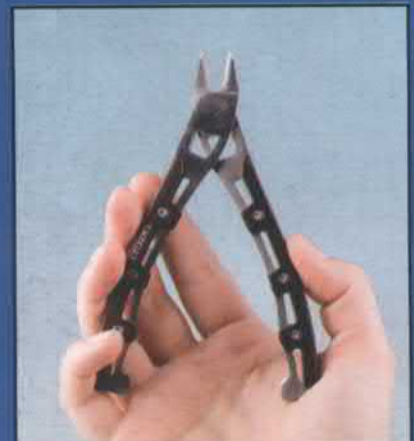


5 Slot each Poxwalker into one of the plastic bases provided, so they will stand up on the gaming table.



CLIPPER SAFETY

To remove your models from their sprues, you will need a set of modelling clippers. Games Workshop sells a set of clippers specially designed for this job with flat-edged blades. You must follow all the instructions and guidance provided with the clippers.



Hold your clippers with your fingers cushioning one arm and your thumb applying pressure on the other.



To cut a component from its sprue, gently but firmly squeeze the clippers shut until the blades meet as shown.

POXWALKERS

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make each Poxwalker as shown below.



HOW TO BUILD PLAGUE MARINES

Below is a simple, stage-by-stage guide to building your Plague Marines. Follow each of these steps carefully, check out the assembly guides over the page, and soon enough you will have built a trio of horrible Plague Marines!



1 Your Plague Marines come attached to frames called sprues. They need to be removed from these carefully.



2 Carefully clip each component off the sprue one at a time, being sure not to leave the plastic tabs attached.



3 Remove each component from the sprue with care so that you don't drop or lose them.



4 Before putting your Plague Marines together, lay their components out to make sure you have everything.



5 Every Citadel Miniature stands on a plastic base. Many of these have horizontal slots the models plug into.



CLIPPERS AND GLUE SAFETY

To remove this model from its sprue and assemble it, you will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.

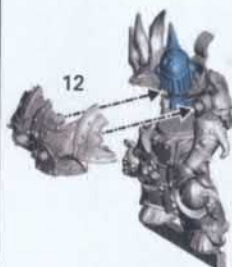
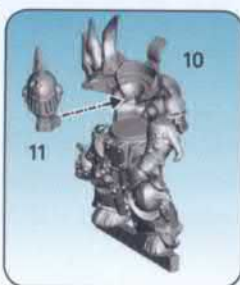
BUILDING YOUR PLAGUE MARINES

Each component has its own number, which is shown on the sprue next to that component.

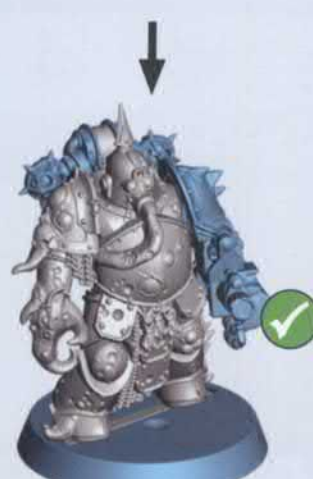
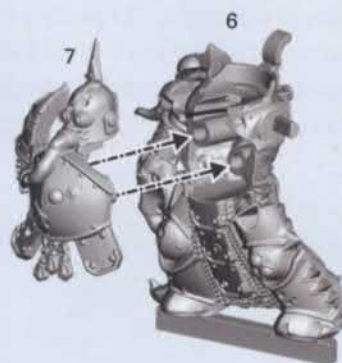
Use these numbers to find the right bits to make each Plague Marine as shown below.



Plague Champion



Plague Marine One



Plague Marine Two

HOW TO BUILD

POXWALKERS

Below is a guide to building your unit of Poxwalkers. Follow the instructions carefully and use the guide on the reverse of this page to assemble each model. Though you do not need to use glue on push-fit models, it will bond them together strongly. You can choose to use it if you like. Be careful when clipping these models free from the sprue and follow the clipper safety instructions.



1 The Poxwalkers come attached to a sprue and will need to be removed before you can assemble them.



2 Carefully remove the correct components from the sprue using your clippers.



3 Each component is numbered. The assembly guide on the reverse of this page will tell you which bits you need.



4 When you have cut the components free, follow the guide on the reverse of this page and assemble the models.



5 Repeat the process for every Poxwalker, following the guide as you go, until you have assembled all six models.



CLIPPERS AND GLUE SAFETY

You will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers. Your clippers are different from those shown, but they work the same way.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.

BUILDING YOUR POXWALKERS

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make each Poxwalker as shown below.

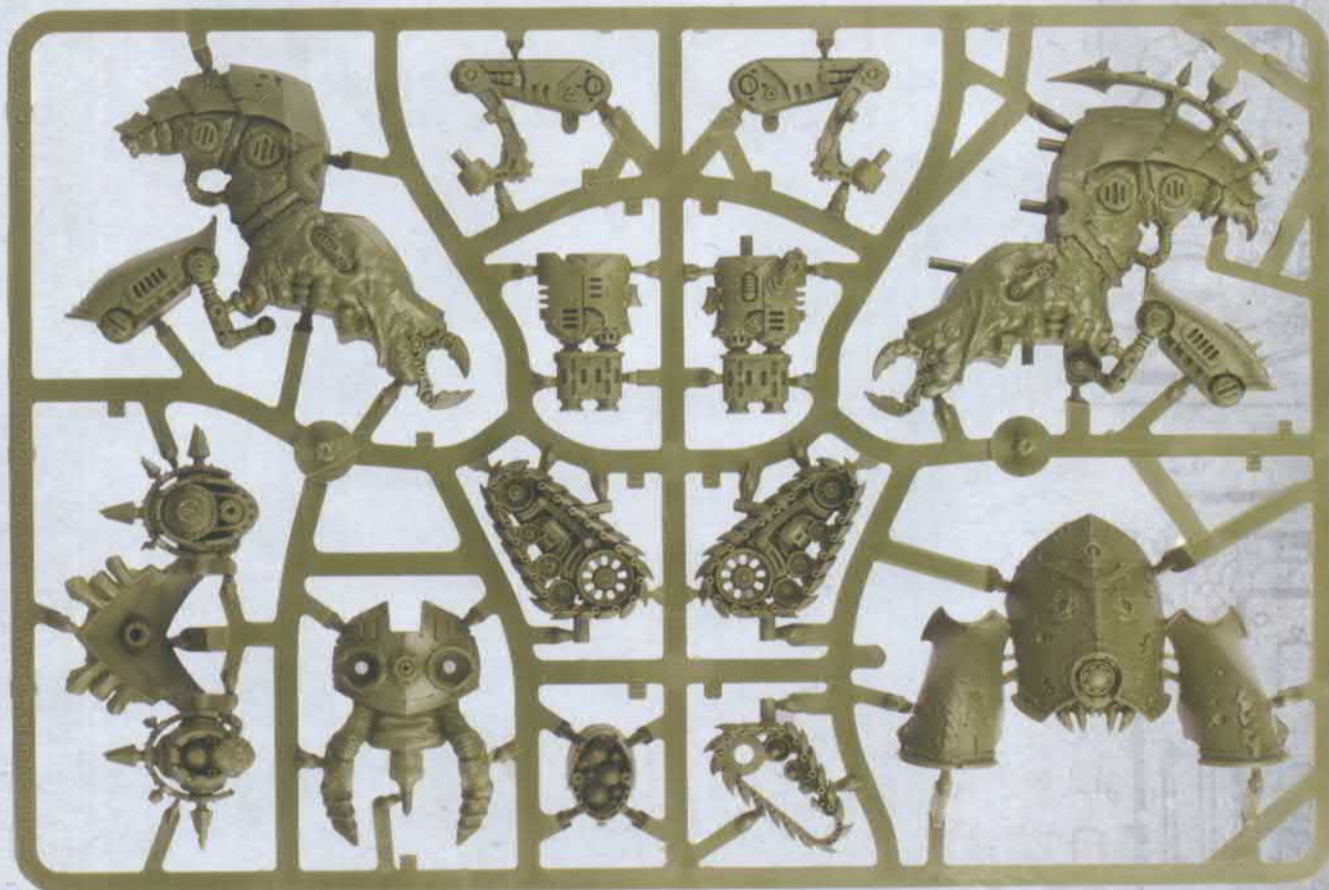




HOW TO BUILD

MYPHITIC BLIGHT-HAULER

Below is a simple guide to building your Myphitic Blight-hauler. Follow the guide carefully. Some of the parts on this model are delicate, so be careful when pushing the pieces together. We recommend you wait to glue the model on its base until after you paint it. This will make it much easier to paint the model's underside later.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 Using the assembly guide overleaf, clip the components out in order, and lay them out for each step.



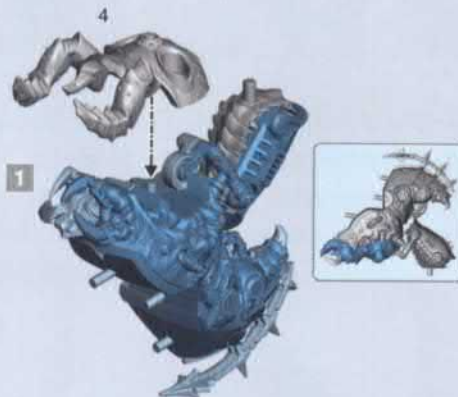
BUILDING YOUR BLIGHT-HAULER

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make the Blight-hauler as shown below.

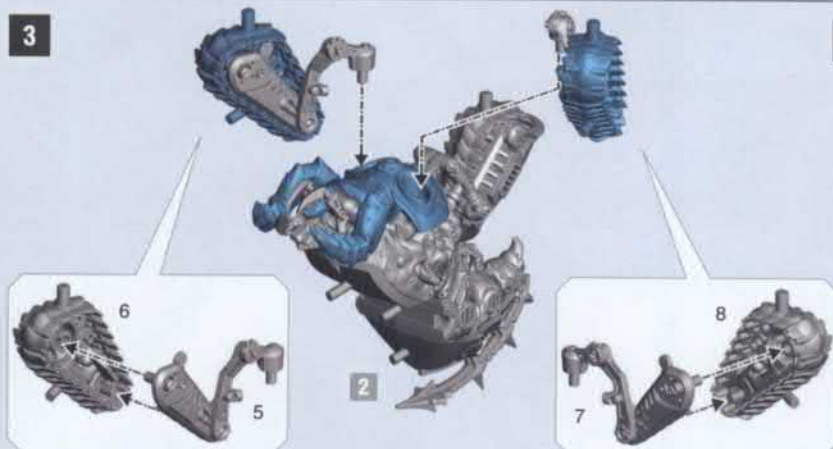
1



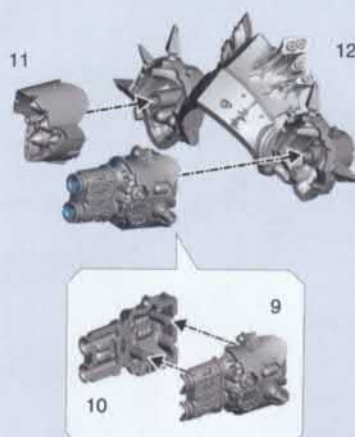
2



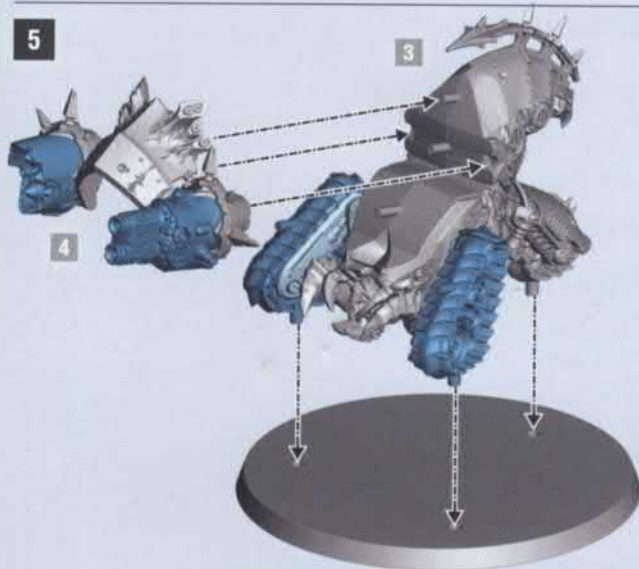
3



4



5

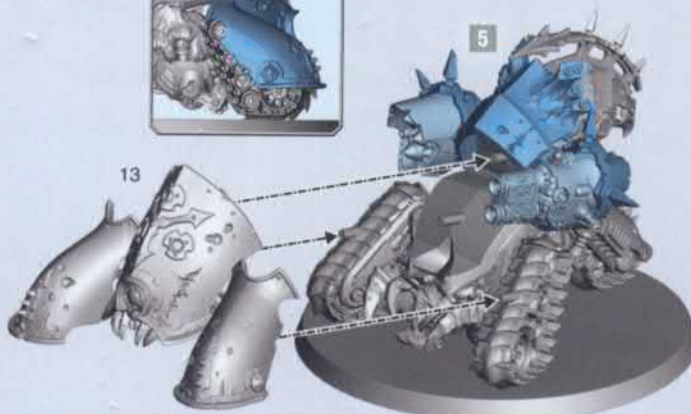


6



Don't glue the Blight-hauler to the base until after you paint it. It will be easier to paint the underside.

13



CLIPPERS SAFETY

Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



HOW TO BUILD

FOUL BLIGHTSPAWN

Below is a simple, stage-by-stage guide to building your Foul Blightspawn. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue as it will melt the detail of anything it gets on!



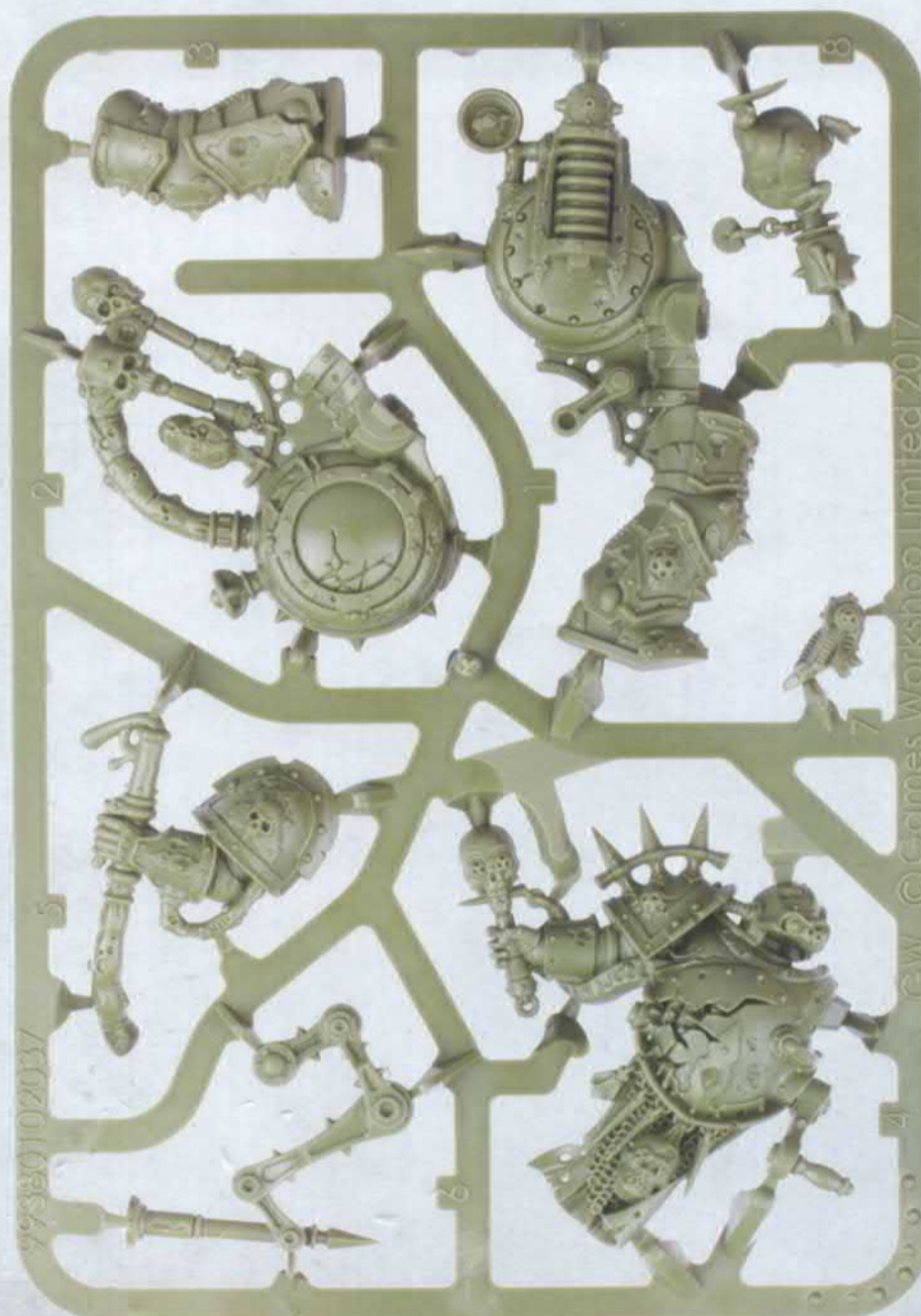
1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 Using the assembly guide overleaf, clip the components out in order and lay them out for each step.



3 Carefully follow the guide on the following pages to assemble your Foul Blightspawn.



BUILDING YOUR FOUL BLIGHTSPAWN

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make your Foul Blightspawn as shown below. Attach each part in numerical order, starting with parts 1 and 2.

When the Foul Blightspawn is assembled, attach him and the Nurgling to the base.



CLIPPERS AND GLUE SAFETY

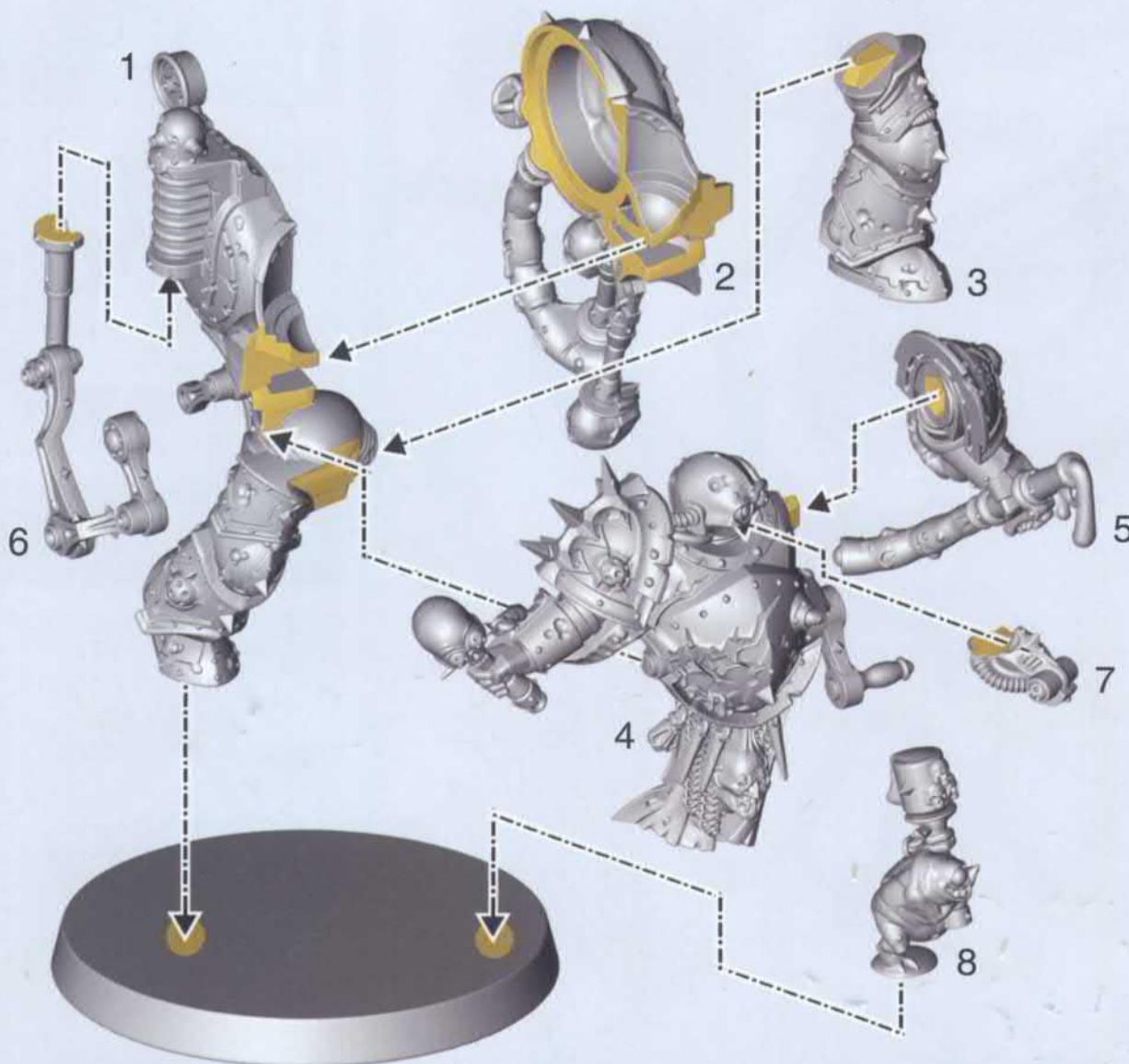
To remove this model from its sprue and assemble it, you will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



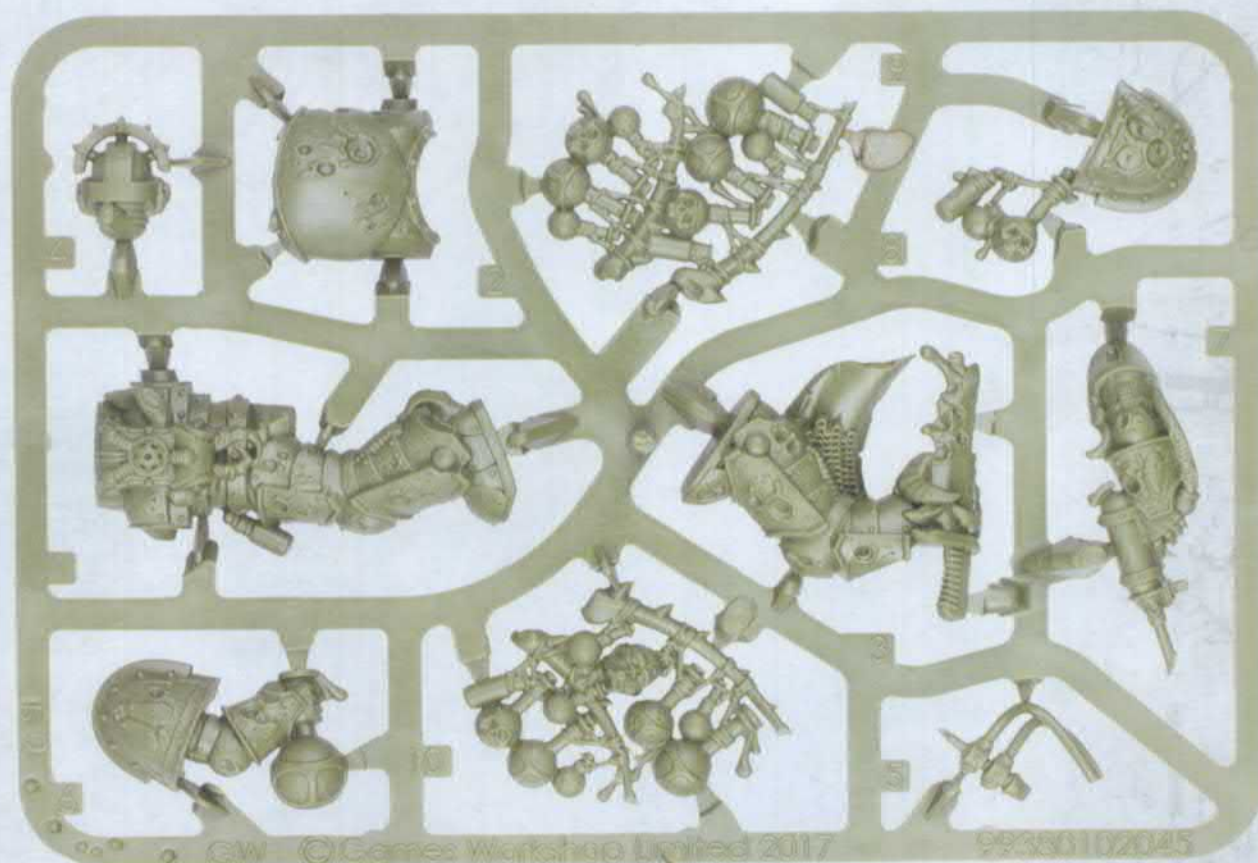
Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.



HOW TO BUILD

BIOLOGUS PUTRIFIER

Below is a simple, stage-by-stage guide to building your Biologus Putrifier. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need and clip them out.



2 Carefully follow the guide on the following pages to assemble your Biologus Putrifier model.



BUILD SAFETY

Hold the clippers with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet. Apply glue carefully using the applicator. Use only a very small amount of pressure. Apply the glue in a well ventilated area.

BUILDING YOUR BIOLOGUS PUTRIFIER

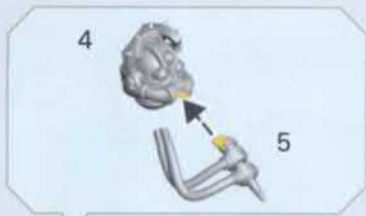
Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right parts to make the Biologus Putrifier as shown below.

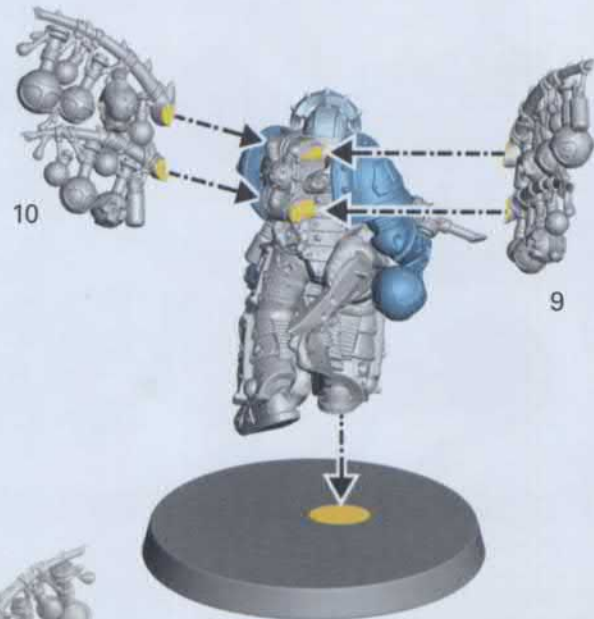
1



2



3



HOW TO BUILD

LORD FELTHIUS AND THE TAINTED COHORT

Below is a simple, stage-by-stage guide to building Lord Felthius and the Tainted Cohort. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 Using the assembly guide overleaf, clip the components out in order and lay them out for each step.



CLIPPER SAFETY

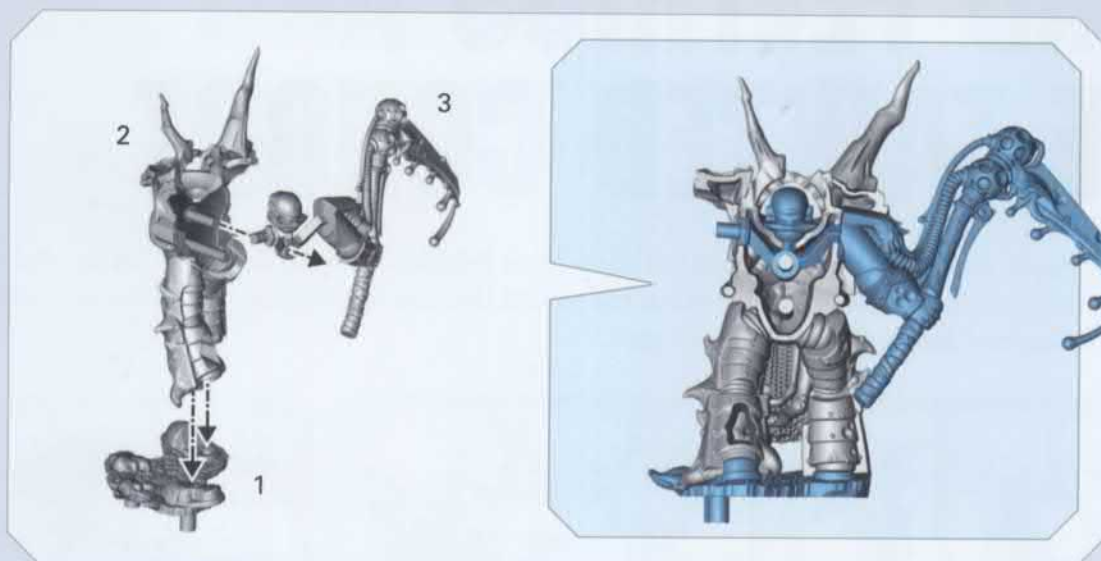


Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.

BUILDING LORD FELTHIUS AND THE TAINTED COHORT

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make Lord Felthius and the Tainted Cohort as shown below.

1



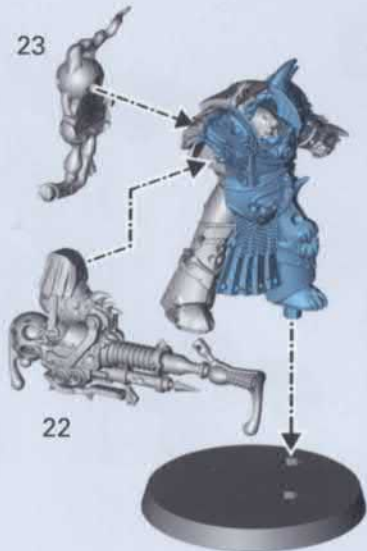
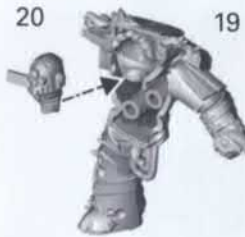
2



3



4



**BLIGHTLORD
TERMINATOR
THREE**



Each Blightlord Terminator has a Nurgling or growth to attach via a peg to his base.

24



25



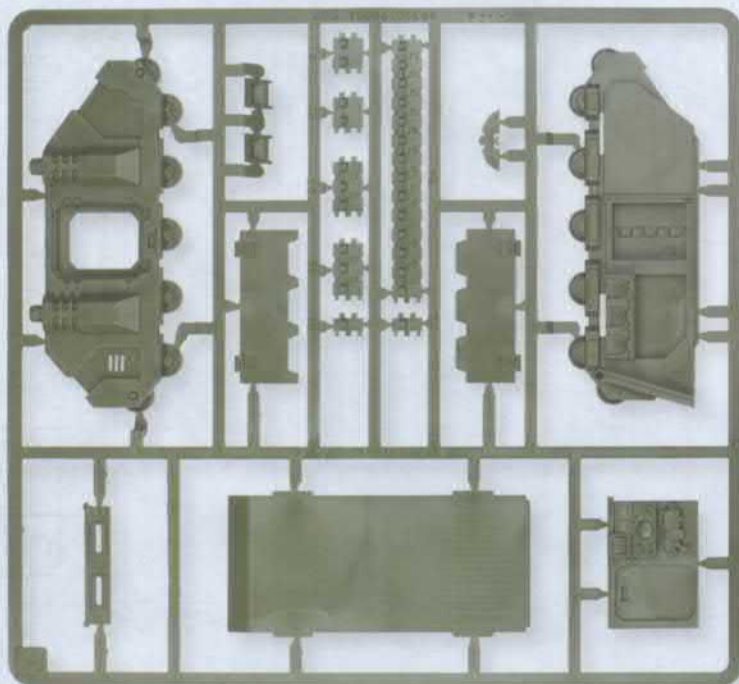
26



HOW TO BUILD

DEATH GUARD RHINO

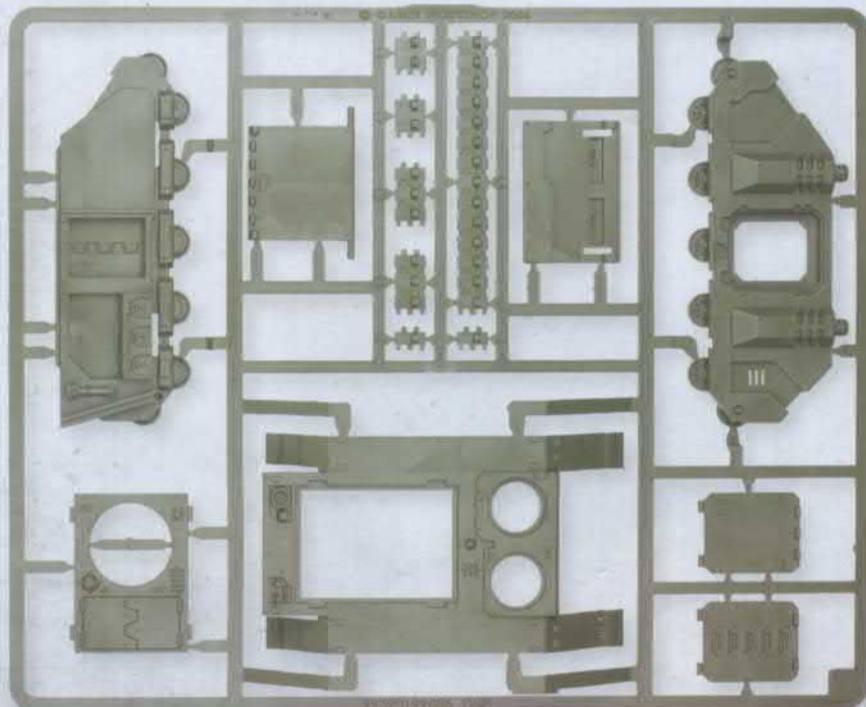
Over the next few pages, you will find a stage-by-stage guide to building your Chaos Rhino. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue when assembling the model.



This model comes on four separate sprues. The first two are included with this issue. They are used to build the Death Guard Rhino's hull. The other sprues come with Issue 28. They contain the Rhino's weapons and all sorts of spikes, chains and other pieces that will make it look sinister. Many of these extra parts are optional, so you can assemble your Rhino in a unique way.

⚠ CLIPPERS AND GLUE SAFETY

Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of pressure to squeeze the glue. Use the glue in a well ventilated area.



BUILD SYMBOLS



• Area to apply glue



• Do not glue components



• Choice of parts



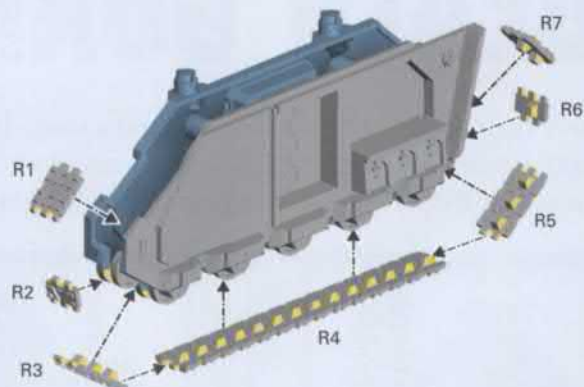
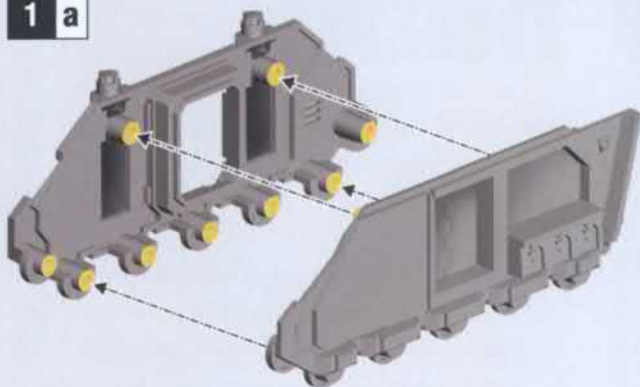
• Variant assembly

BUILDING YOUR DEATH GUARD RHINO

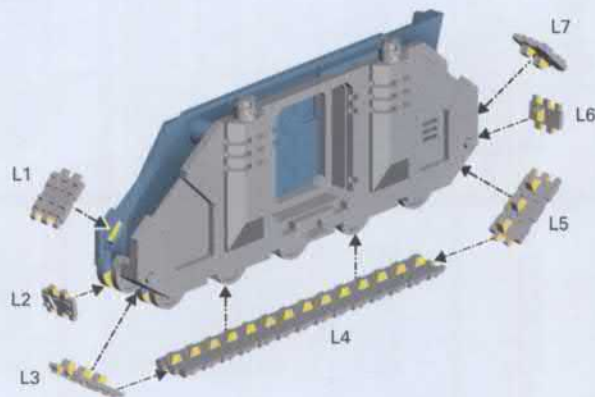
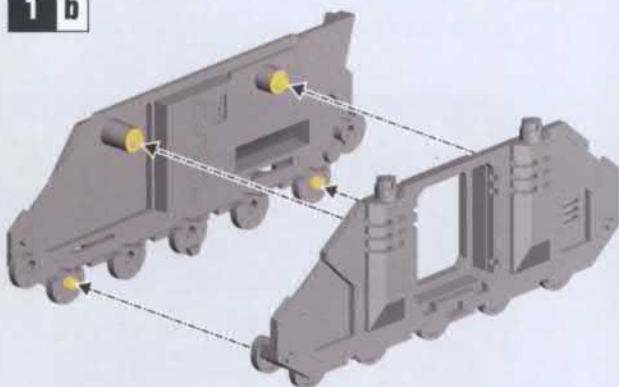
Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make the Rhino, as shown below.

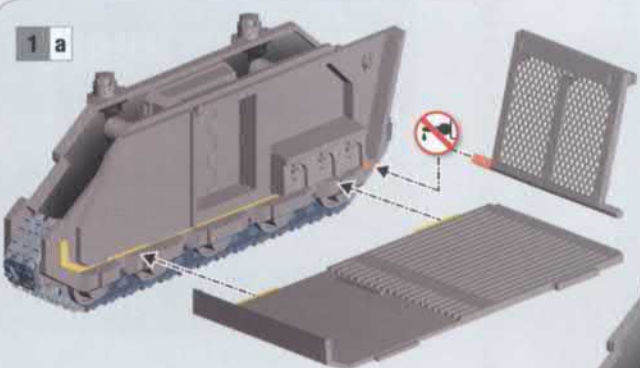
1 a



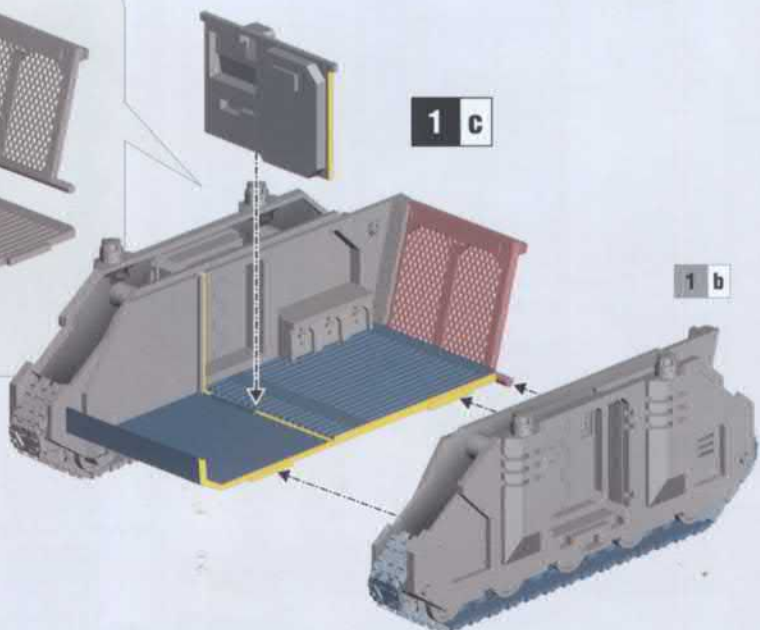
1 b



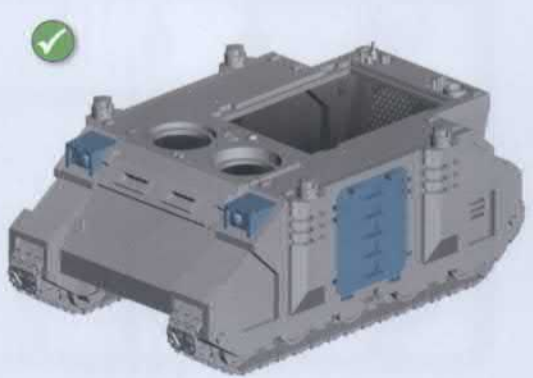
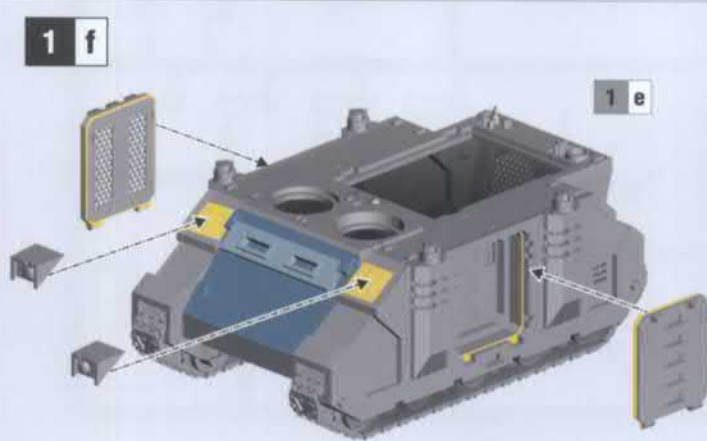
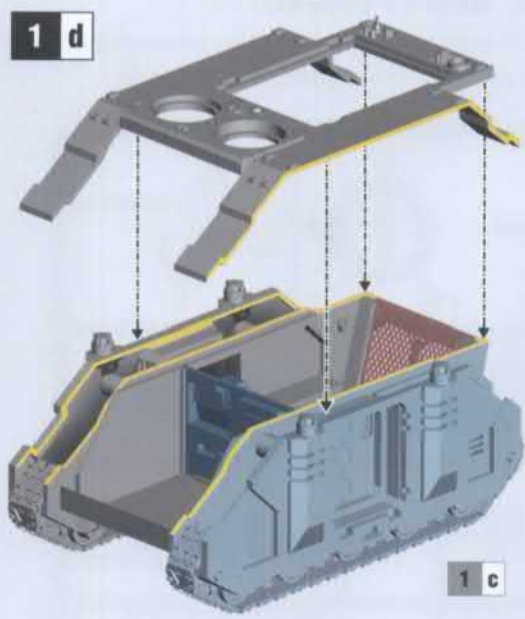
1 a



1 c

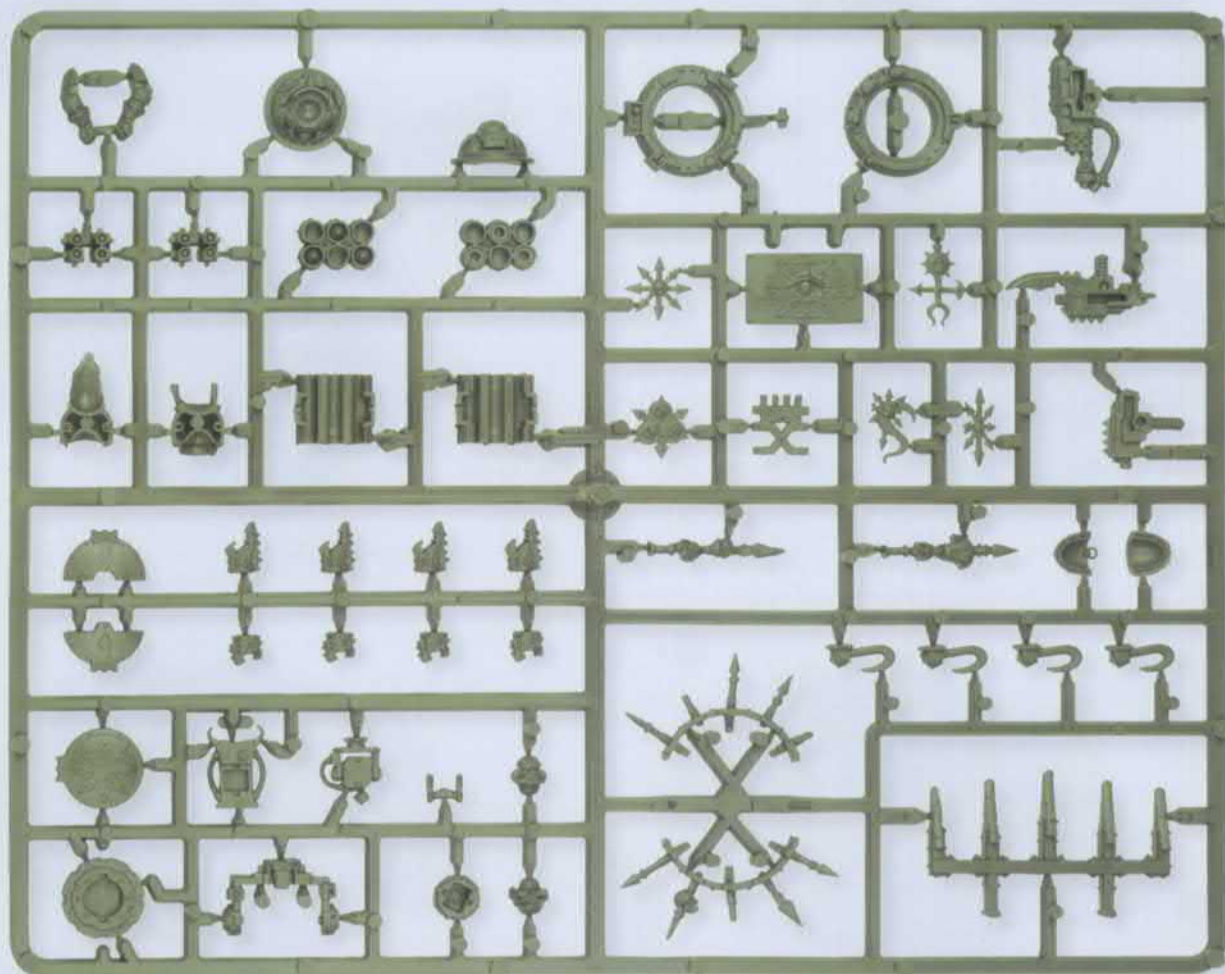


The rear door of the Rhino is not meant to be glued. It slots into place and is held by the other parts of the model you have glued.



WEAPONS AND HULL DETAILS

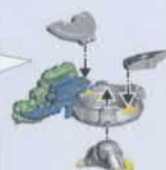
When you have finished building the body of the Chaos Rhino, it's time to add turrets, hatches and other pieces to the hull of the vehicle. You have several choices of how to build these pieces, so expect to have some leftover parts.



There are several ways to build the weapons, gear, and gunner. Read through all of the instructions before you choose how to build yours.



2

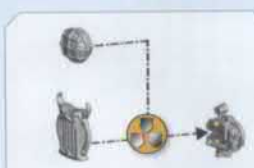
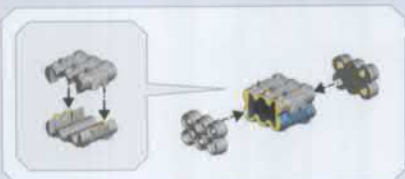




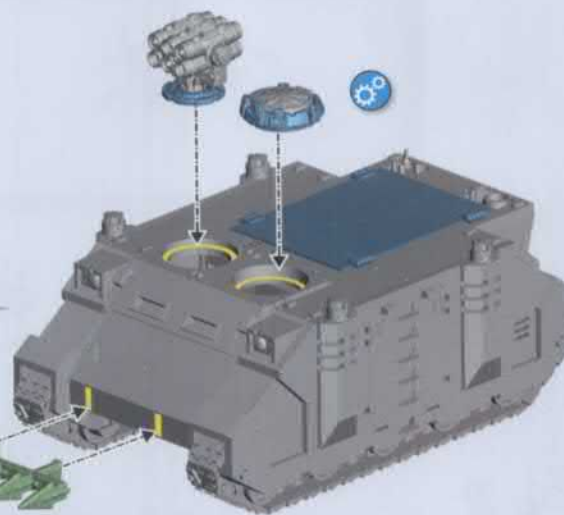
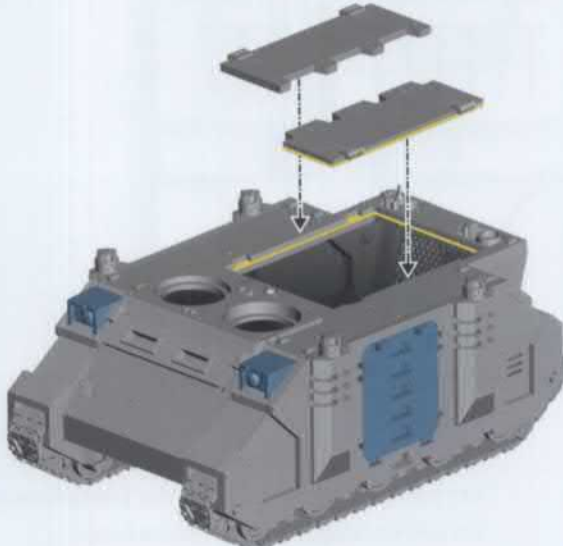
No matter which weapons you choose, don't worry. The datasheet you will have for playing with the Rhino includes rules for both the combi-bolter and havoc missile launcher.



3



4 a

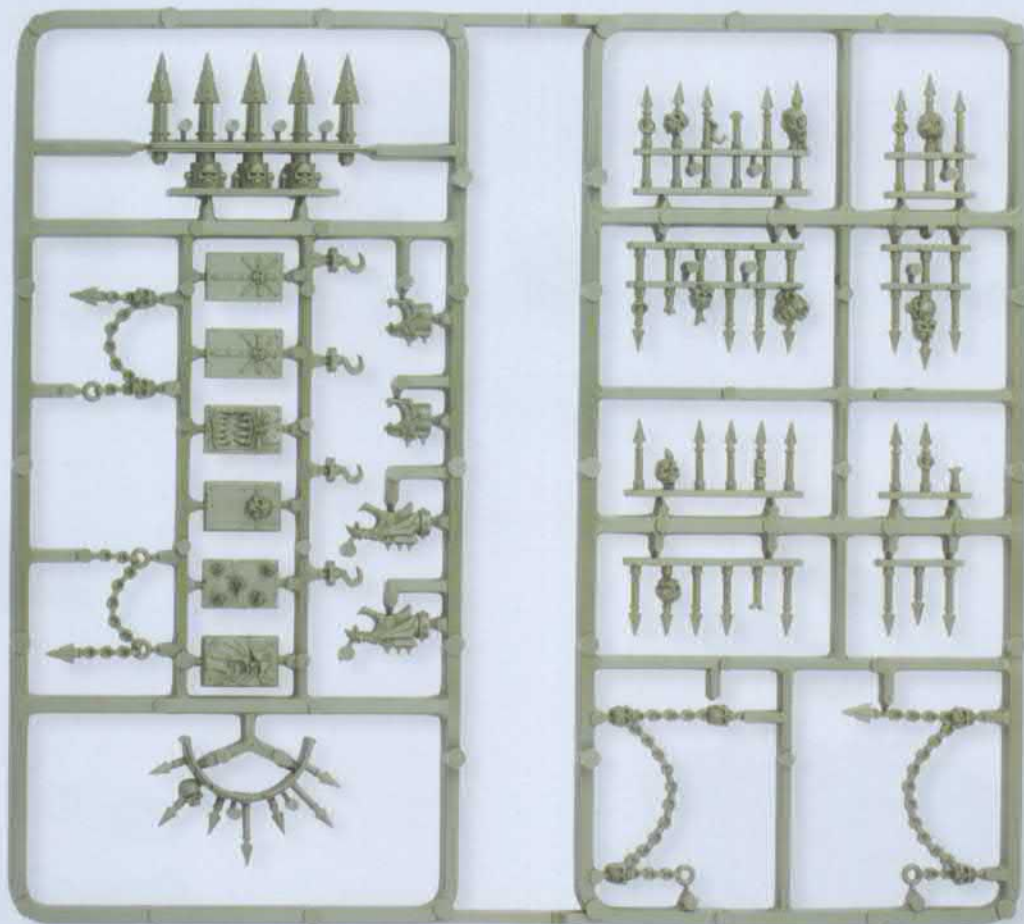


There are lots of options for assembling your Rhino, so you may be unsure of which to choose. If so, match the rules on the datasheet by equipping your Rhino with a combi-bolter and havoc missile launcher as shown.



CHAOS SYMBOLS AND TROPHIES

The sprue below contains all sorts of spikes, chains, trophies, and other details to add to your Rhino. You can include as many or as few of these parts as you like. Since they are all optional, feel free to get creative when building your Rhino.



The three symbols highlighted in red below are for the Chaos Gods that the Death Guard do not worship. Don't use these icons.



HOW TO BUILD

DEATH GUARD VILLAINS

Below is a simple, stage-by-stage guide to building your new Death Guard models. Follow the guides carefully, applying glue to the areas of the models that are highlighted in yellow. Be careful not to apply too much glue.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of pressure to squeeze the glue. Use the glue in a well ventilated area.

CLIPPERS AND GLUE SAFETY



BUILD SYMBOLS



• Glue points



• Assembled components

1 PLAGUE MARINE CHAMPION

EXTRA PARTS

Save parts 5, 6 and 7 to build a Plague Marine in a later issue.

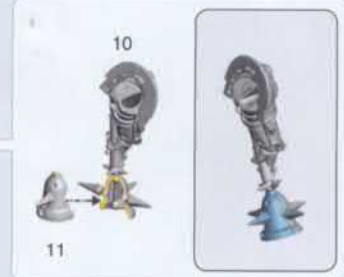
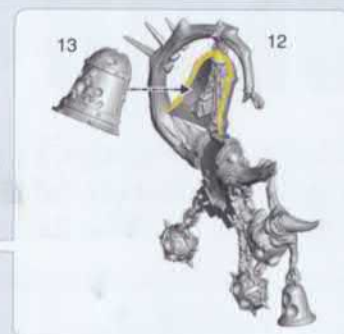


BUILDING YOUR DEATH GUARD VILLAINS

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make each Death Guard model, as shown below.

2 NOXIOUS BLIGHTBRINGER



3 a MALIGNANT PLAGUECASTER

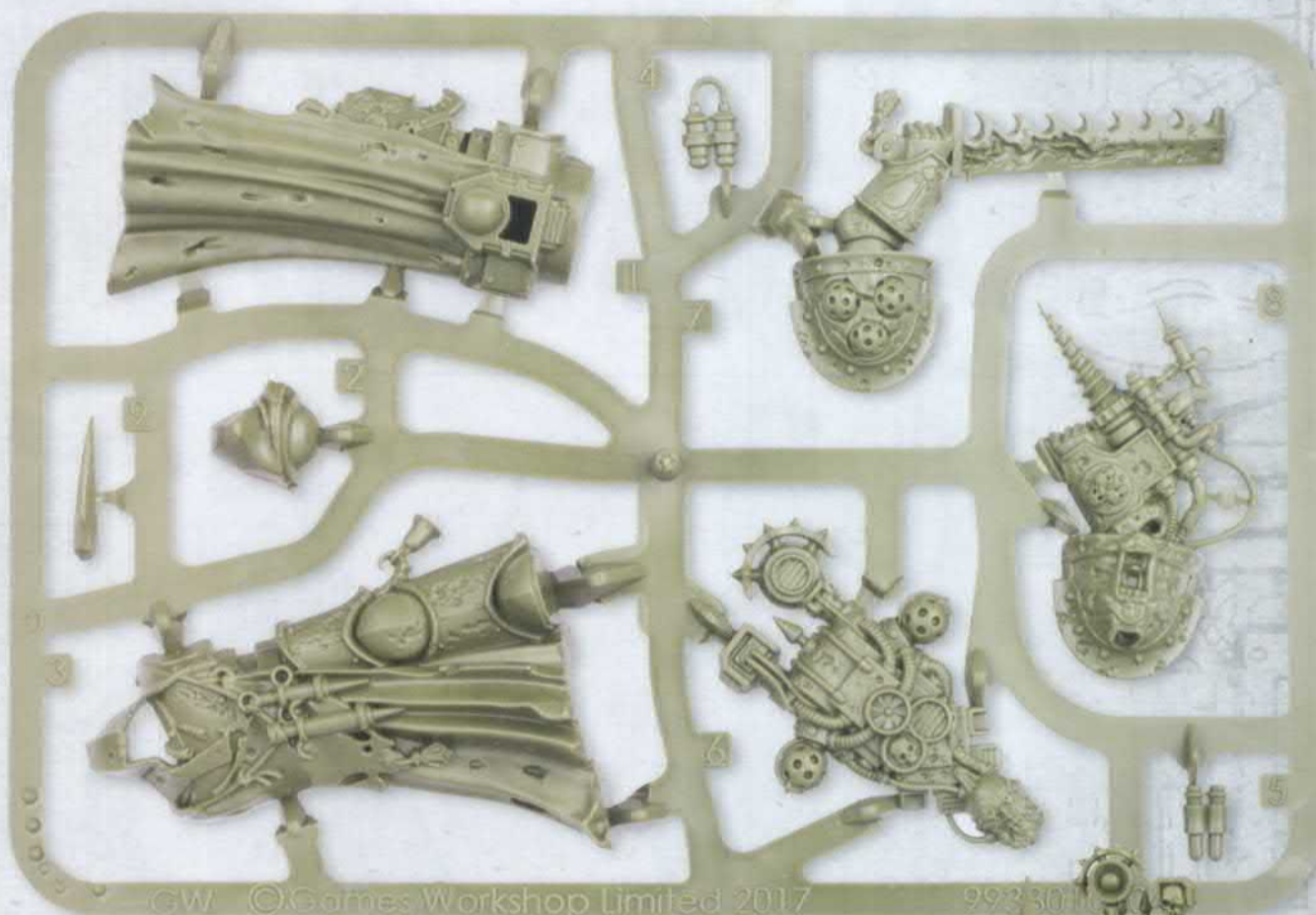


3 b



HOW TO BUILD PLAGUE SURGEON

Below is a simple, stage-by-stage guide to building your Plague Surgeon. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue.



1 When clipping the narthecium free, don't forget to remove this small piece of sprue from the cable and arm.



2 As a subscriber, you have received a mould line remover. Use this to scrape away any mould lines.



3 Carefully follow the guide on the following pages to assemble your Plague Surgeon model.

BUILDING YOUR PLAGUE SURGEON

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make the Plague Surgeon, as shown below.

BUILD SYMBOLS

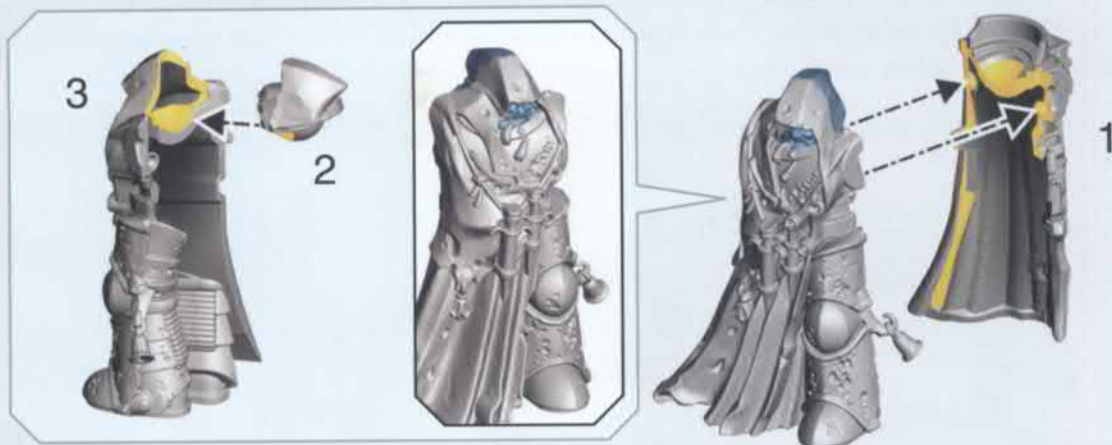


• Glue points



• Assembled components

1



2



3



CLIPPERS AND GLUE SAFETY



Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



HOW TO BUILD

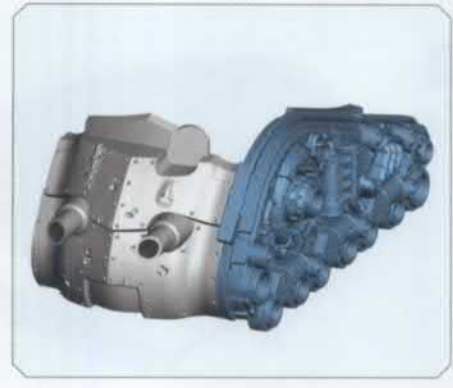
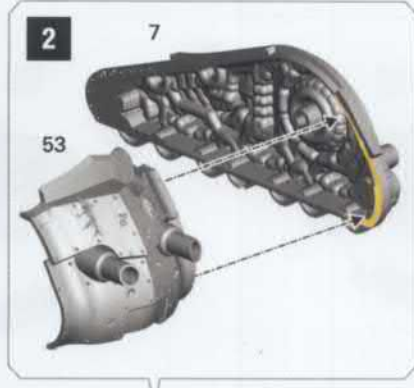
PLAGUEBURST CRAWLER

Below is a simple, stage-by-stage guide to building your Plagueburst Crawler. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow. Be careful not to apply too much glue.



⚠️ CLIPPERS AND GLUE SAFETY

Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of pressure to squeeze the glue. Use the glue in a well ventilated area.

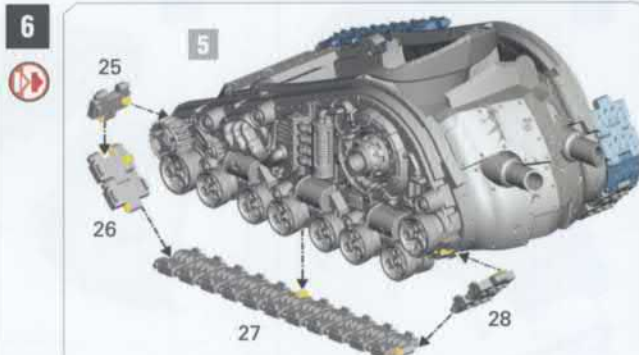
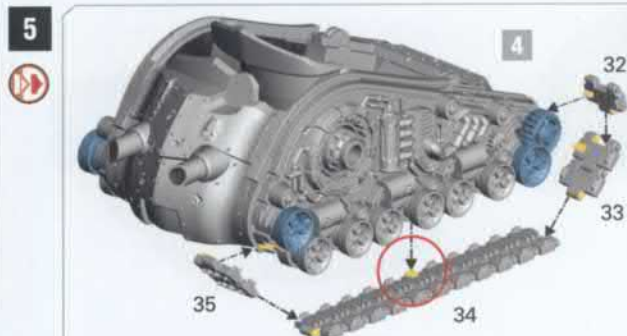
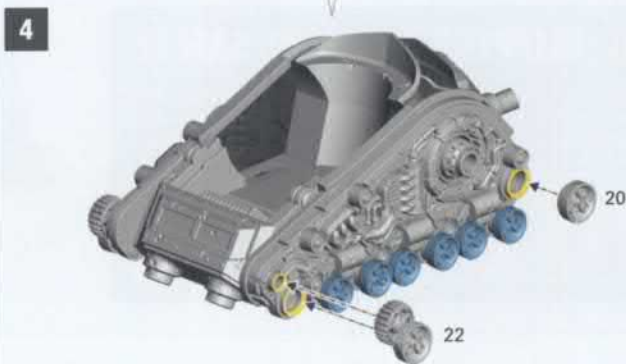
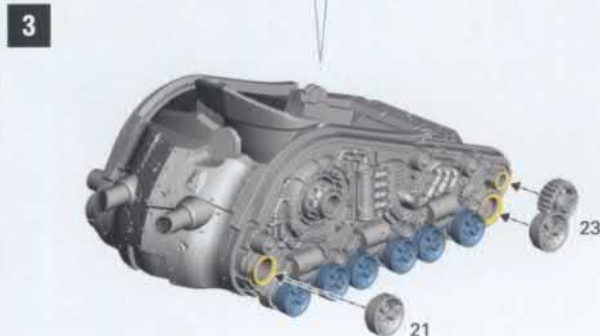
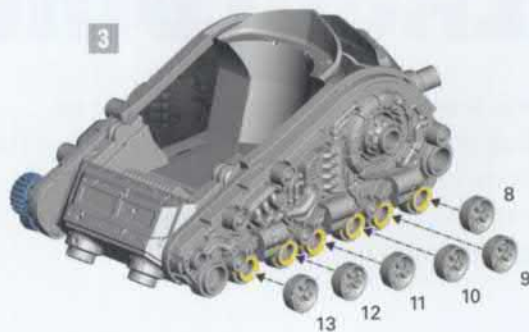
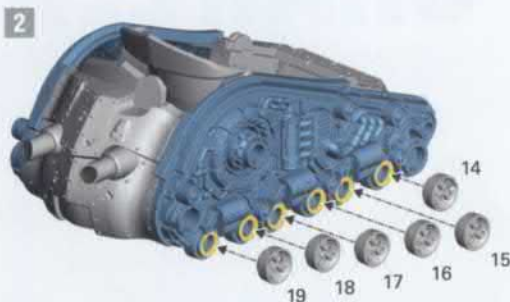


BUILDING YOUR PLAGUEBURST CRAWLER

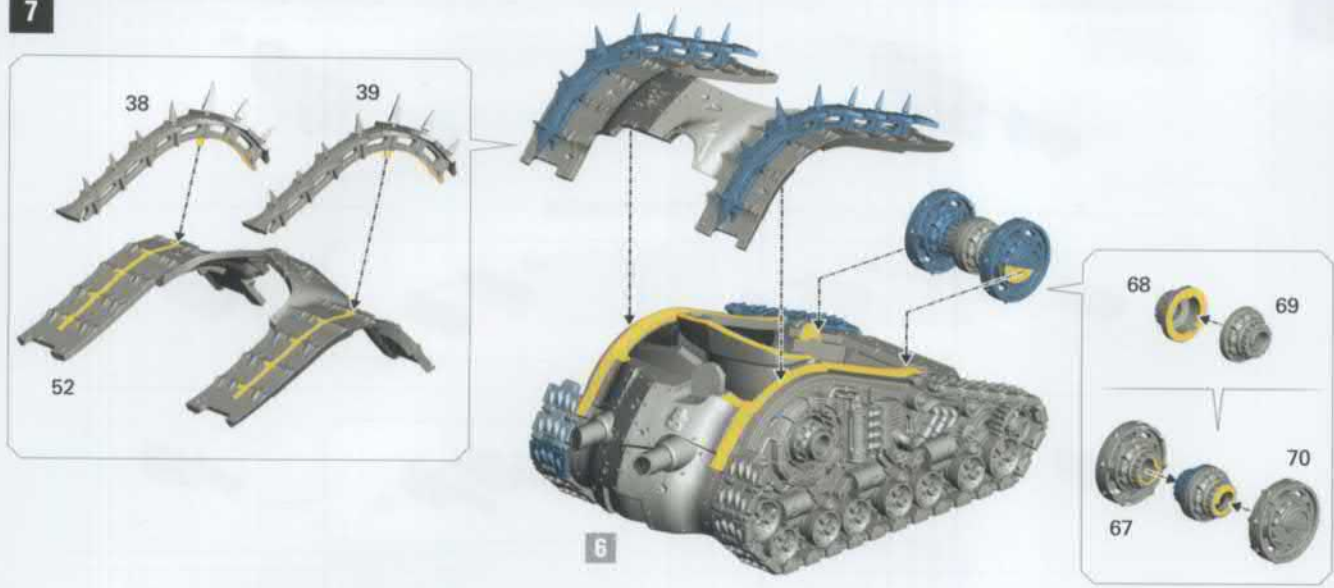
Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make the Plagueburst Crawler, as shown below.



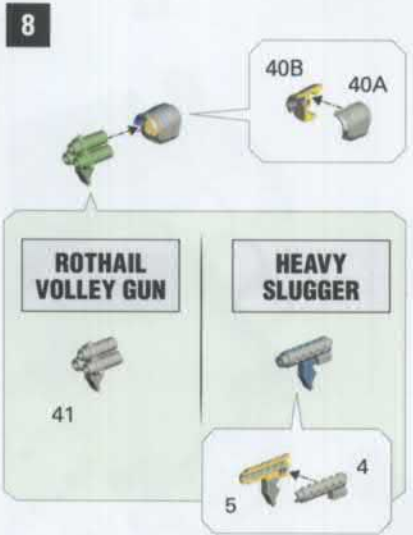
• Test before gluing



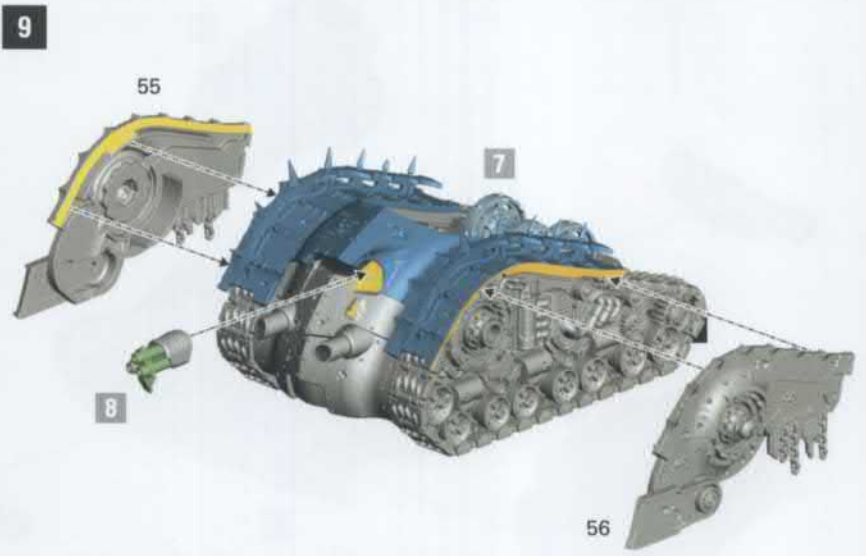
7



8

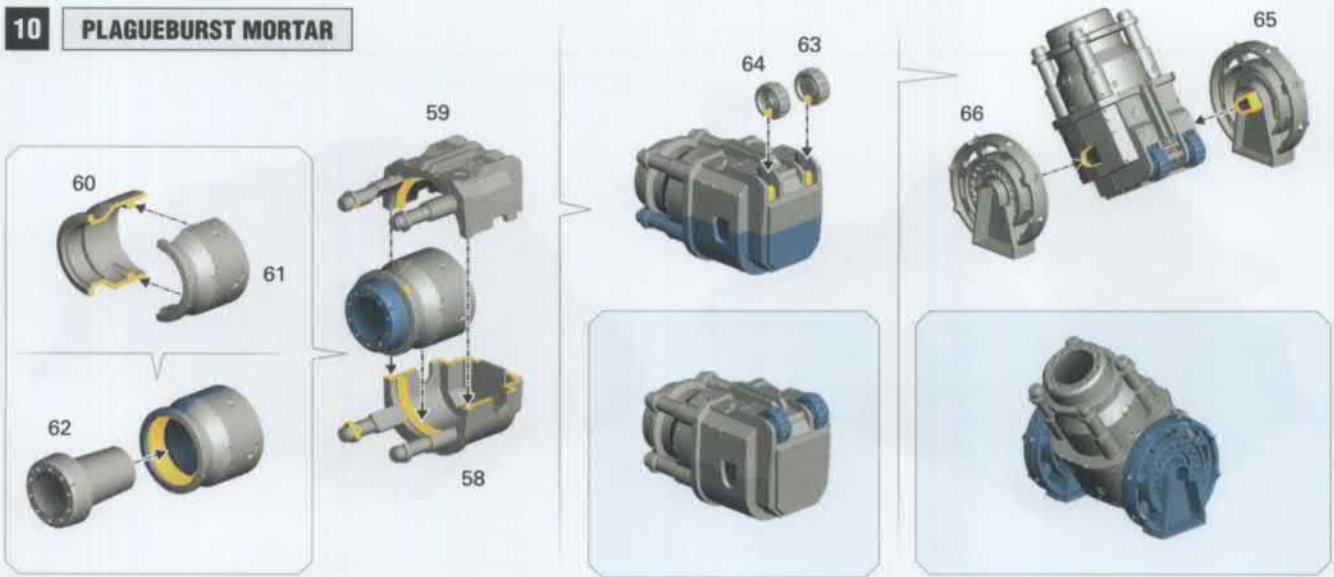


9



10

PLAGUEBURST MORTAR



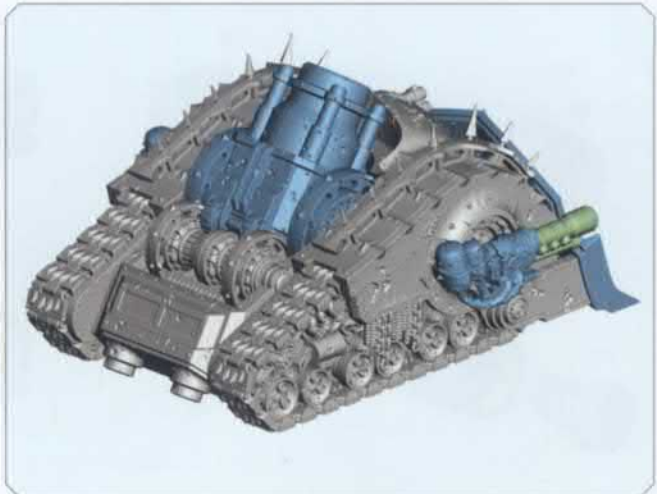
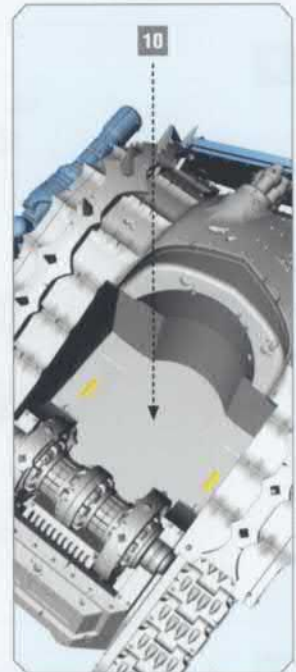
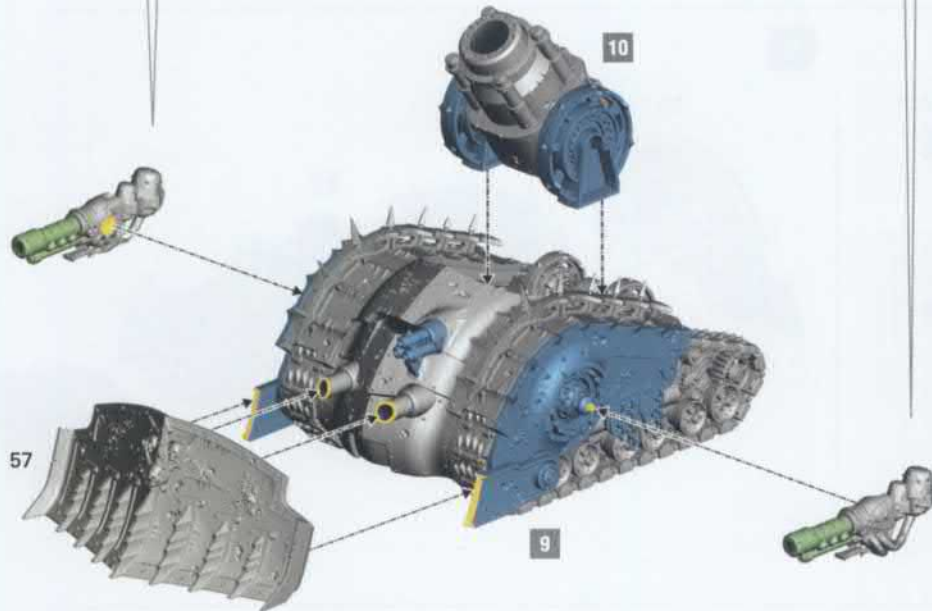
11



ENTROPY CANNON



PLAGUESPITTER



HOW TO BUILD DEATH GUARD

Below is a simple, stage-by-stage guide to building your Plague Marines. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow. Be careful not to apply too much glue.

⚠ CLIPPERS AND GLUE SAFETY



Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well-ventilated area.

BUILD SYMBOLS



• Glue points



• Assembled components

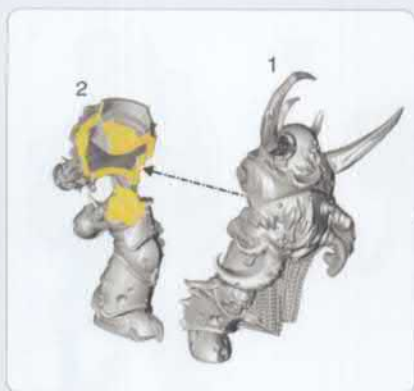
BUILDING YOUR PLAGUE MARINES

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make each Plague Marine, as shown below.

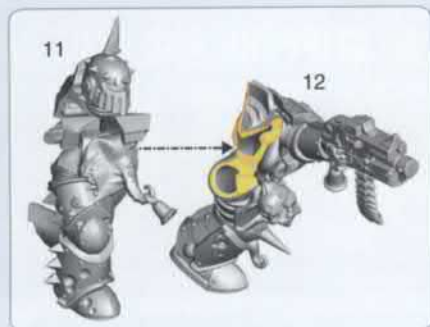
1 a



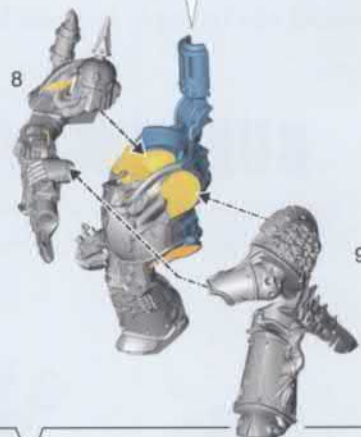
1 b



1 c



1 d



1 a



1 b



1 c



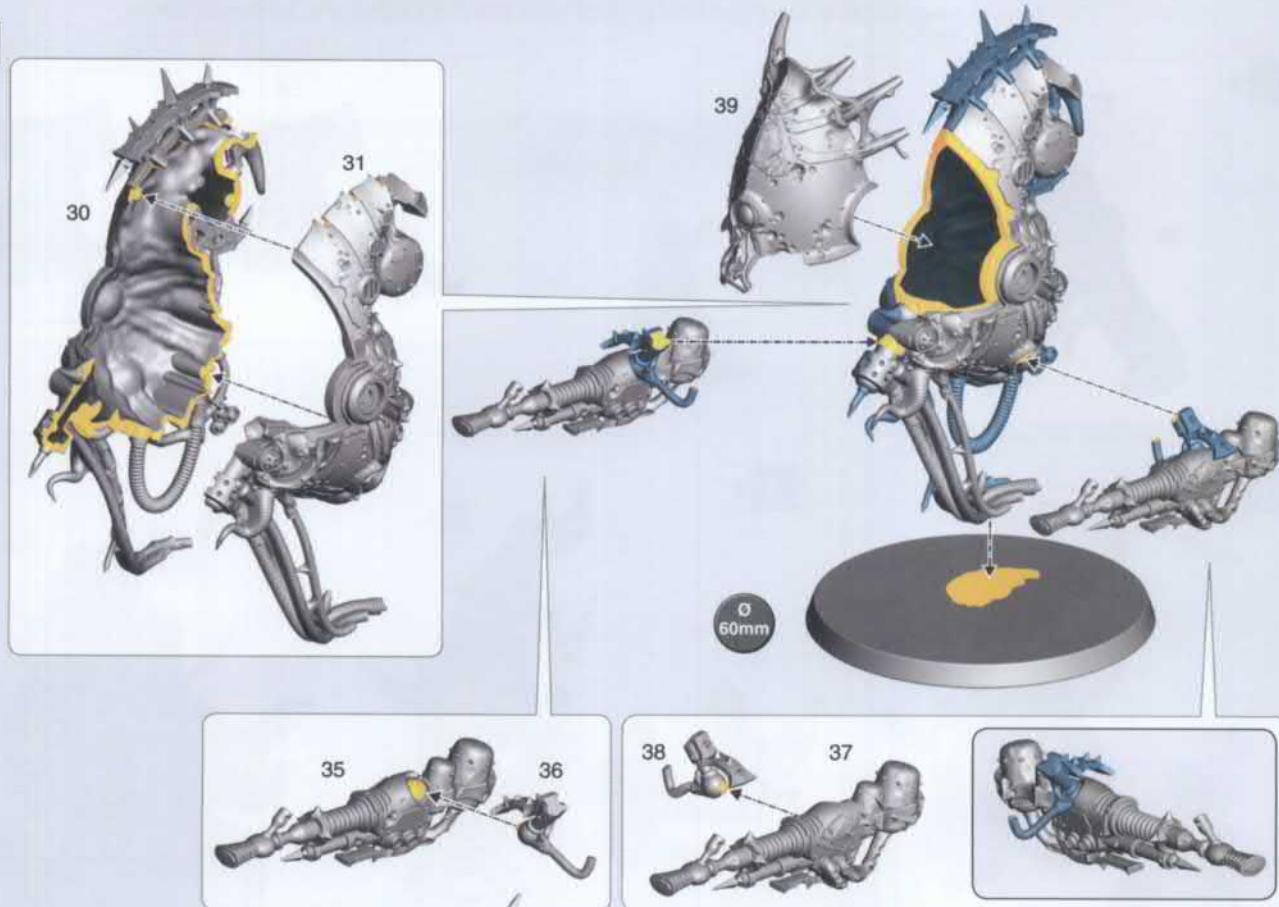
1 d



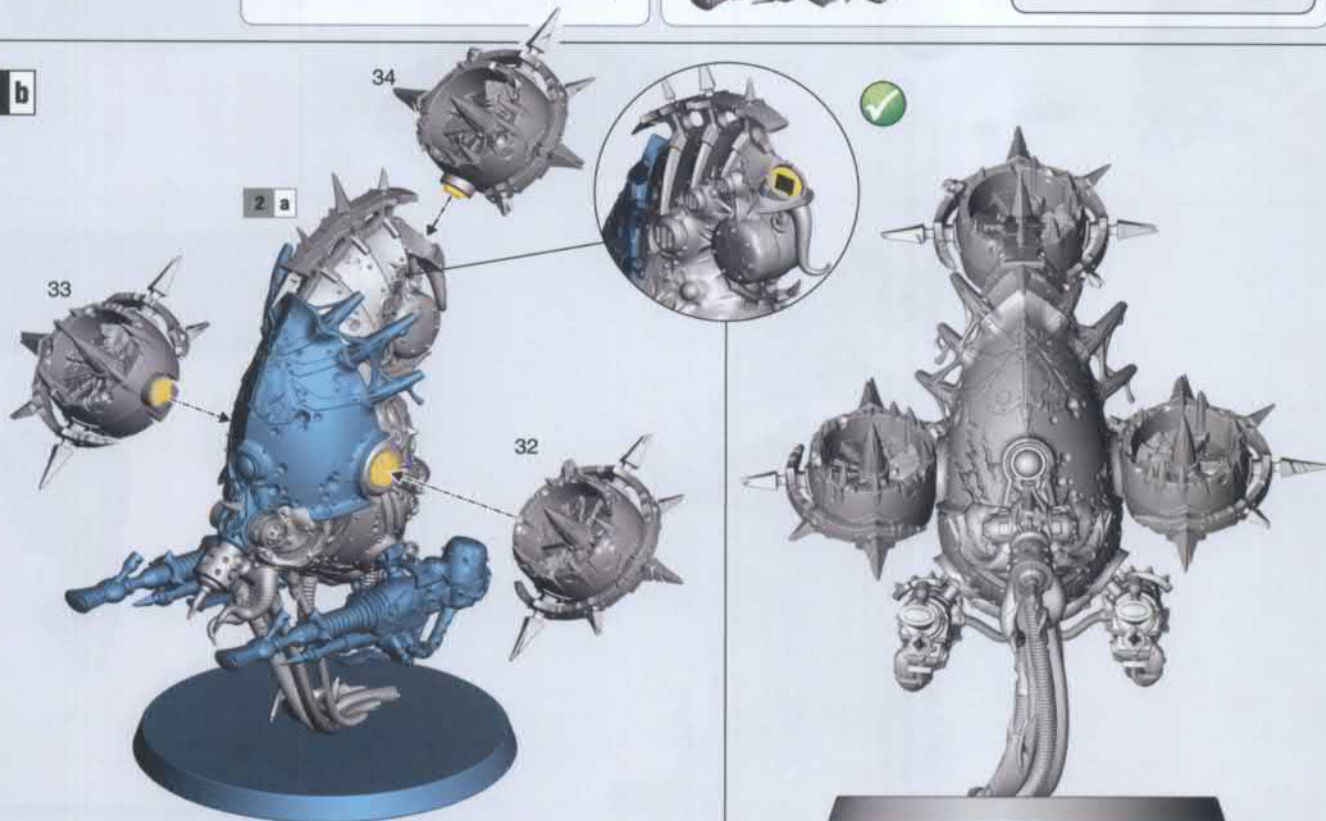
BUILDING YOUR FOETID BLOAT-DRONE

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make your Foetid Bloat-drone, as shown below.

2 a



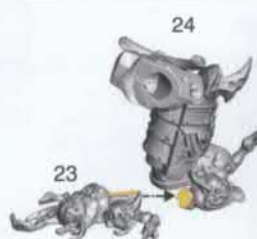
2 b



BUILDING YOUR LORD CONTAGION

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make your Lord of Contagion, as shown below.

3 a



3 b



3 c



3 b



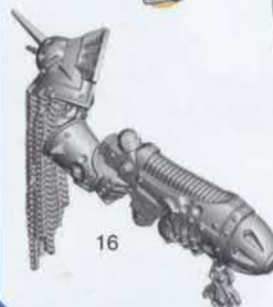
EXTRA PARTS

The parts shown below are extra. Store these in a safe place; they are used in a later issue.

17



15

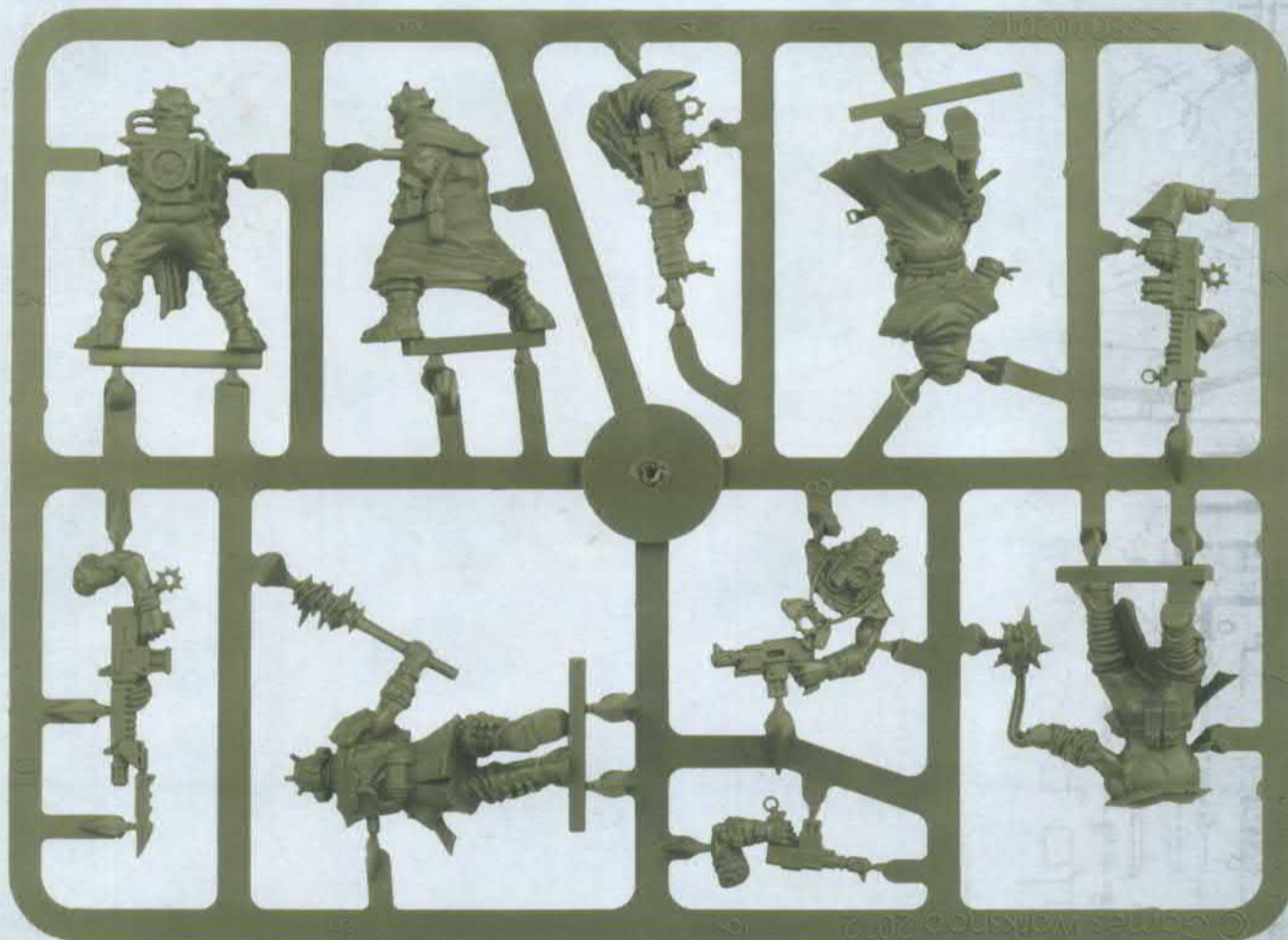


16

HOW TO BUILD CHAOS CULTISTS



Below is a simple, stage-by-stage guide to building your Chaos Cultists. These are push-fit models, so applying glue is optional. Follow the guides over the page carefully.



BUILD SYMBOLS



• Glue points



• Assembled components



CLIPPERS AND GLUE SAFETY



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



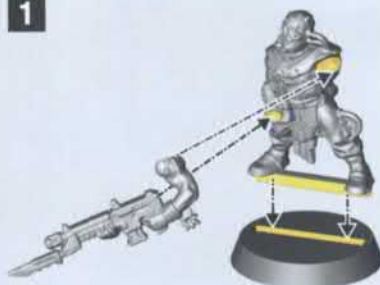
Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.

BUILDING YOUR CHAOS CULTISTS

Each Chaos Cultist is made of two parts that push together.

Use these images below to find the right components to make each Chaos Cultist.

1



4



2



5



3



FINISHED MINIATURES



HOW TO BUILD TYPHUS

Below is a simple, stage-by-stage guide to building Typhus, the Herald of Nurgle. Follow the guides carefully and be careful not to apply too much glue when assembling this model.

BUILD SYMBOLS



• Glue points



• Assembled components



• Optional Assembly



Be careful when clipping the smaller components off the sprue as they are easy to break or lose. Make sure you line up your clippers correctly before cutting anything free.



CLIPPERS AND GLUE SAFETY



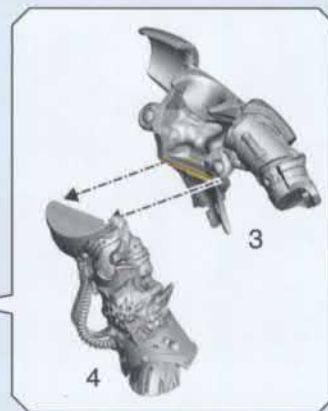
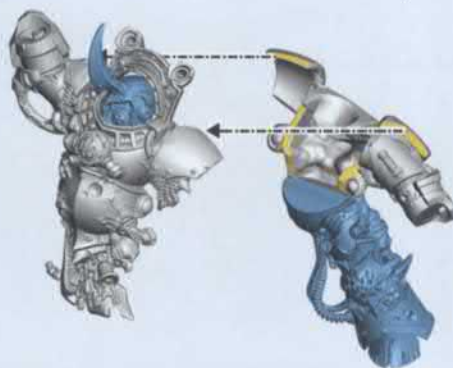
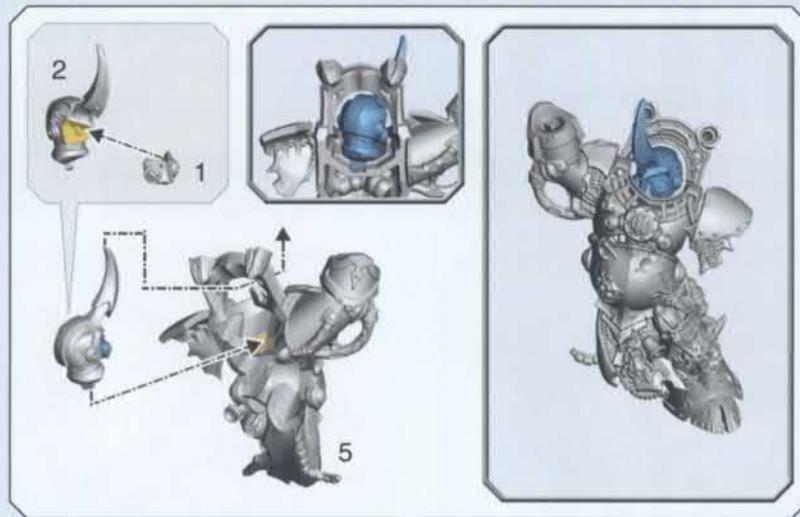
Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



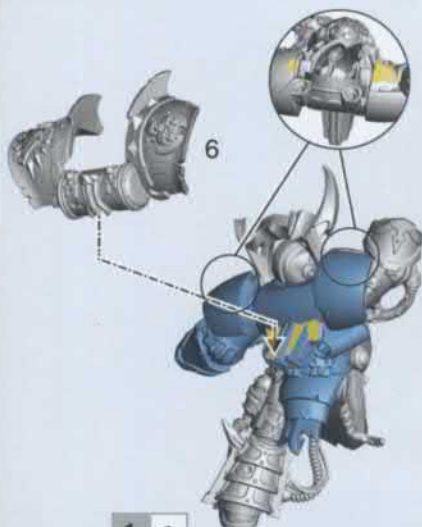
BUILDING TYPHUS

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right parts to assemble Typhus, as shown below.

1 a



1 b



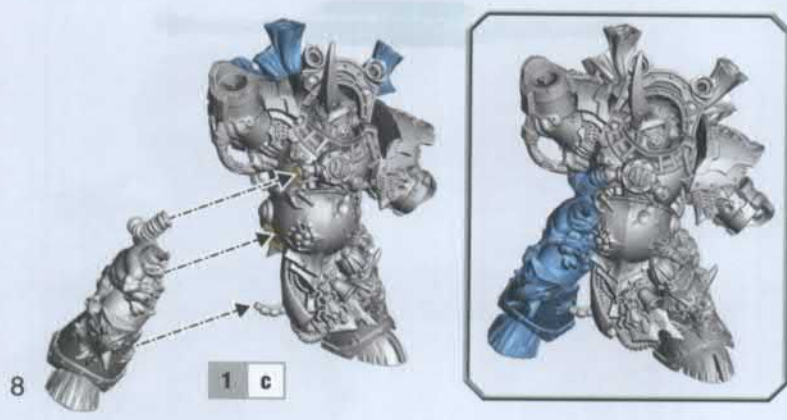
1 a

1 c

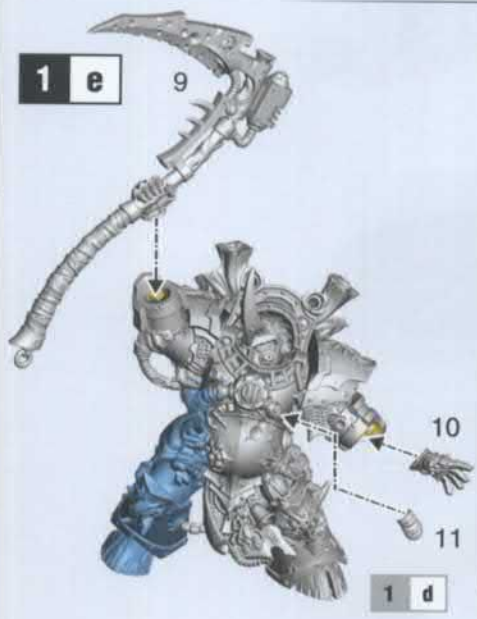


1 b

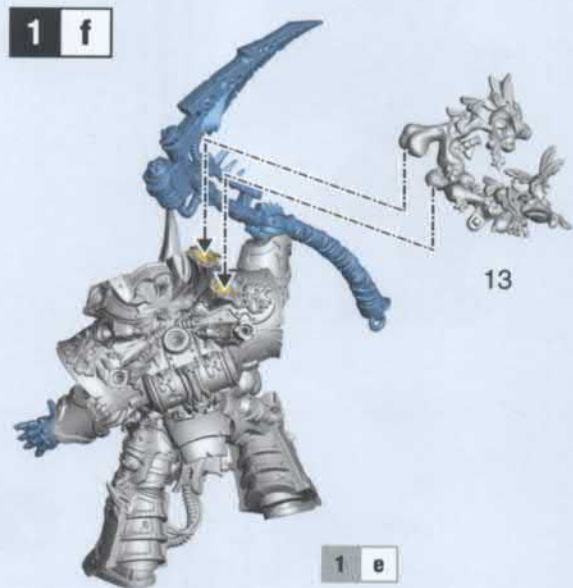
1 d



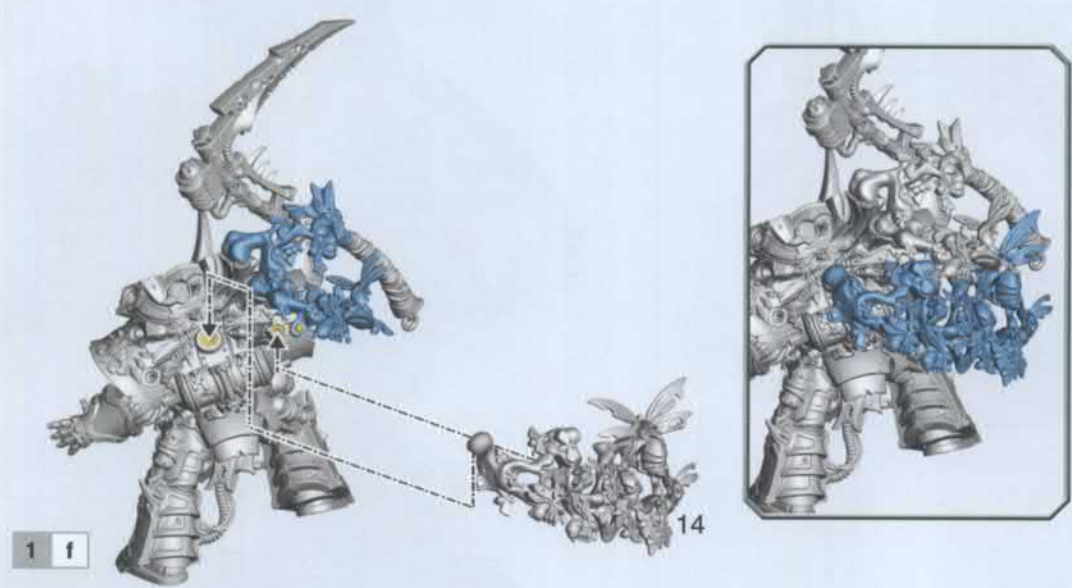
1 e



1 f



1 g



1 h



15



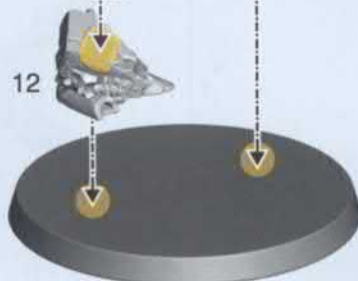
1 g

1 i



1 h

12



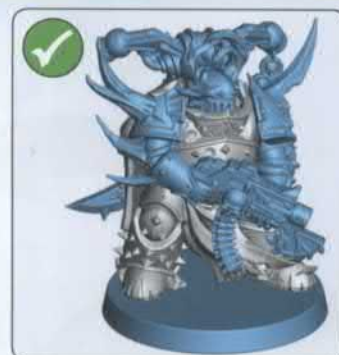
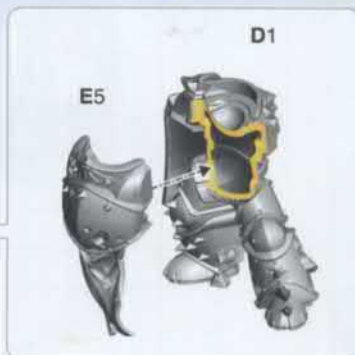
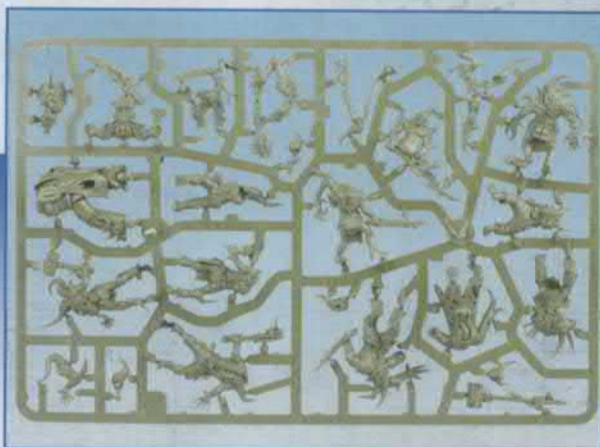
HOW TO BUILD

DEATH GUARD REINFORCEMENTS

Below is a simple, stage-by-stage guide to building your Plague Marine and Poxwalkers. Follow the guides and be careful not to apply too much glue when assembling these models.

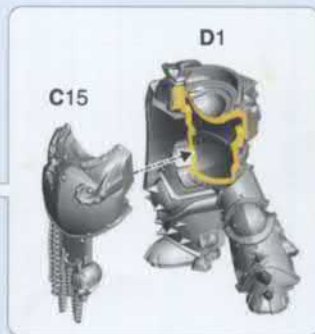
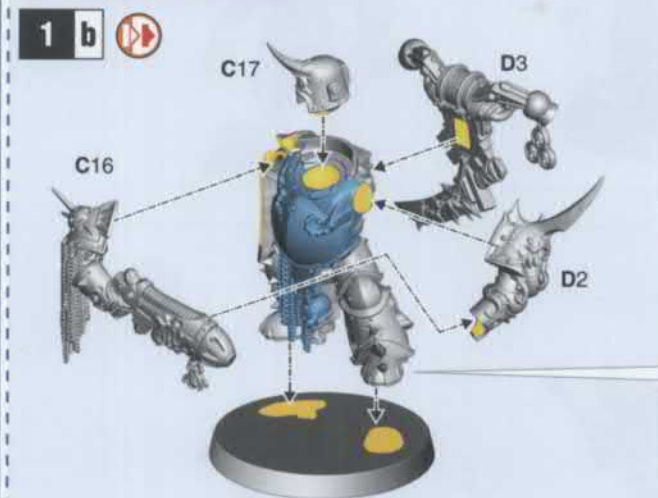
BUILDING THE RESTLESS DEAD

Use the images below to find the right bits to make your Death Guard models. Be careful not to apply too much glue.



ALTERNATE BUILD

In previous issues, you received two sets of parts that can be used to build the Plague Marine. Use one set now, and save the other. You will use it to build the remaining Plague Marine in a later issue.



CLIPPERS AND GLUE SAFETY



Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



2



3



4



5



6



7



8



9



10



11



YOUR FINISHED POXWALKERS AND CHOSEN PLAGUE MARINE



ALTERNATE BUILD

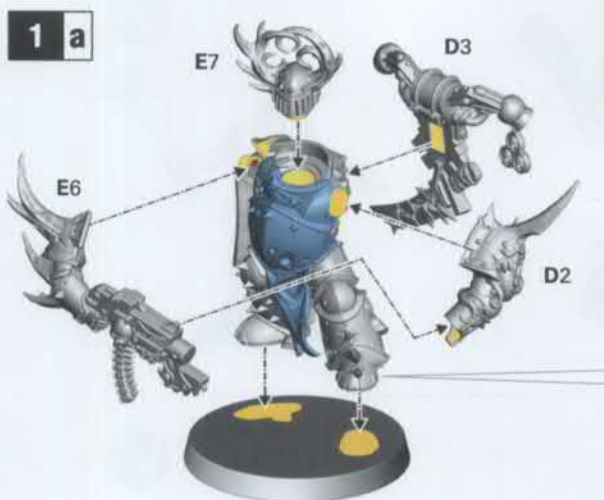
When finished, you'll have built ten Poxwalkers and one of the two Plague Marines shown above.

HOW TO BUILD DEATH GUARD REINFORCEMENTS

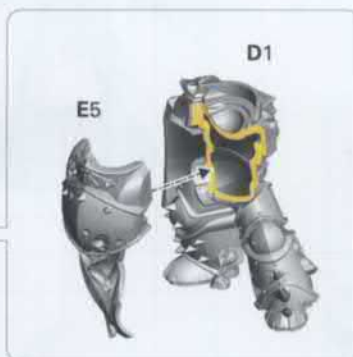
Below is a simple, stage-by-stage guide to building your Plague Marine and Poxwalkers. Follow the guides and be careful not to apply too much glue when assembling these models.

BUILDING MORE RESTLESS DEAD

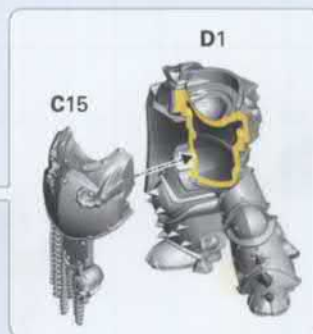
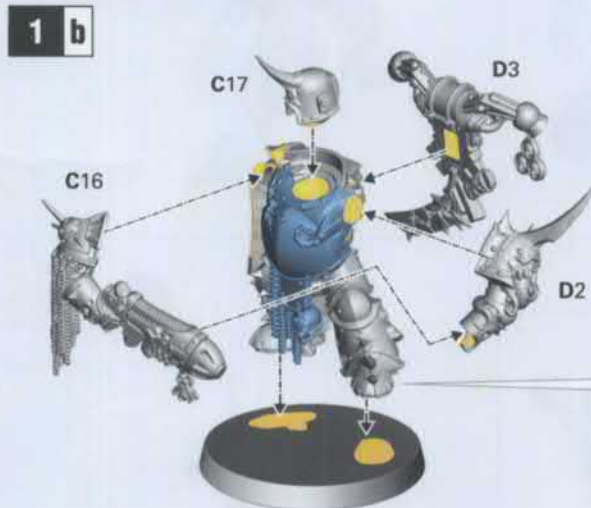
Use the images below to find the right bits to make your Death Guard models.



In Issues 33 and 46, you received sets of parts that can be used to build the Plague Marine. You used one set in Issue 60. Use the remaining set to build one of the Plague Marines shown below.



ALTERNATE BUILD



**CLIPPERS AND
GLUE SAFETY**



Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



2



3



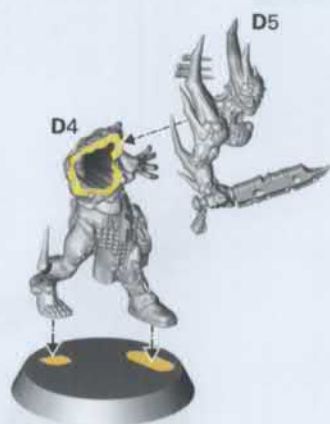
4



5



6



7



8



9



10



11



YOUR FINISHED POX WALKERS AND PLAGUE MARINE!



ALTERNATE BUILD

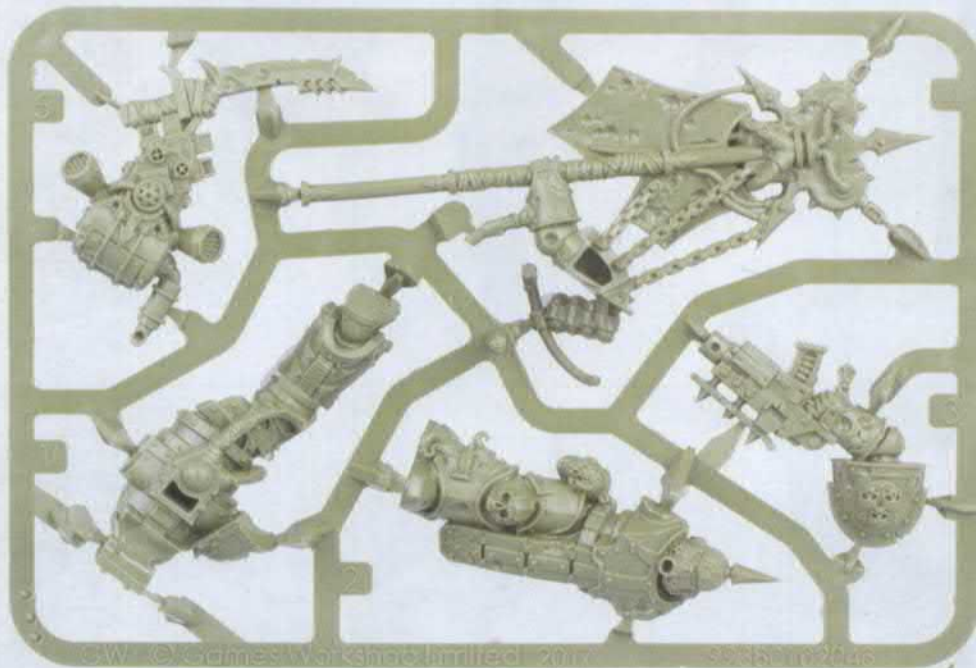


When finished, you'll have built ten Poxwalkers and one of the two Plague Marines shown above.

HOW TO BUILD ICON BEARER



Below is a simple, stage-by-stage guide to building your Icon Bearer. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue when assembling the components.



CLIPPERS AND GLUE SAFETY

To remove this model from its sprue and assemble it, you will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.



1 Using the assembly guide overleaf, clip the components out in order and lay them out for each step.



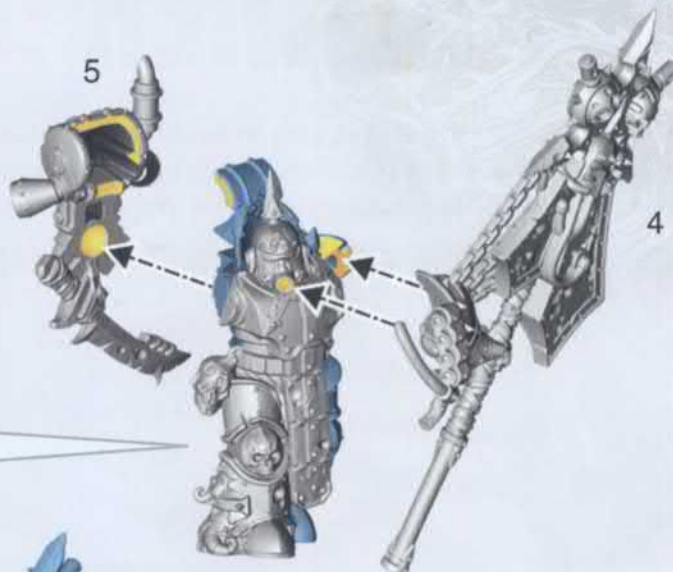
2 Using the guide overleaf, assemble the components in the correct order to make the model.

BUILDING YOUR ICON BEARER

Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right bits to make the Icon Bearer, as shown below.

1



2



**'FALTER NOT, MY THRICE-BLESSED
BROTHERS, FOR WE ARE THE SONS
OF MORTARION, AND WE ARE
BEYOND DEATH!'**

- Hepatus Vyrox, Plague Marine Icon Bearer

HOW TO BUILD

PLAGUE MARINE CHAMPION

Below is a simple, stage-by-stage guide to building your Plague Marine Champion. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue when assembling the components.



CLIPPERS AND GLUE SAFETY

To remove this model from its sprue and assemble it, you will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.



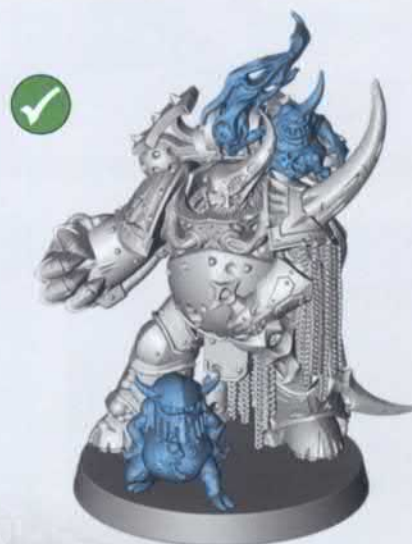
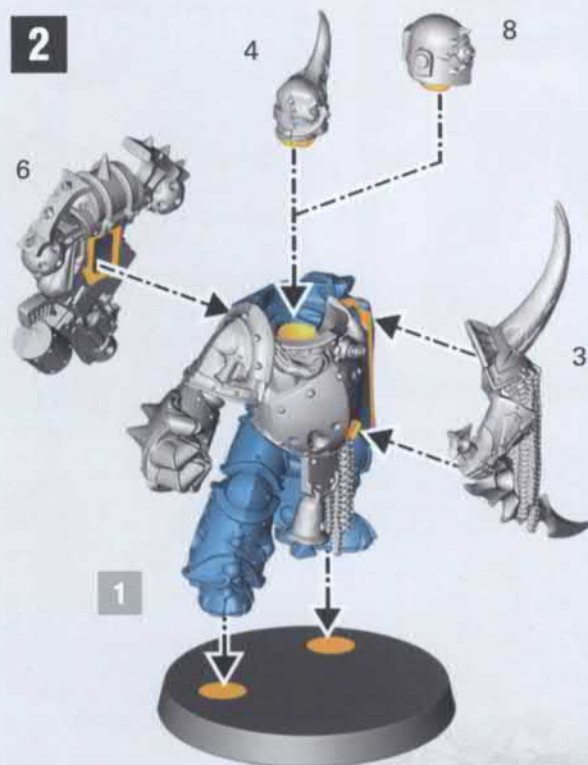
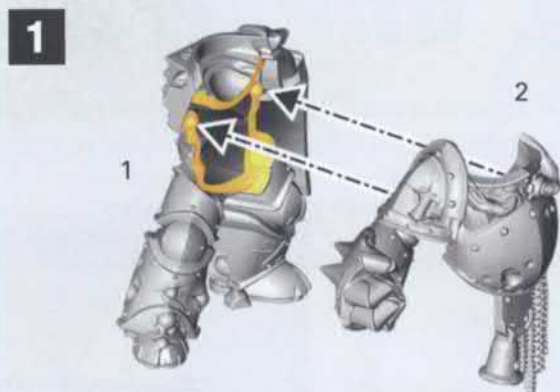
1 Using the assembly guide overleaf, clip the components out in order and lay them out for each step.



2 Using the guide overleaf, assemble the components in the correct order to make the model.

BUILDING YOUR PLAGUE MARINE CHAMPION

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make the Plague Marine Champion, as shown below.



'LEAVE THE BIG ONE TO ME, BROTHERS! I'LL CRUSH HIS BONES TO MULCH AND FEED HIS ROTTING FLESH TO THE MAGGOTS!'

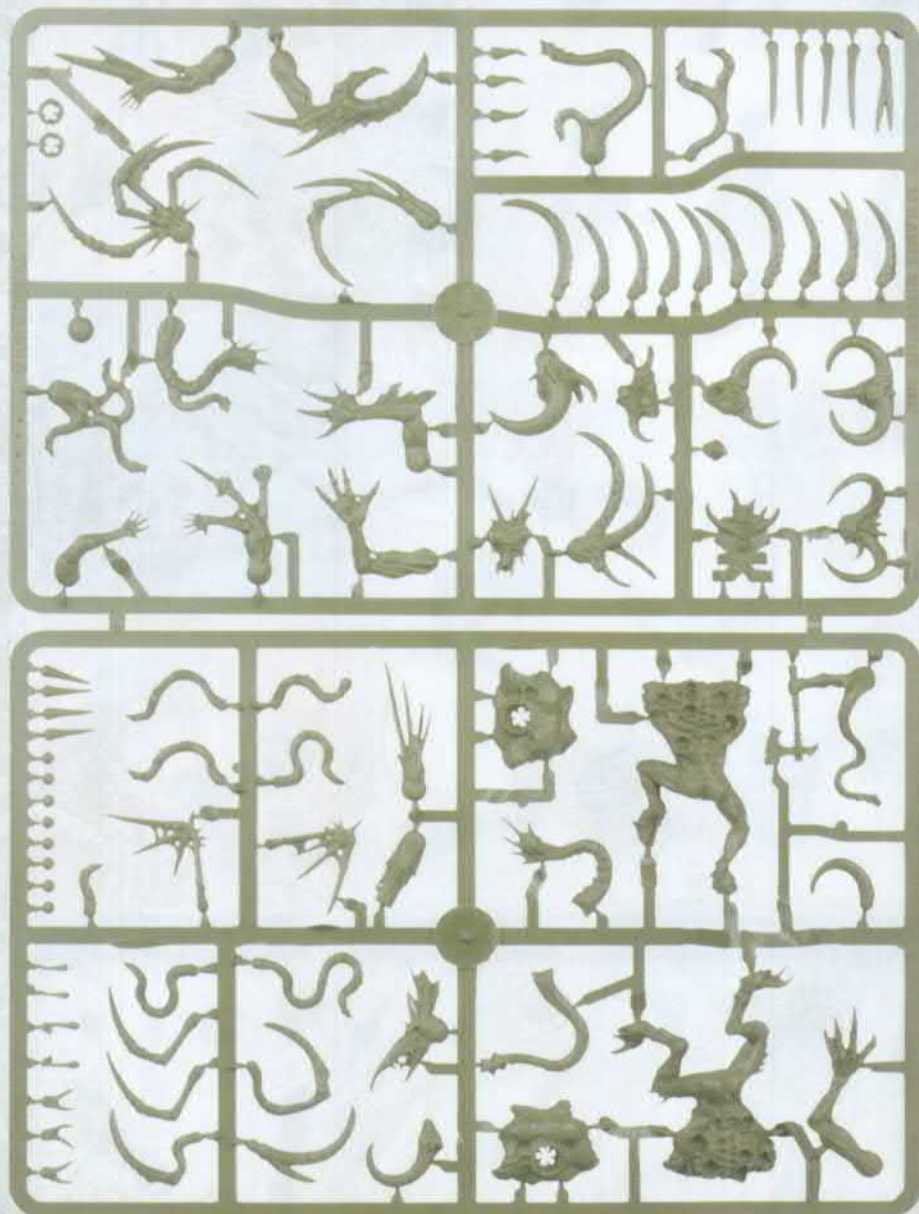
- Yorglux Shank, Plague Marine Champion

HOW TO BUILD

CHAOS SPAWN



Below is a simple, stage-by-stage guide to building your two Chaos Spawn. Follow the guides carefully, applying glue only once you are happy with the look and fit of the components for each Chaos Spawn. Be careful not to apply too much glue as it can melt or obscure detail if overused.



1 The components on this sprue are not numbered, so you will need to look closely at the guide before you begin cutting any pieces out.



2 This kit can be assembled in a huge variety of ways. Our painting guide will show you how to paint the Spawn shown above.

BUILD SYMBOLS



• Variant Assembly



• Choice of Parts



**CLIPPERS AND
GLUE SAFETY**



Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well-ventilated area.

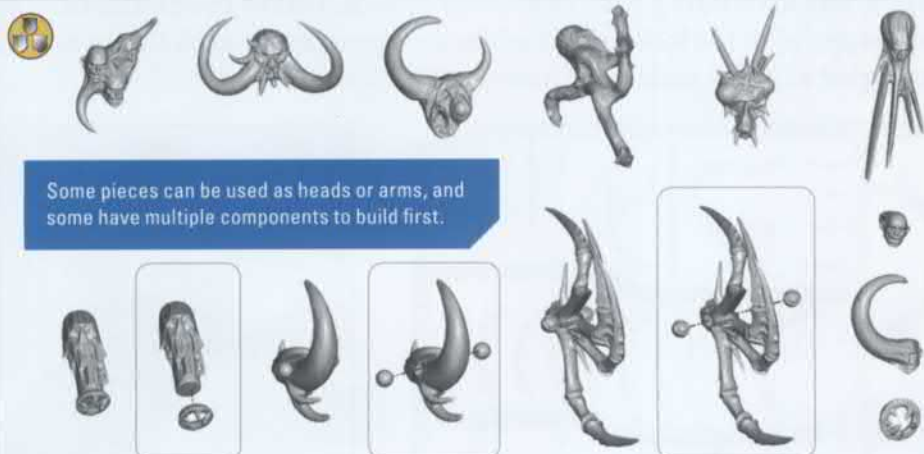


BUILDING YOUR CHAOS SPAWN

The components on the Chaos Spawn sprues are not numbered as most of these components are interchangeable. Make sure you try fitting components together before you add glue, especially if you use them differently than the guide.

1 INTERCHANGEABLE PARTS

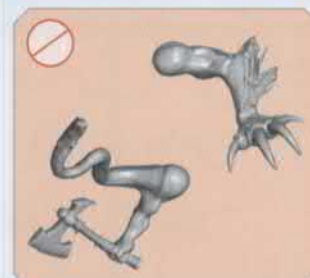
a HEADS



DO NOT USE

Some of the components in this kit are designed to assemble Chaos Spawn of gods other than Nurgle, or to be used in other game systems. We recommend you do not use any of these pieces when assembling your Chaos Spawn.

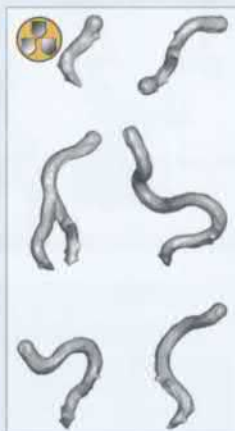
b ARMS



c CLAWS



d TENTACLES



e SPIKES



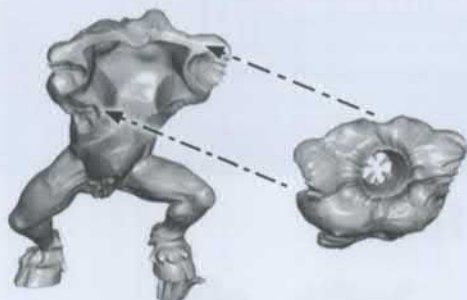
f EYES AND TAILS



BUILDING YOUR CHAOS SPAWN

The components on the Chaos Spawn sprues are not numbered as most of these components are interchangeable. Build the body first and then try fitting the other components without glue to ensure you are happy with the results.

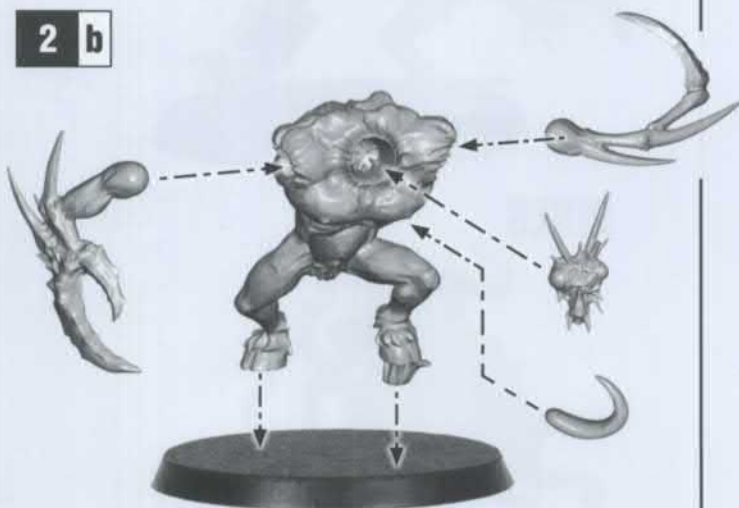
2 a



LIMB AND HEAD OPTIONS

Though the kit has many options, the paint guide will show you how to paint the Spawn as built in this guide.

2 b



2 c



THE ASSEMBLED SPAWN

If you have used the same components, your fully assembled Chaos Spawn should look similar to the one shown in the images below.

✓ FRONT



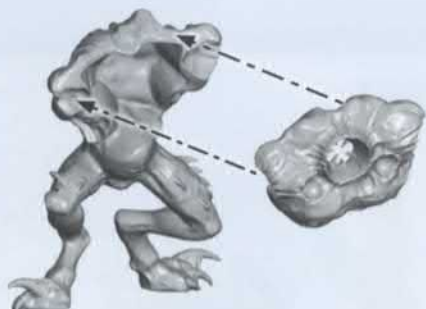
SIDES



BUILDING YOUR CHAOS SPAWN

The components on the Chaos Spawn sprues are not numbered as most of these components are interchangeable. Build the body first and then try fitting the other components without glue to ensure you are happy with the results.

3 a



3 b



3 c



HEAD AND LIMB OPTIONS

The Chaos Spawn in the paint guide has been assembled with the components shown above.

BACK TENTACLES

Attaching the pieces on the backs of the Spawn can be difficult, as there are many spaces and positions that can be used. We recommend attaching the pieces one at a time, and waiting for the glue to set before moving on to the next piece. Make sure to test the fit and pose of the new components before adding glue.

✓ FRONT



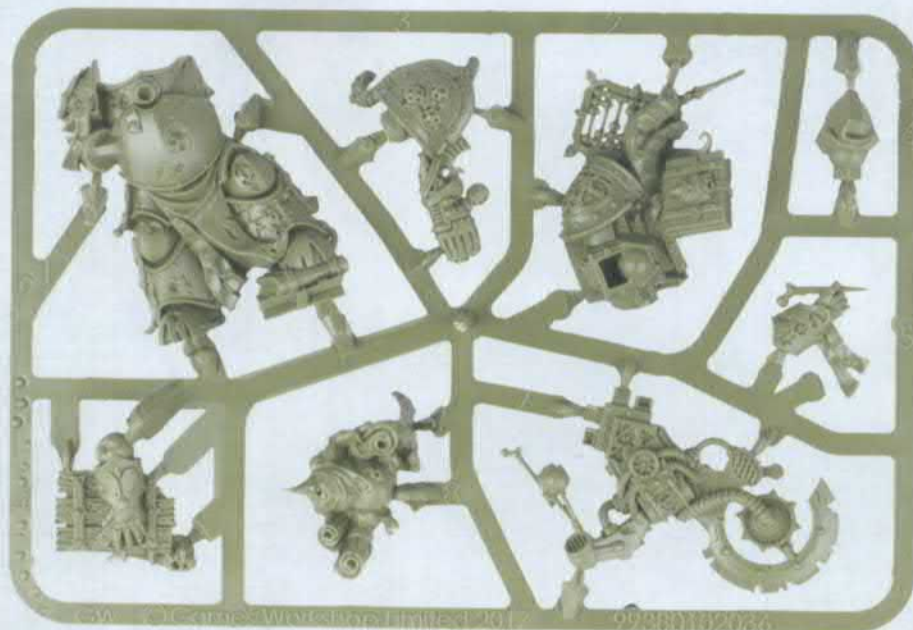
SIDES



HOW TO BUILD TALLYMAN



Below is a simple, stage-by-stage guide to building your Tallyman. Follow the guides carefully, applying glue to the areas of the model that are highlighted in yellow (see reverse of the page). Be careful not to apply too much glue as it can melt plastic and may obscure details.



CLIPPERS AND GLUE SAFETY

To remove this model from its sprue and assemble it, you will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.



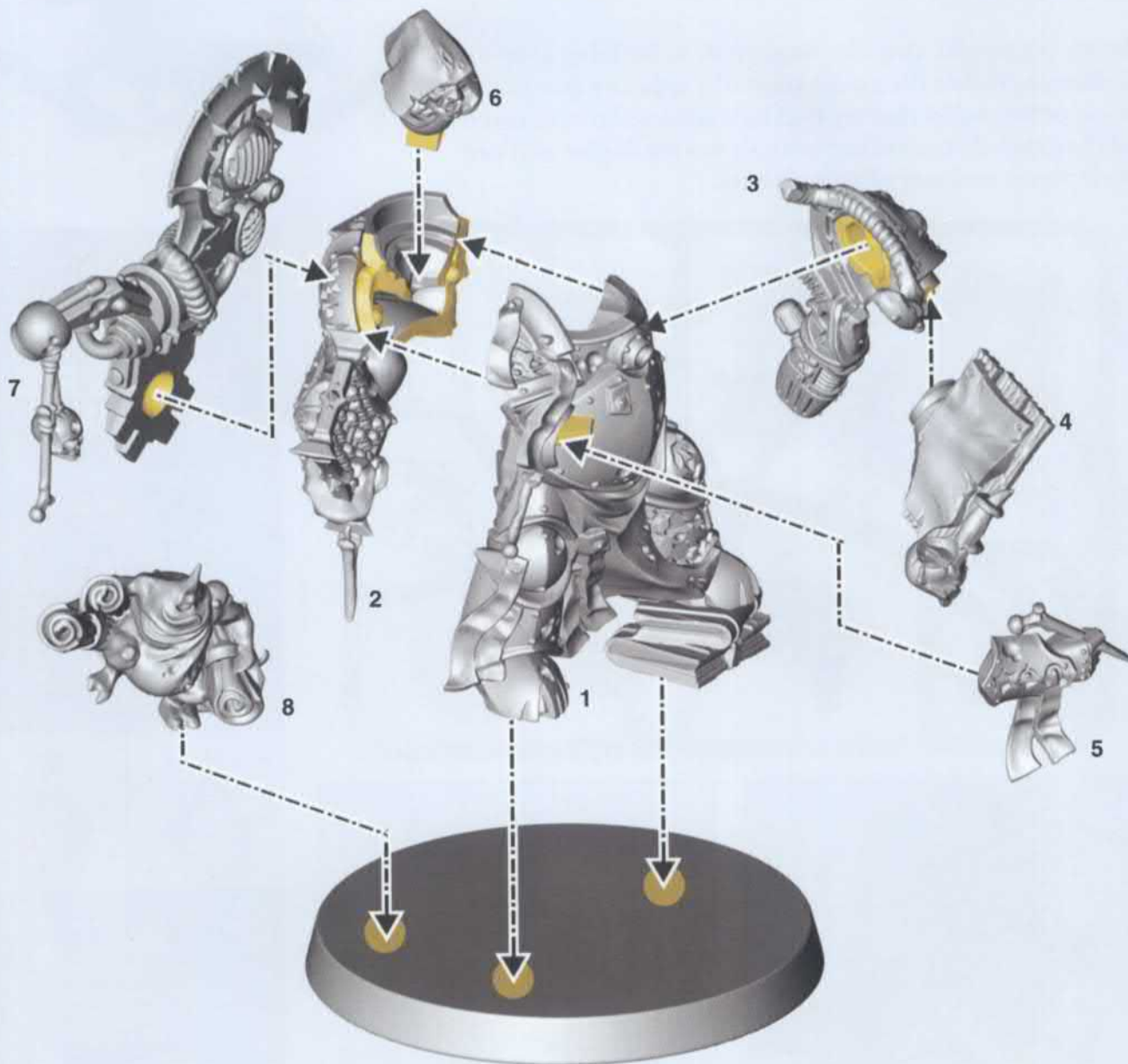
1 Using the assembly guide overleaf, clip the components out in order and lay them out for each step.



2 Carefully follow the guide on the following pages to assemble your Tallyman miniature.

BUILDING YOUR TALLYMAN

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make the Tallyman, as shown below.



BUILD SYMBOLS



• Assemble model in numerical order

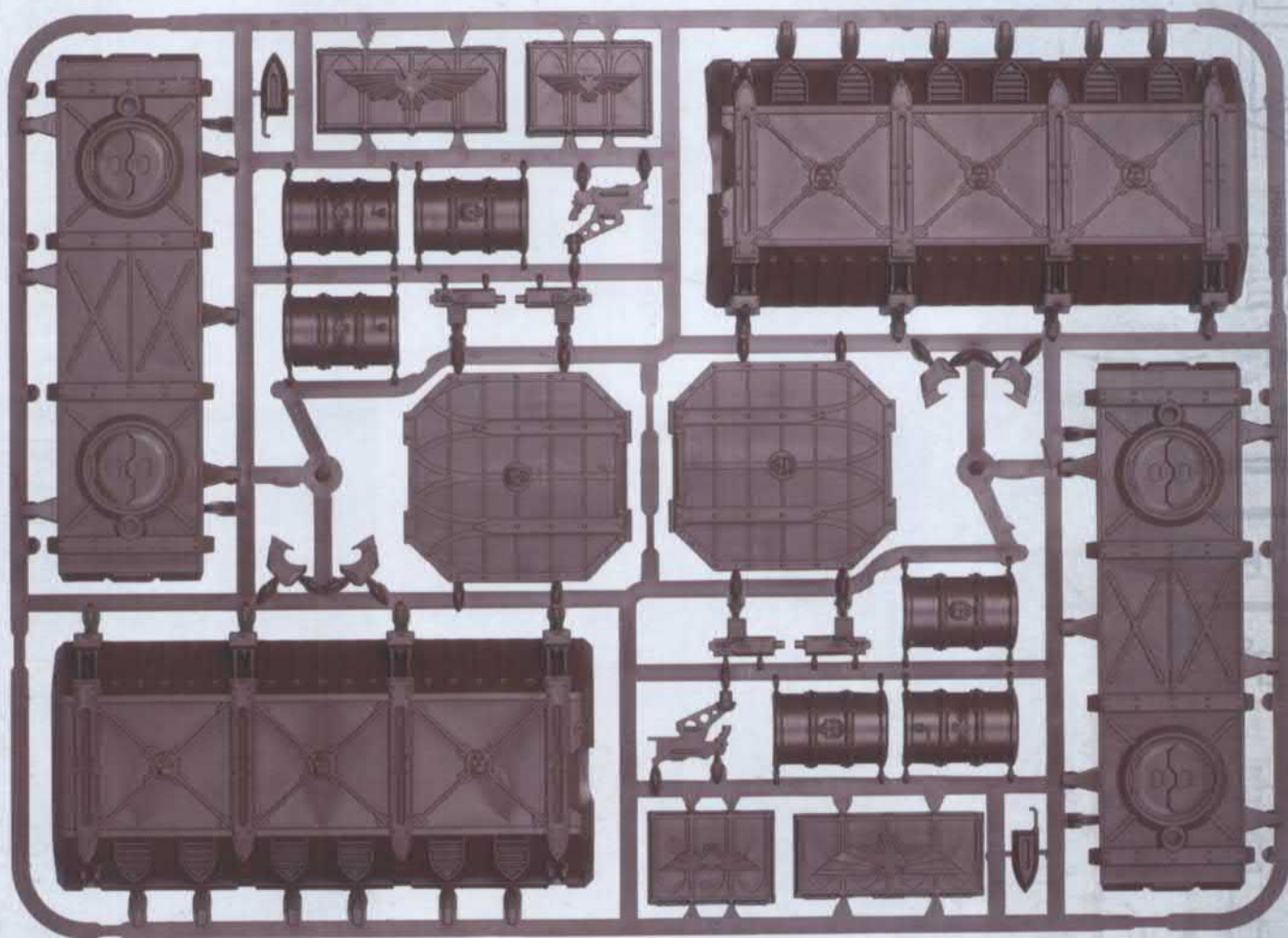


• Glue points

HOW TO BUILD

ARMoured CONTAINER

Below is a simple, stage-by-stage guide to building your Munitorum Armoured Container. Follow the guides carefully. Be careful not to apply too much glue.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 After build stage 2, you may wish to use elastic bands to hold the container together as the glue dries.

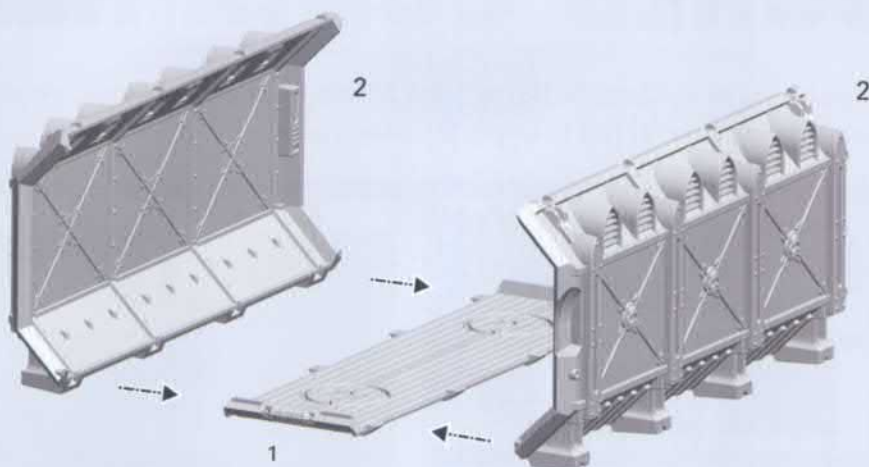


3 Carefully follow the guide on the following pages to assemble your Munitorum Armoured Container.

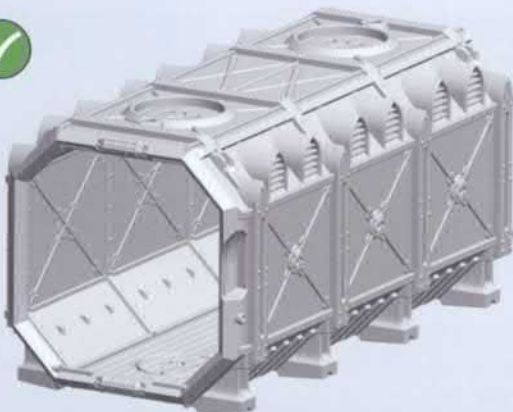
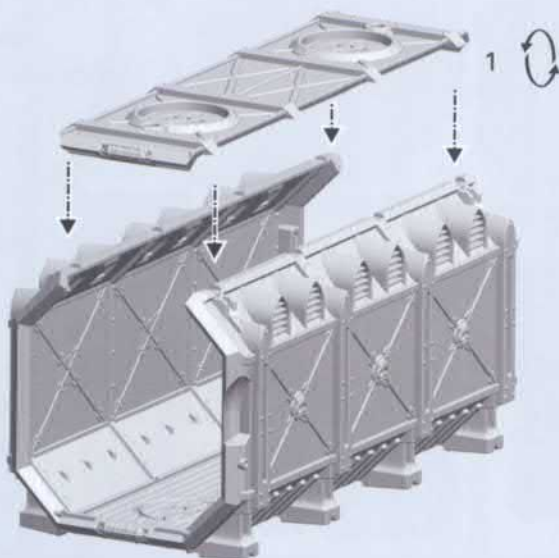
BUILDING YOUR ARMoured CONTAINER

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make your Munitorum Armoured Container as shown below.

1



2



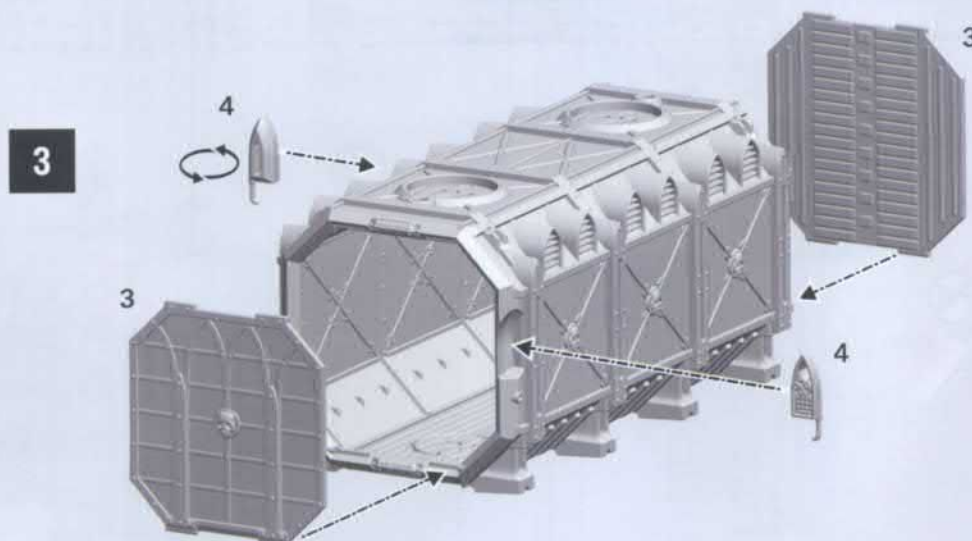
CLIPPERS AND GLUE SAFETY



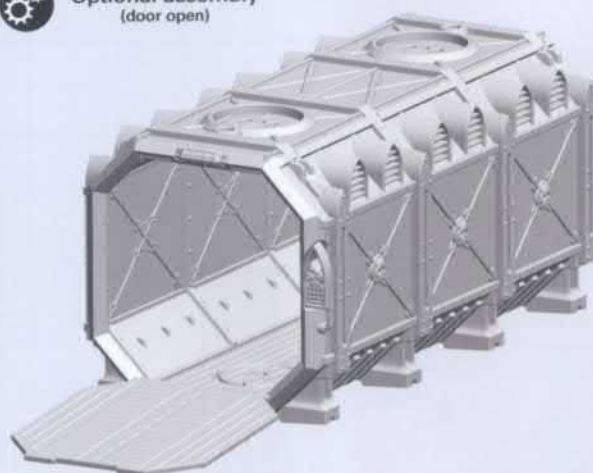
Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



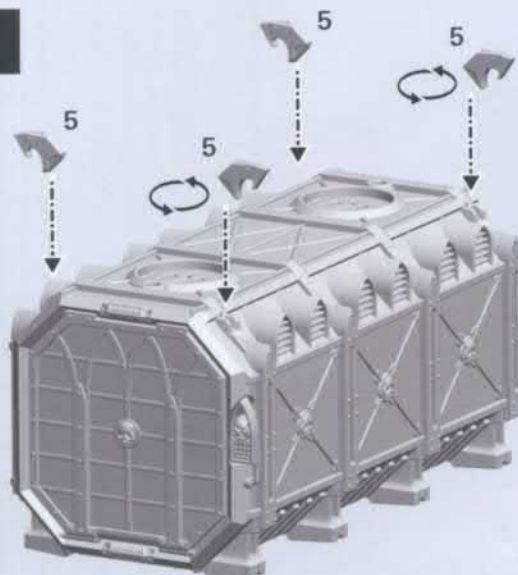
Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.



Optional assembly
(door open)

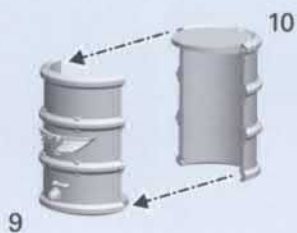
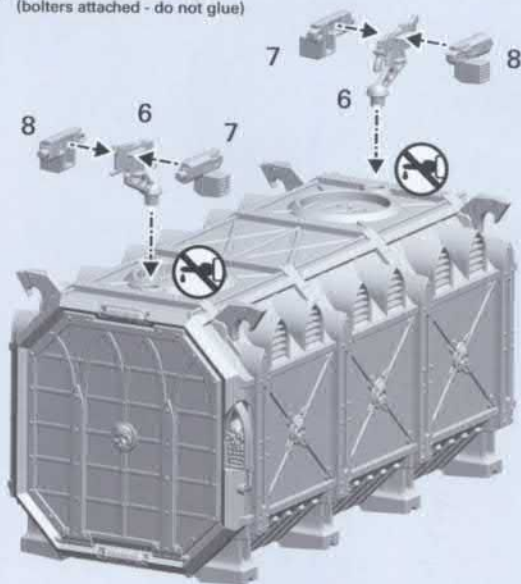


4





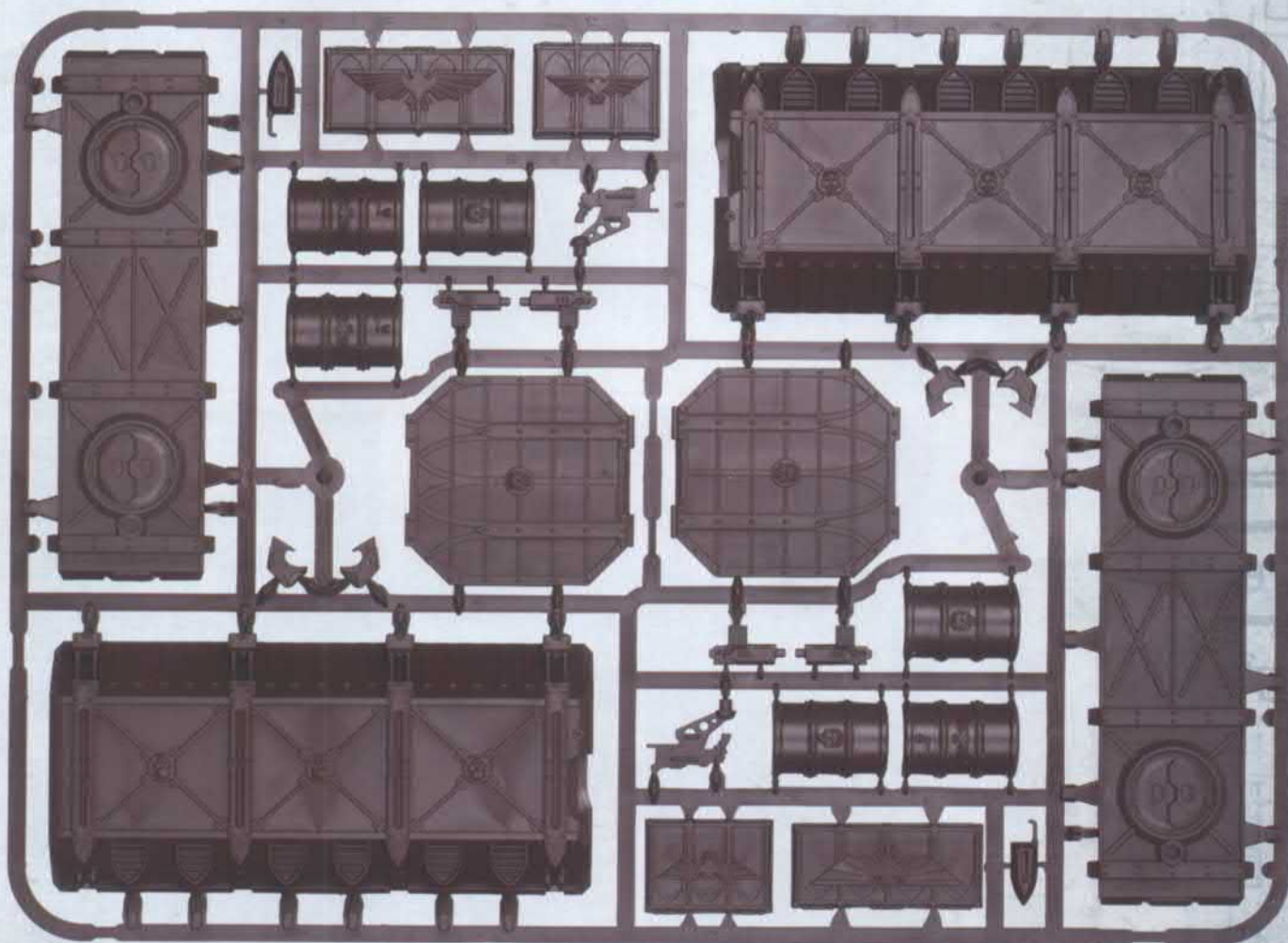
Optional assembly
(bolters attached - do not glue)



HOW TO BUILD

ARMoured CONTAINER

Below is a simple, stage-by-stage guide to building your Munitorum Armoured Container. Follow the guides carefully. Be careful not to apply too much glue.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 After build stage 2, you may wish to use elastic bands to hold the container together as the glue dries.

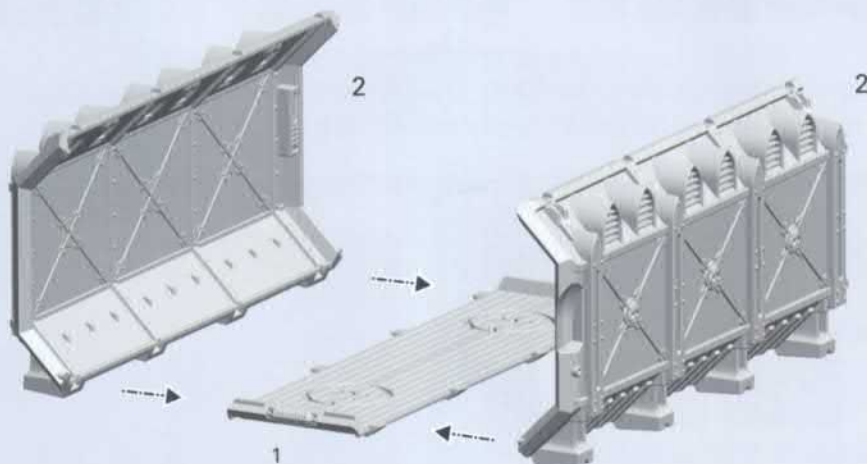


3 Carefully follow the guide on the following pages to assemble your Munitorum Armoured Container.

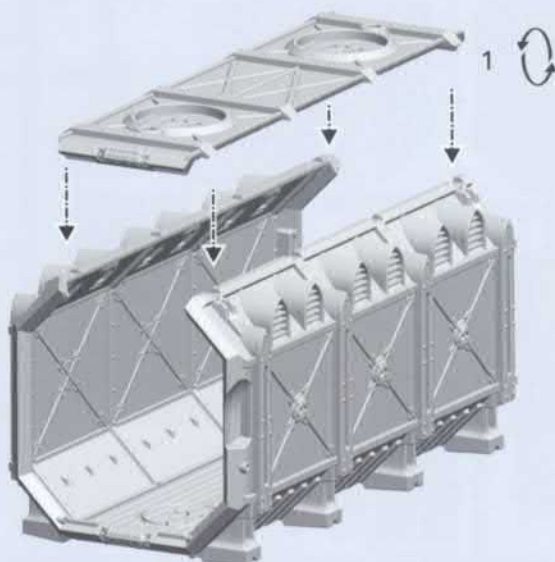
BUILDING YOUR ARMoured CONTAINER

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make your Munitorum Armoured Container as shown below.

1



2



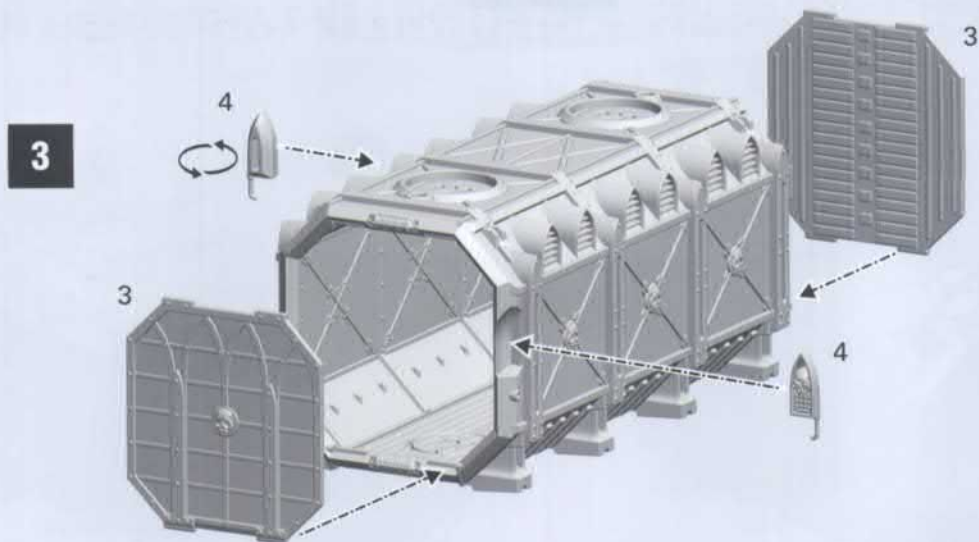
CLIPPERS AND GLUE SAFETY



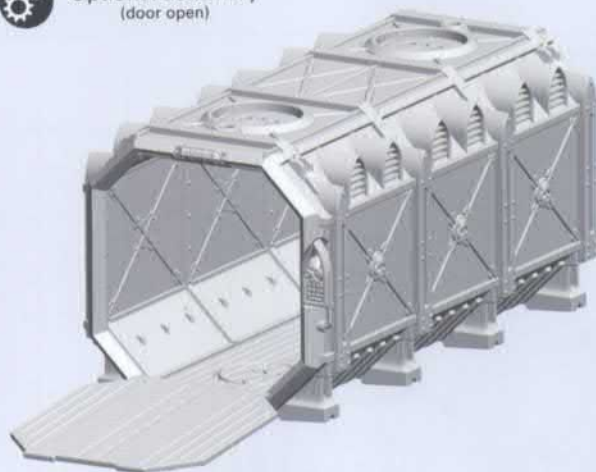
Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.



Optional assembly
(door open)

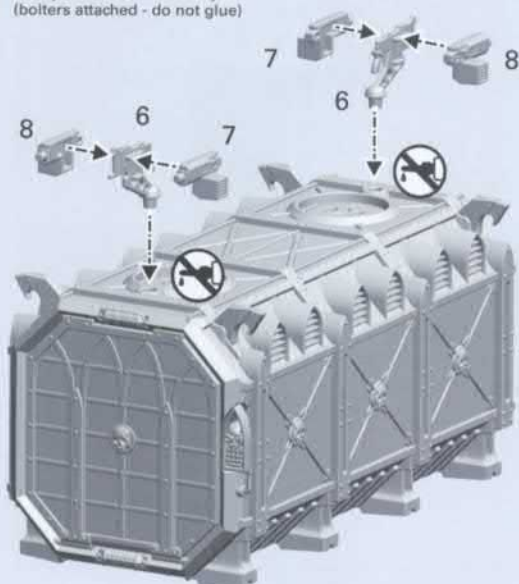


4





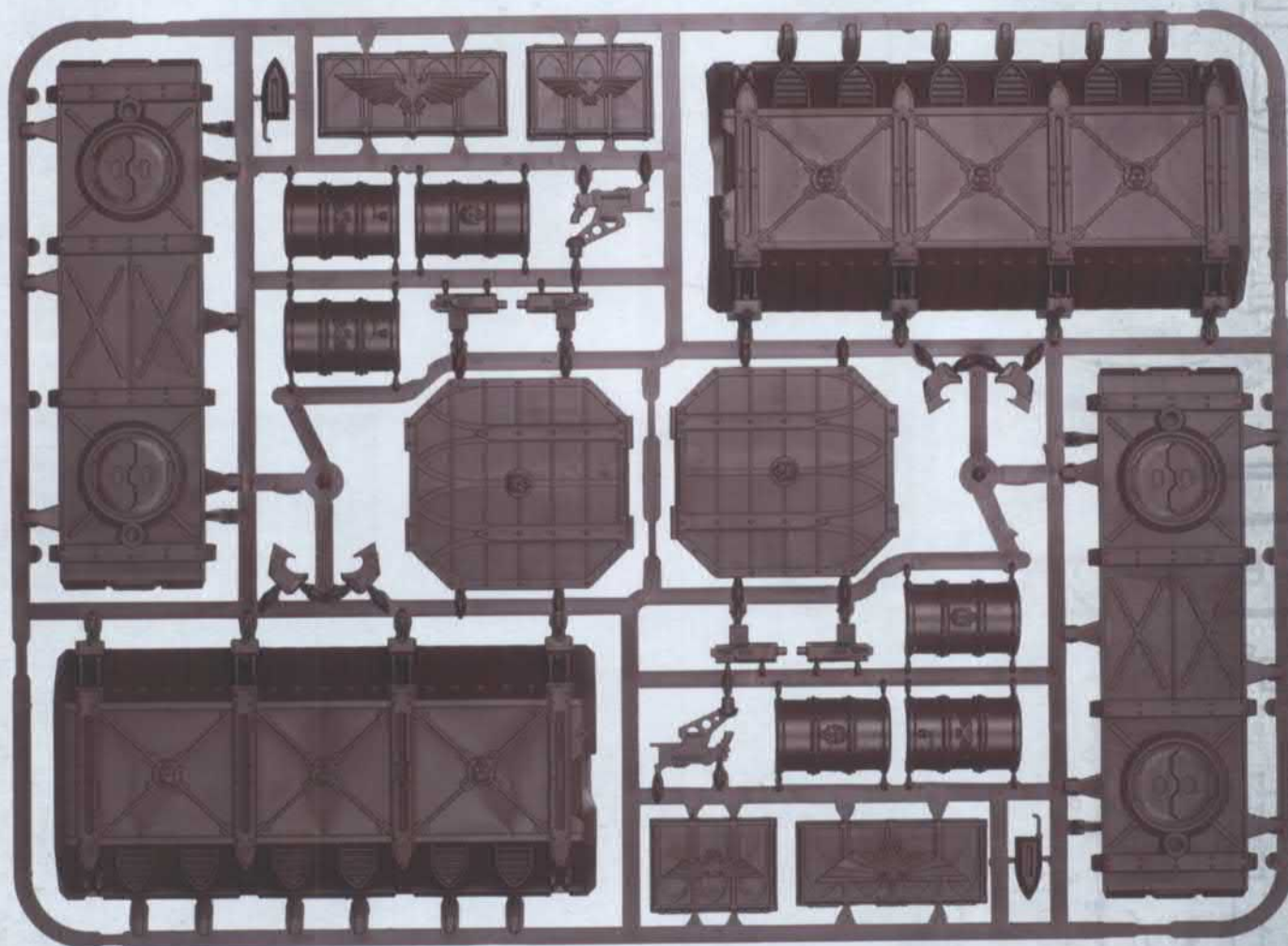
Optional assembly
(bolters attached - do not glue)



HOW TO BUILD

ARMoured CONTAINER

Below is a simple, stage-by-stage guide to building your Munitorum Armoured Container. Follow the guides carefully. Be careful not to apply too much glue.



1 Each component has a number next to it on the sprue. Use the numbers to find the parts you need.



2 After build stage 2, you may wish to use elastic bands to hold the container together as the glue dries.

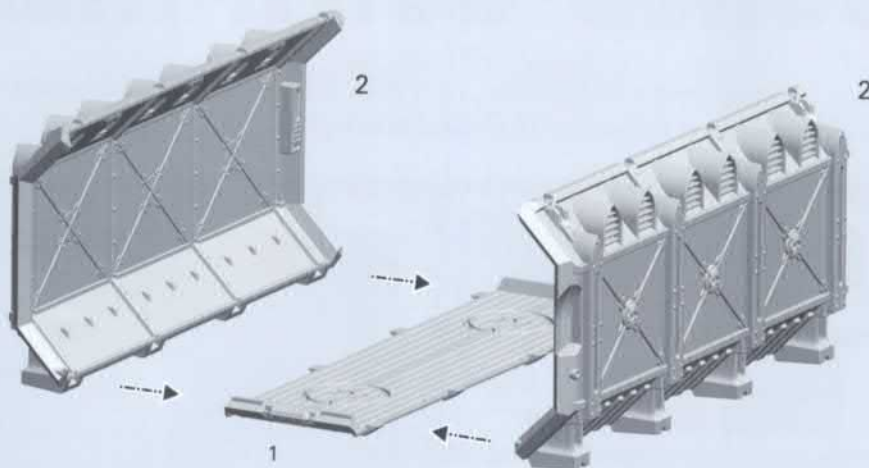


3 Carefully follow the guide on the following pages to assemble your Munitorum Armoured Container.

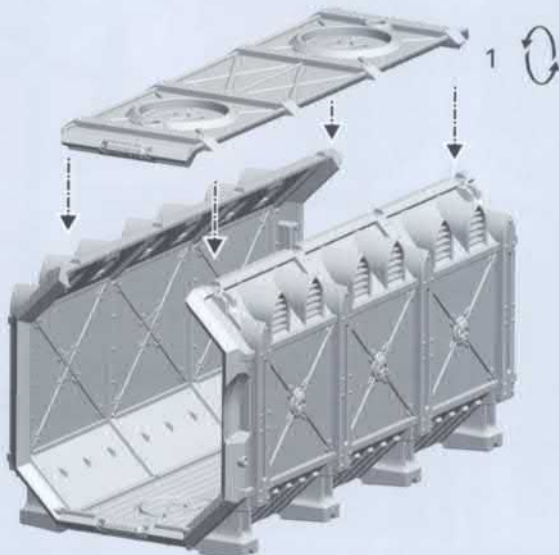
BUILDING YOUR ARMoured CONTAINER

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make your Munitorum Armoured Container as shown below.

1



2



CLIPPERS AND GLUE SAFETY

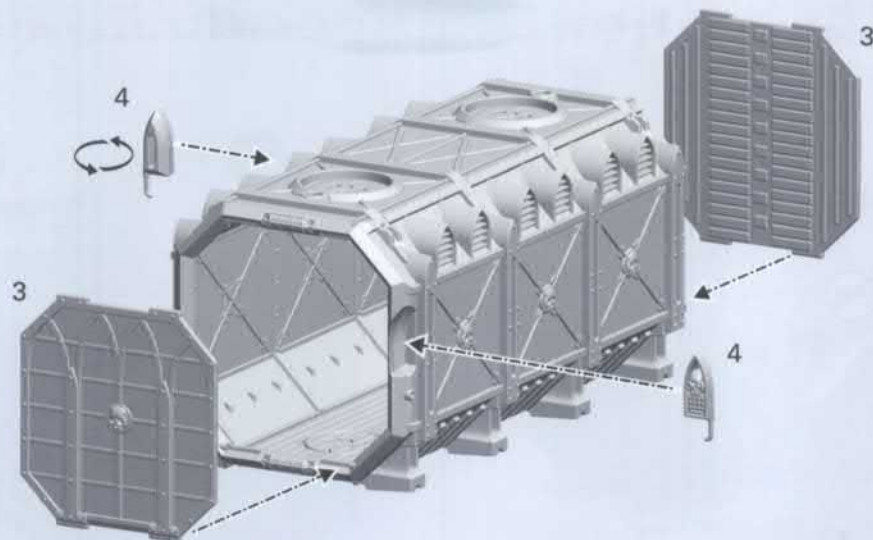


Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.

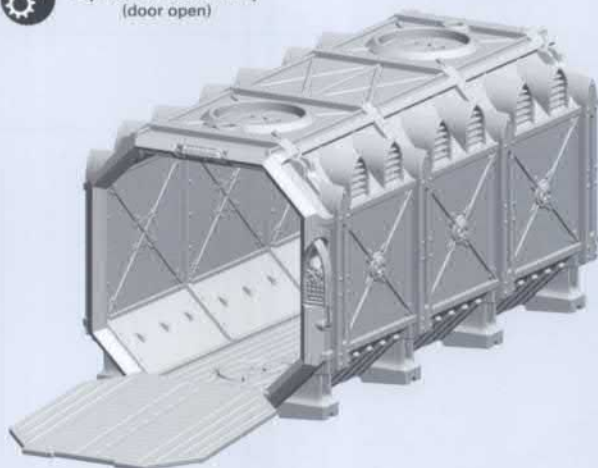


Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.

3



Optional assembly
(door open)

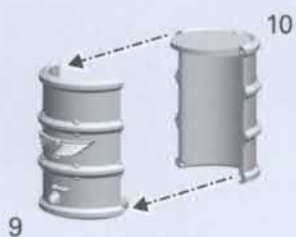
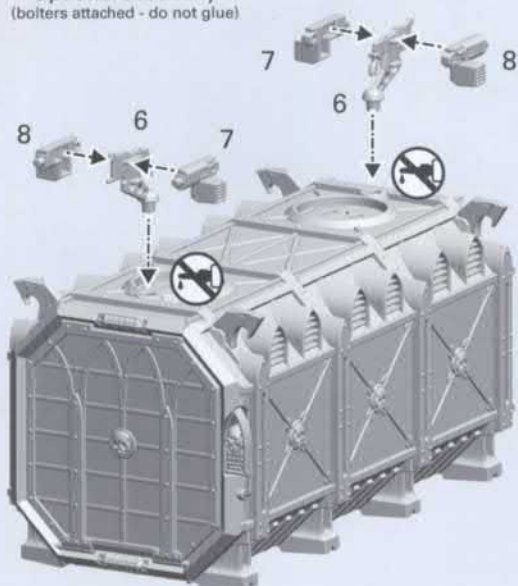


4





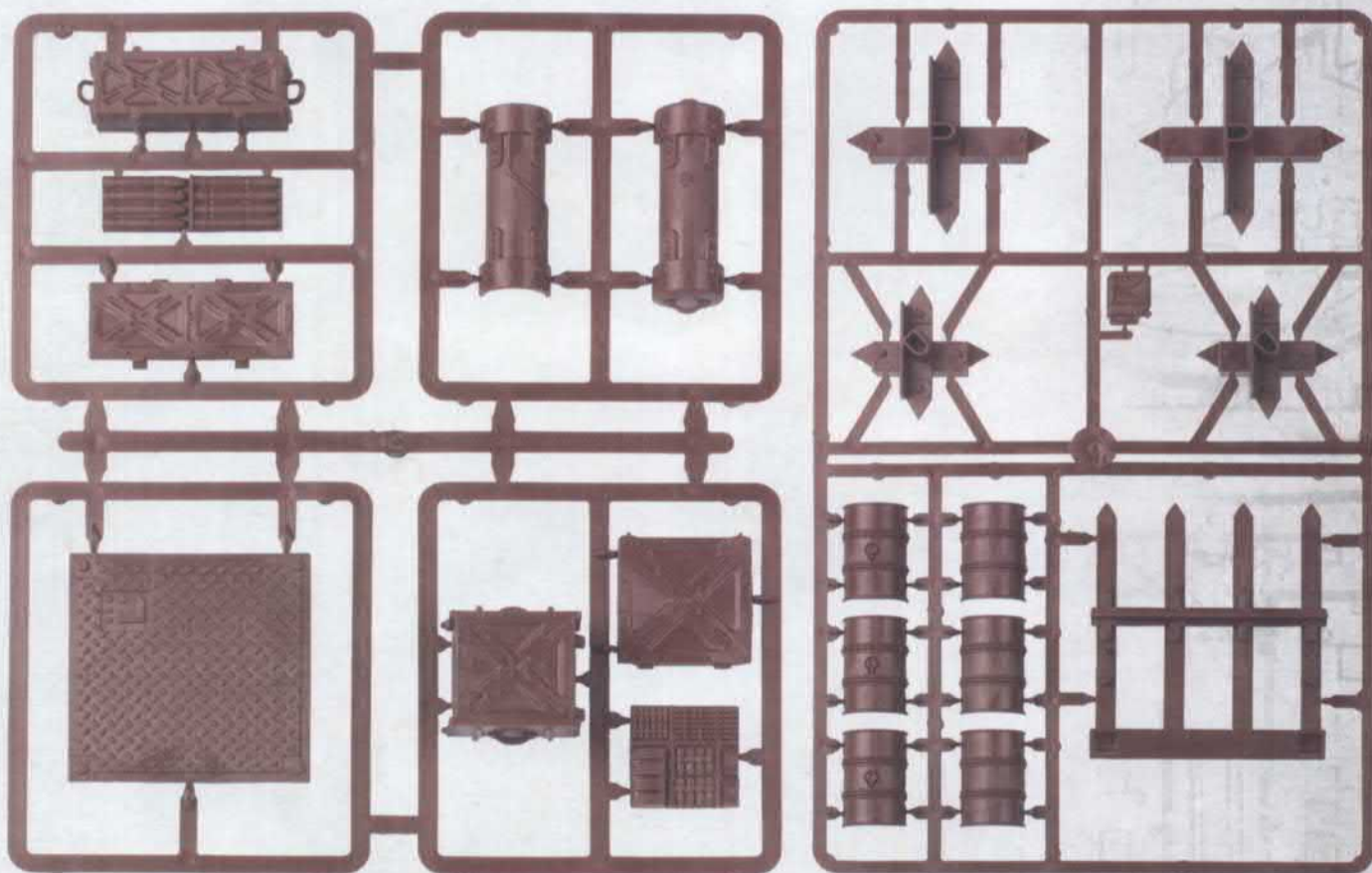
Optional assembly
(bolters attached - do not glue)



HOW TO BUILD

BATTLEFIELD
ACCESSORIES

Unlike your previous models, this kit does not have numbers on the sprue. Use the numbers given on the reverse of the page for the assembly order.



1 Each component has a number on the reverse of the page. Use the numbers to find the parts you need.



2 Using the assembly guide overleaf, carefully apply plastic glue to the components.



3 Hold the components together with gentle pressure until the glue sets. Allow the glue to dry before painting.

BUILDING YOUR BATTLEFIELD ACCESSORIES

Each component has its own number, which is shown in the guide below.

Use these numbers to find the right bits to make each Battlefield Accessory as shown below.



1



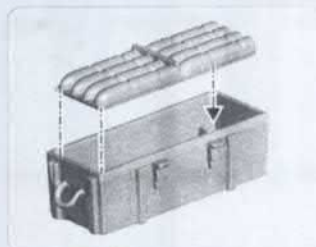
AMMO SUPPLY DUMP

2

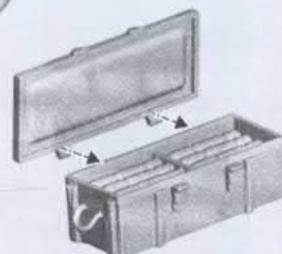


CLIPPERS AND GLUE SAFETY

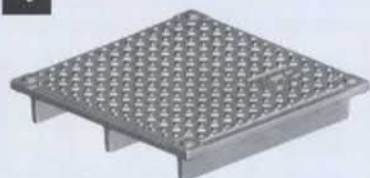
Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of pressure to squeeze the glue. Use the glue in a well ventilated area.



3



4



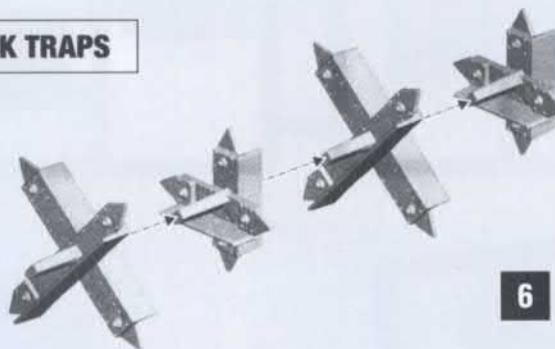
BARRELS

5



TANK TRAPS

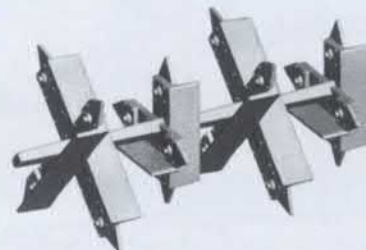
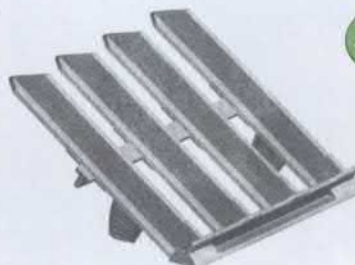
6



7



8

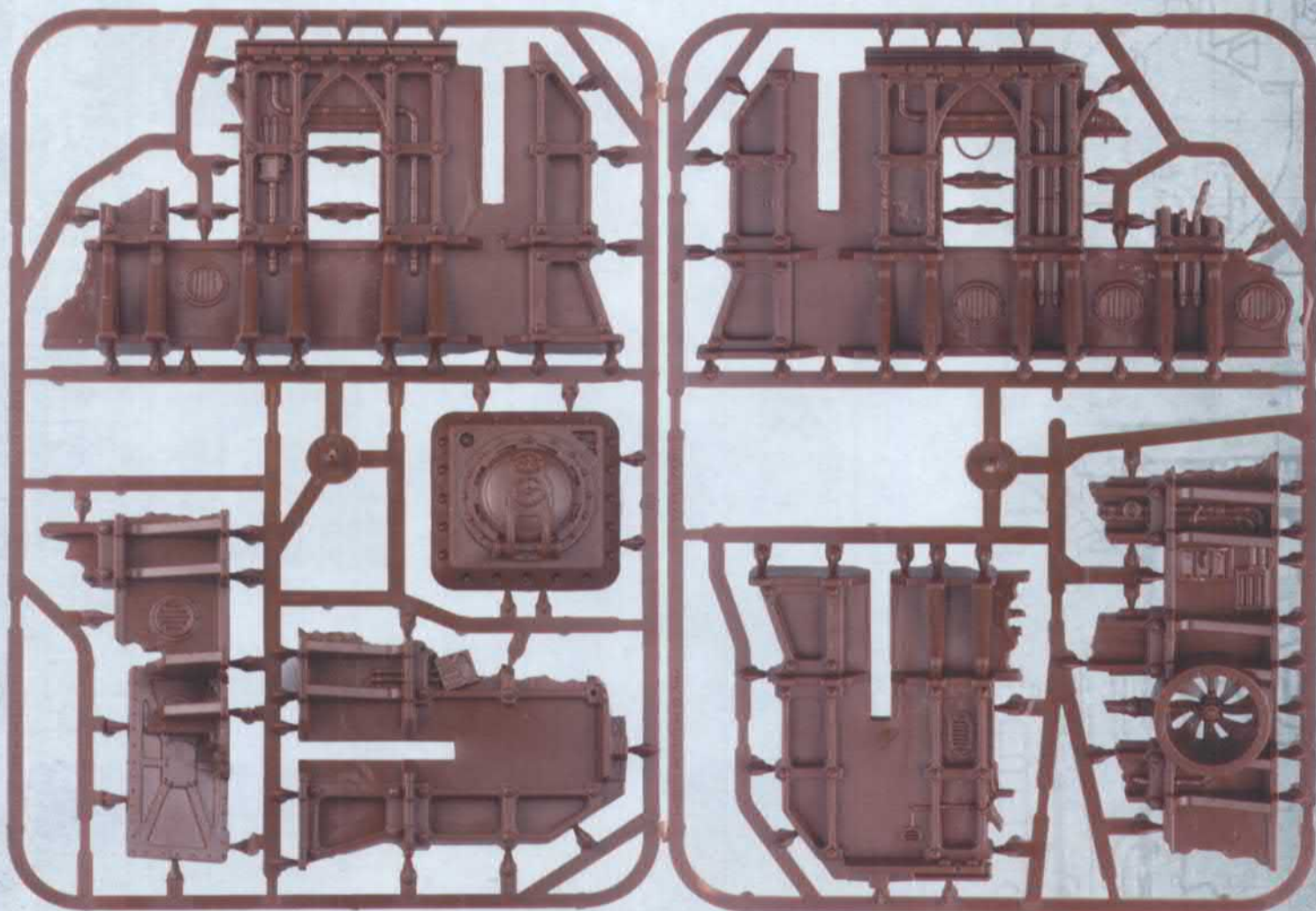


HOW TO BUILD RYZA RUINS

Below is a simple, stage-by-stage guide to building your Ryza Ruins. This kit can be assembled with or without glue. If you do use glue, be careful not to apply too much as the components slot together, which may spread glue to places you did not expect.


CLIPPER SAFETY


Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.

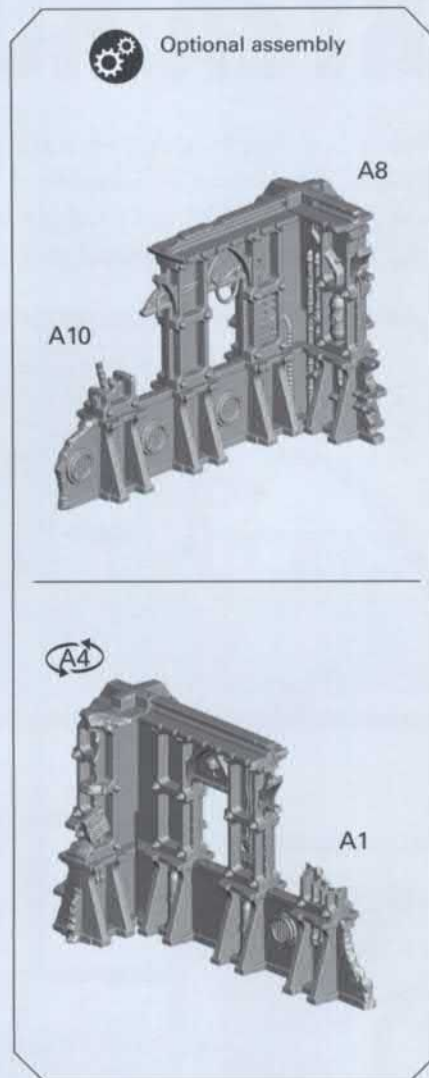
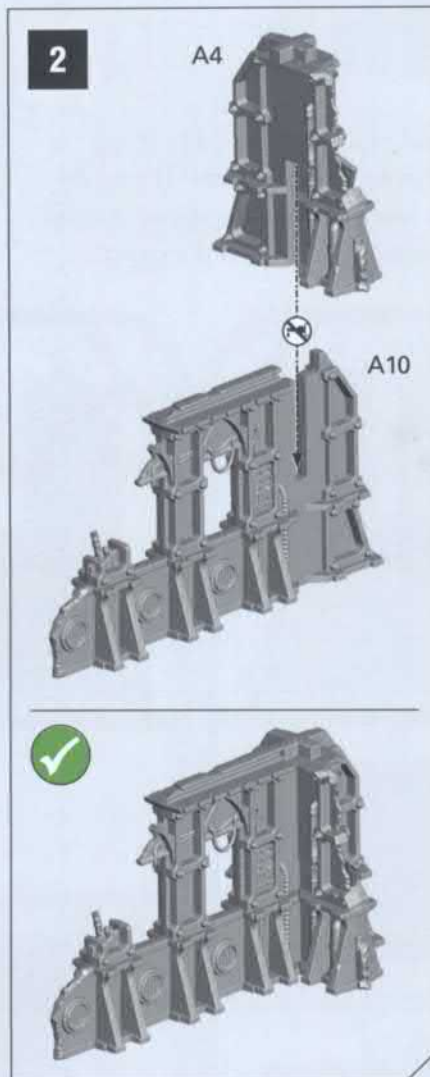
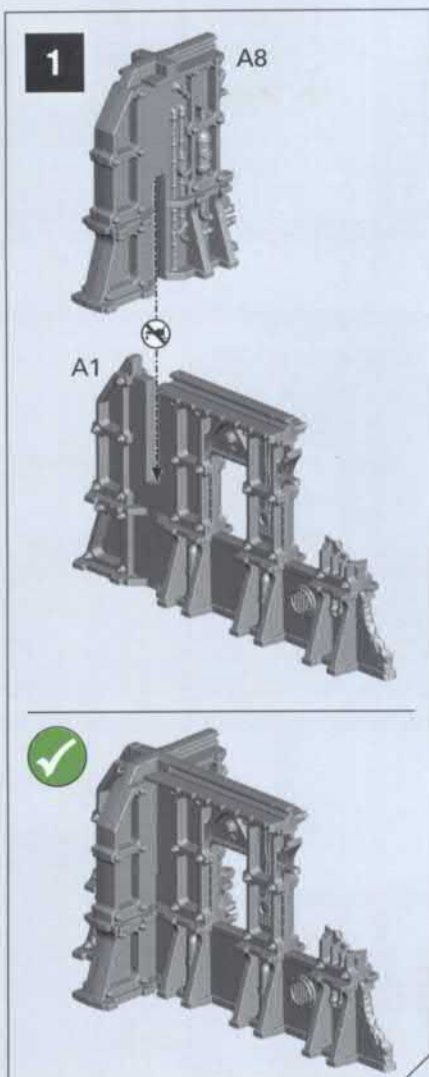


1 When clipping out the components, put the flat edge of the clippers flush with the model to get a clean cut.

2 Lay out the pieces on the table and make sure you have everything you need before moving on to assembly.

BUILDING YOUR RYZA RUINS

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make each section of your Ryzan Ruins, as shown below.



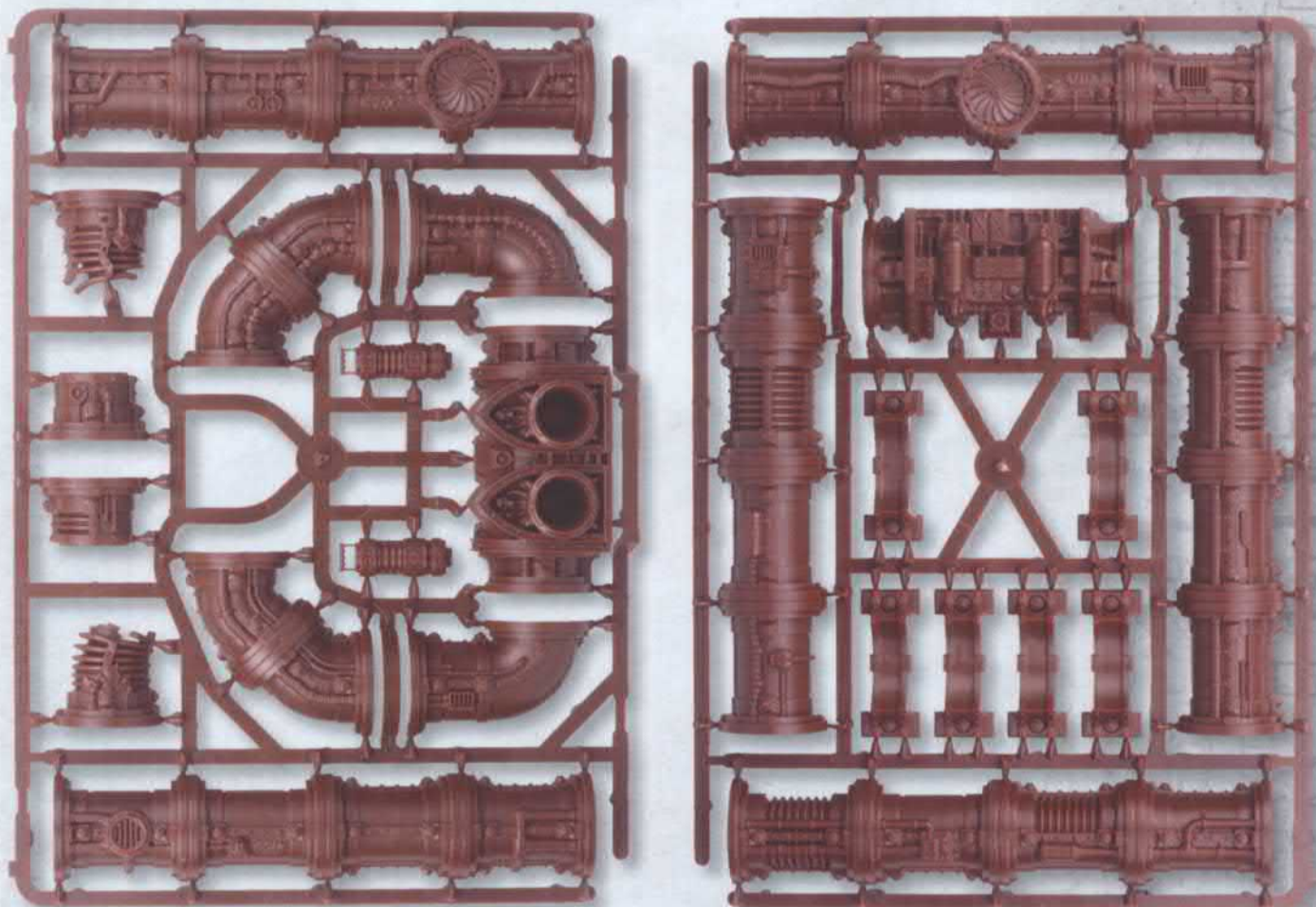
RUINED CITYSCAPE

The ruined walls can be slotted together in two combinations, both of which are shown above. If you don't use glue, they can even be switched between your games. You can assemble them as you like, but we recommended assembling them as shown to the left.

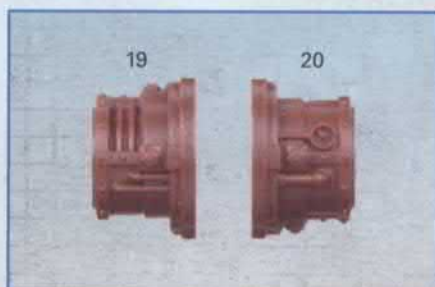
HOW TO BUILD

THERMIC PLASMA CONDUITS

Thermic Plasma Conduits are a simple terrain kit and are very easy to assemble. Carefully follow the guide on the next page and assemble the kit. Although this particular kit can be put together in several different ways, we recommend you assemble it as shown in the following guide.



Clip the components from the sprue in order, using the build guide overleaf.



Most components in this kit come in two halves that will need to be stuck together.



When sticking them together, apply your glue to the rim of component's interior.



CLIPPERS AND GLUE SAFETY

Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.

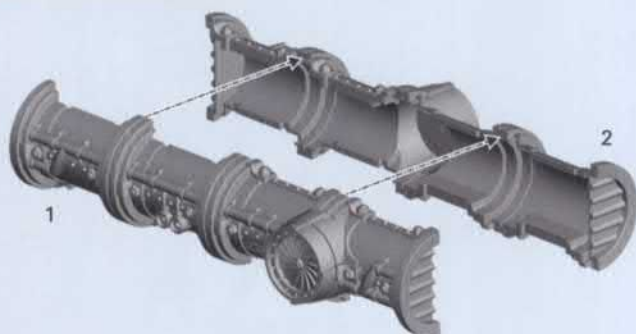
BUILDING YOUR THERMIC PLASMA CONDUITS

Each component has its own number, which is shown on the sprue next to that component. Most components in the Thermic Plasma Conduit kit come in two parts. They will need to be glued together, as shown below.

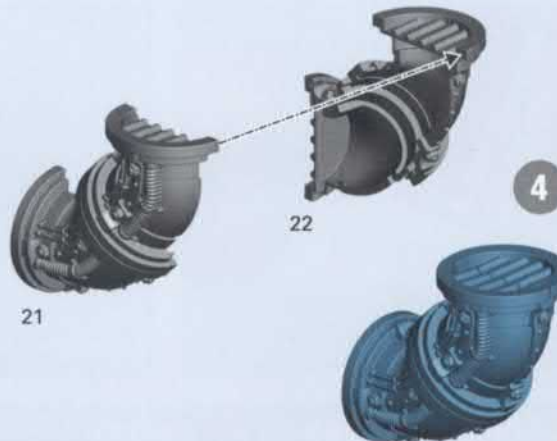
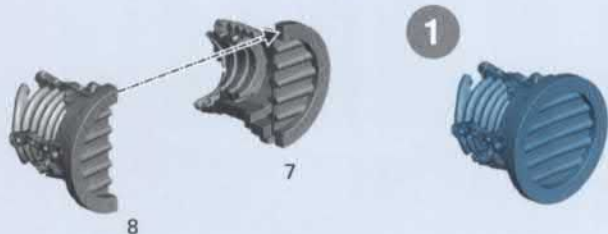
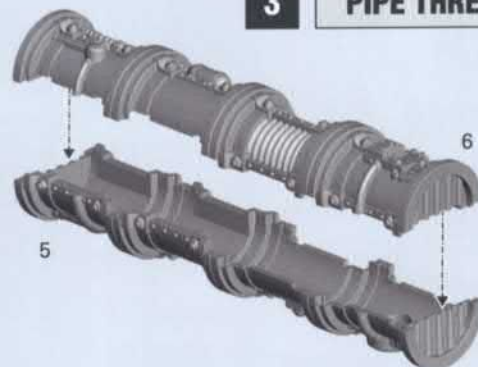
1 PIPE ONE

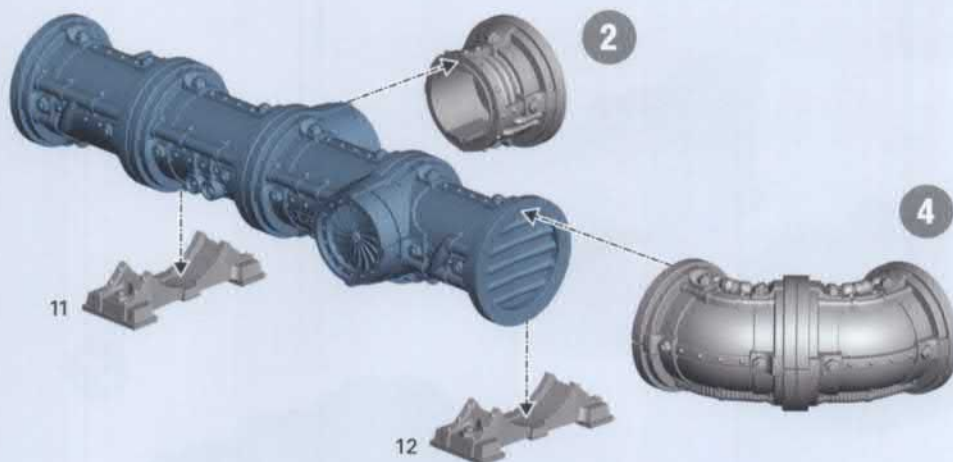


2 PIPE TWO



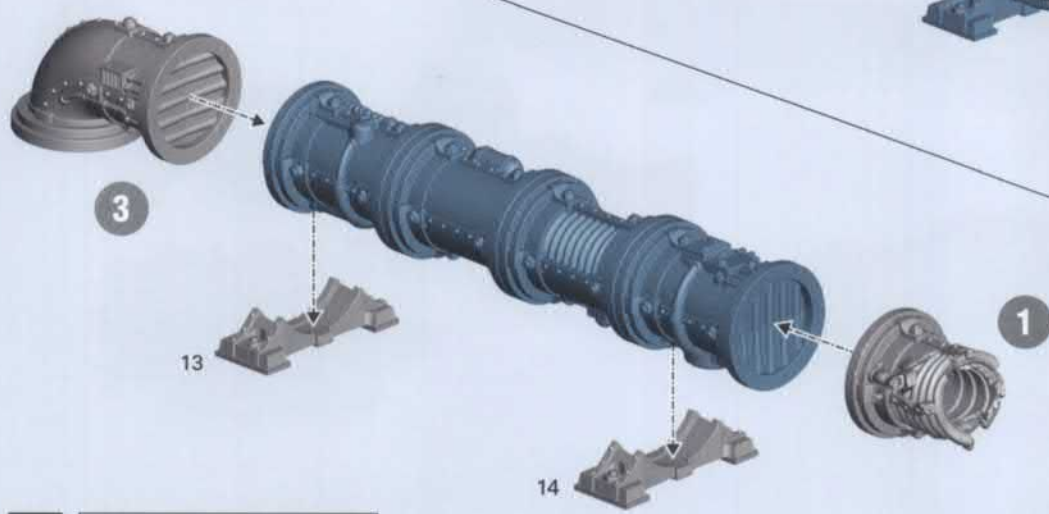
3 PIPE THREE





Glue the smaller pieces to the long sections, as shown here. Make sure you glue components 2 and 4 on before components 11 and 12.

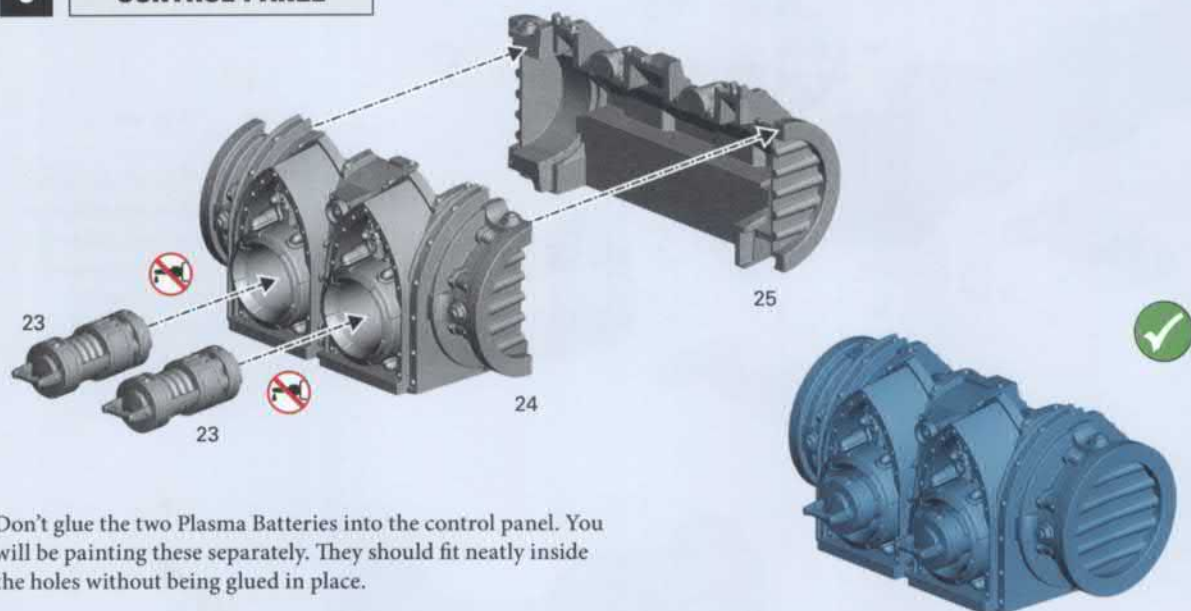
4 PIPE TWO FINAL



5 PIPE THREE FINAL

Glue the small pieces to the long section. Again, glue components 1 and 3 first, and then glue components 13 and 14 to the underside.



6**CONTROL PANEL**

Don't glue the two Plasma Batteries into the control panel. You will be painting these separately. They should fit neatly inside the holes without being glued in place.

READY TO PAINT!

HOW TO BUILD RYZA RUINS

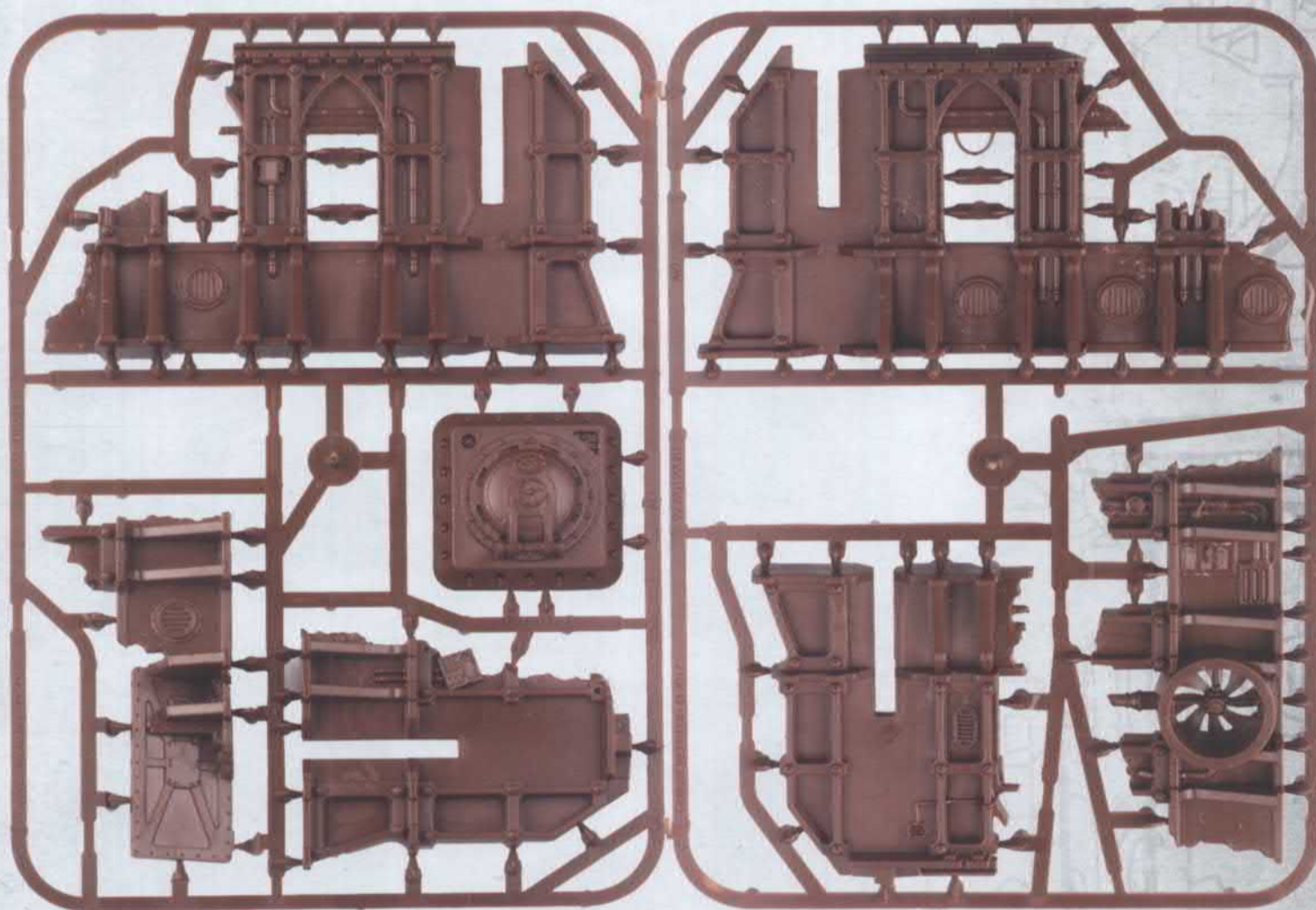
Below is a simple, stage-by-stage guide to building your Ryza Ruins. This kit can be assembled with or without glue. If you do use glue, be careful not to apply too much as the components slot together, which may spread glue to places you did not expect.



CLIPPER SAFETY



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



1 When clipping out the components, put the flat edge of the clippers flush with the model to get a clean cut.

2 Lay out the pieces on the table and make sure you have everything you need before moving on to assembly.

BUILDING YOUR RYZA RUINS

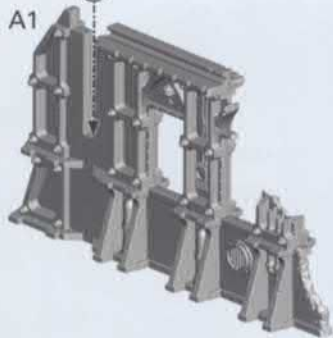
Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make each section of your Ryza Ruins, as shown below.

1



A8

A1

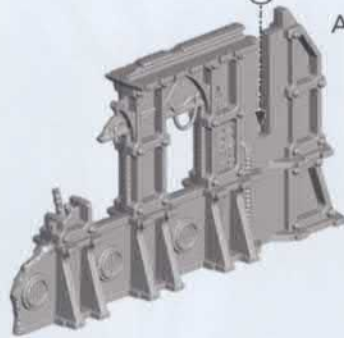


2

A4

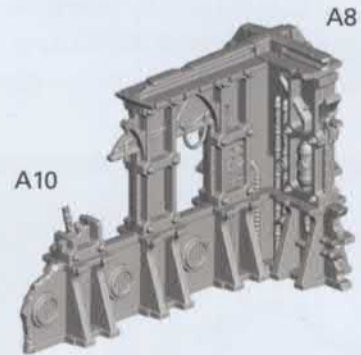


A10



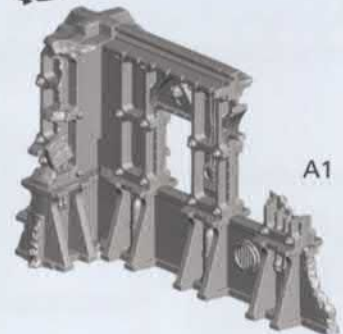
Optional assembly

A8



A10

A4



A1



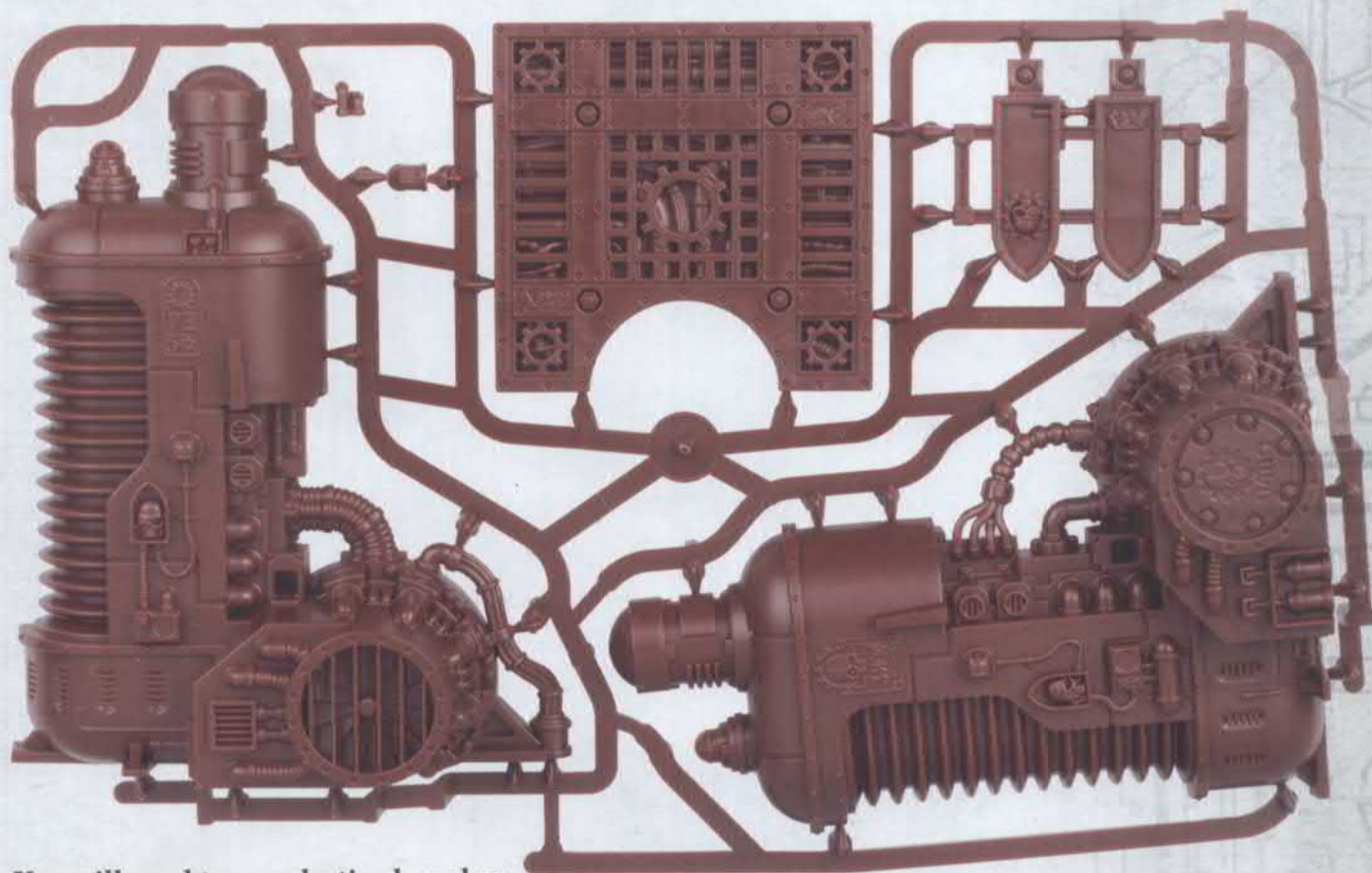
RUINED CITYSCAPE

The ruined walls can be slotted together in two combinations, both of which are shown above. If you don't use glue, they can even be switched between your games. You can assemble them as you like, but we recommend assembling them as shown to the left.

HOW TO BUILD

THERMIC PLASMA REGULATORS

Below is a simple, stage-by-stage guide to building your Thermic Plasma Regulators. Follow the guide carefully.



You will need to use plastic glue when assembling these models. Be careful. Plastic glue can melt or obscure detail.



CLIPPERS AND GLUE SAFETY



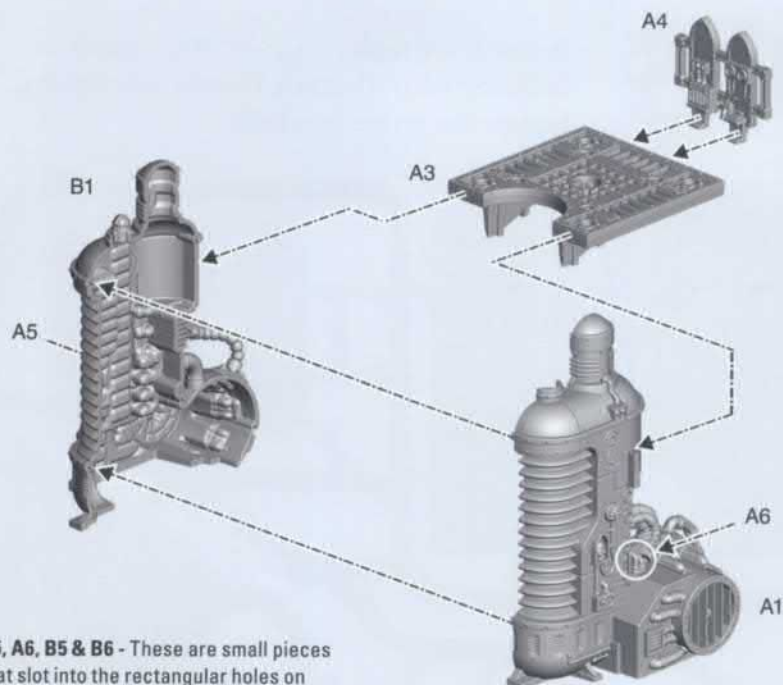
Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



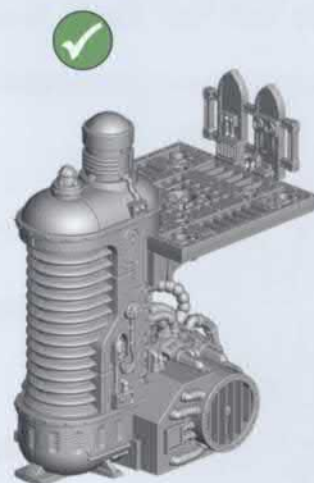
BUILDING YOUR THERMIC PLASMA REGULATORS

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make each Thermic Plasma Regulator, as shown below.

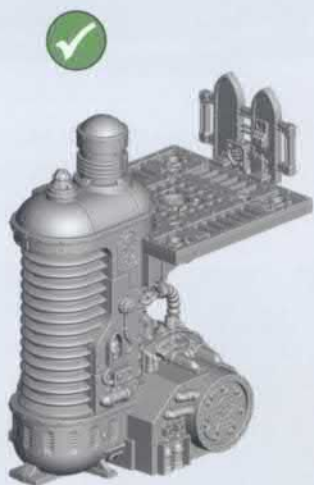
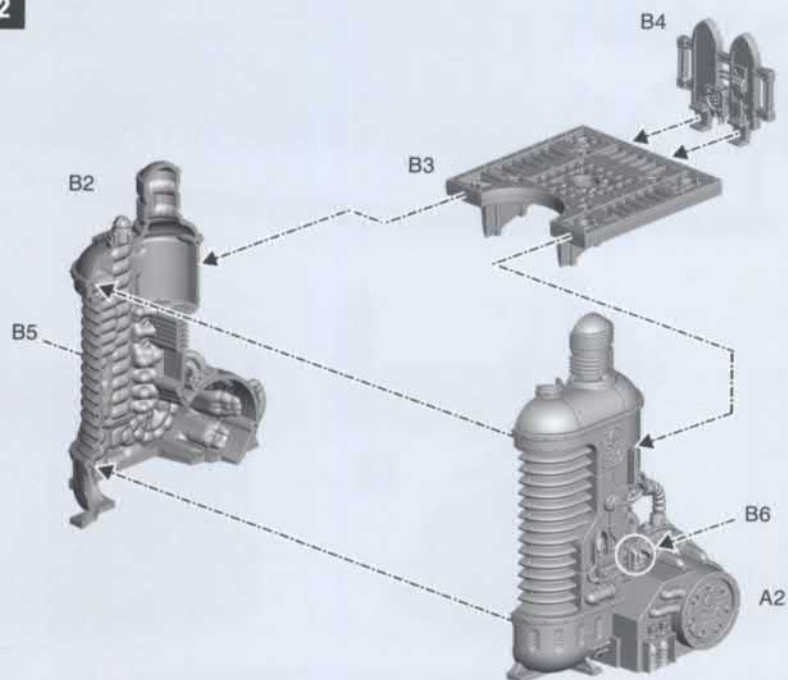
1



A5, A6, B5 & B6 - These are small pieces that slot into the rectangular holes on opposite sides of each regulator.



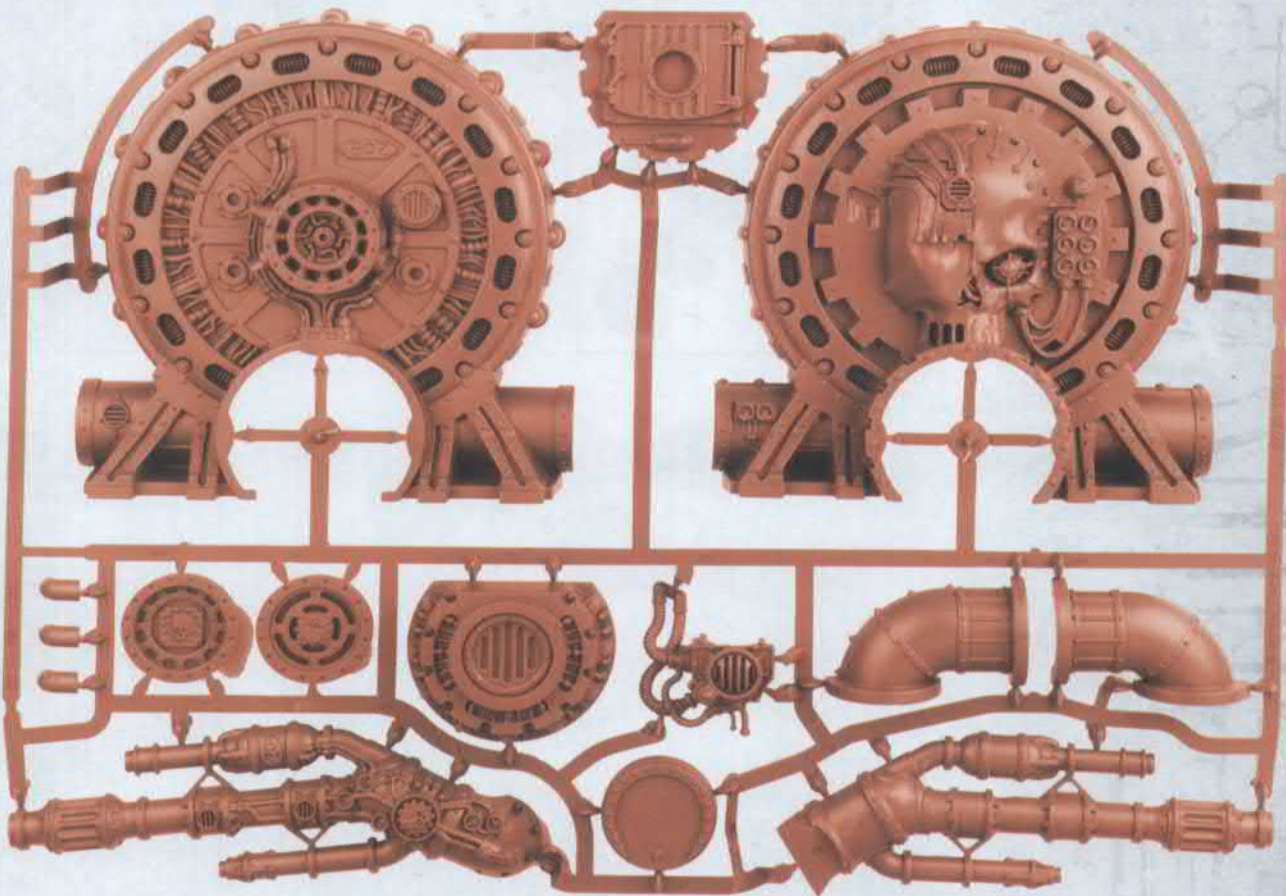
2



HOW TO BUILD

HAEMOTROPE REACTOR

Below is a simple, stage-by-stage guide to building your Haemotrope Reactor. Follow the guides carefully and be careful not to apply too much glue when assembling the model.



CLIPPERS AND GLUE SAFETY

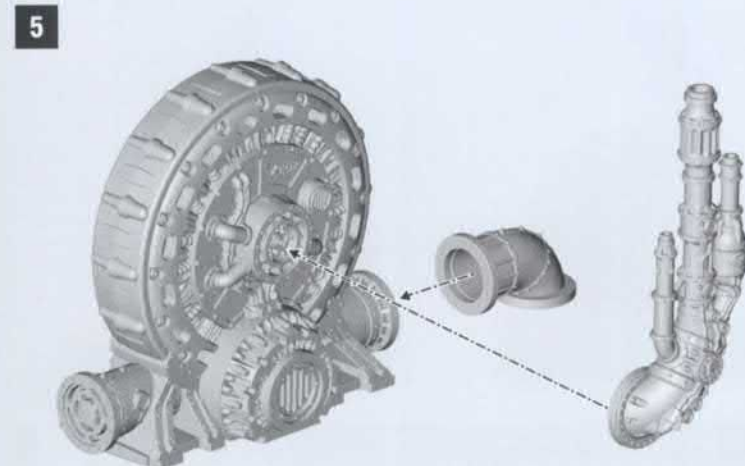
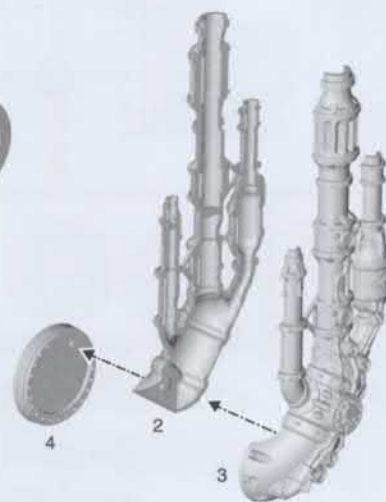
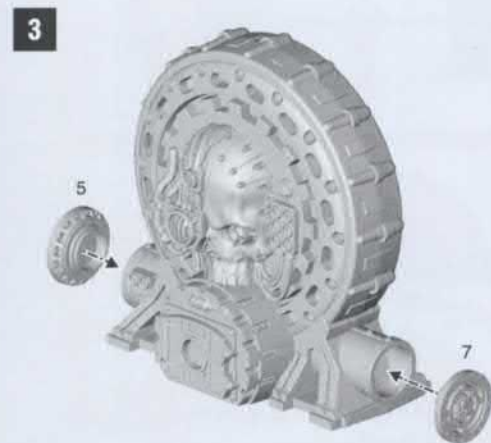
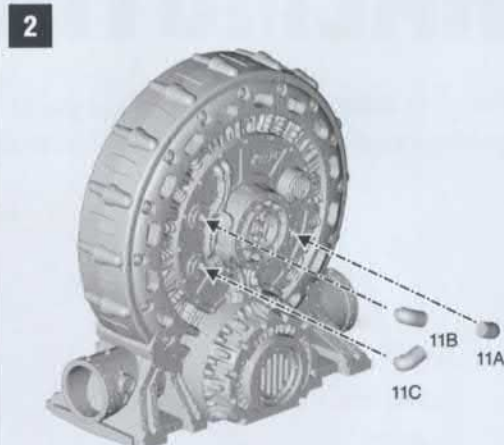
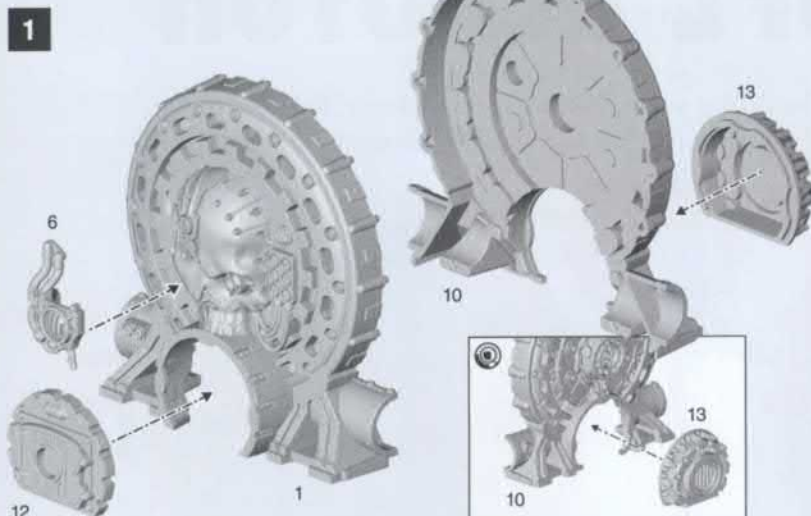


Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



BUILDING YOUR HAEMOTROPE REACTOR

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make the Haemotrope Reactor, as shown below.



HOW TO BUILD

ALCHOMITE

PIPES

Below is a simple, stage-by-stage guide to building your Alchomite Pipes. Follow the guides carefully, applying a small amount of glue to the areas where the components meet. Try not to use too much glue as it can melt plastic and obscure detail if it spills onto the outside of the model.



Using the assembly guide overleaf, clip out the components that are needed for each step. This kit does not have too many components so it should be easy to follow the guide and clip out the correct pieces as you go.



'OUR ENEMIES MAY REST BUT THE MACHINE NEVER SLEEPS.'



**CLIPPERS AND
GLUE SAFETY**



Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.

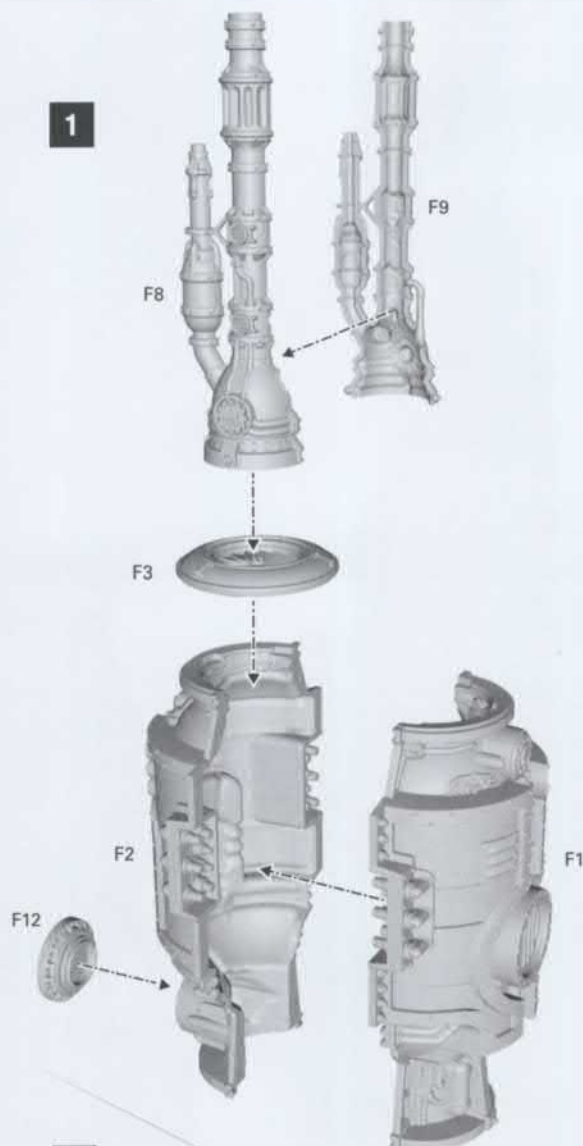


BUILDING YOUR ALCHOMITE PIPES

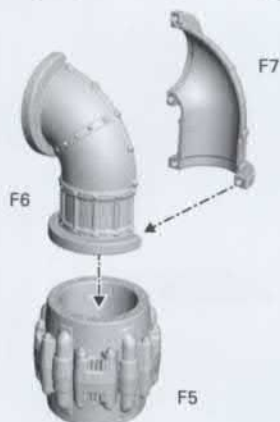
Each component has its own number, which is shown on the sprue next to that component.

Use these numbers to find the right parts to make the Alchomite Pipes, as shown below.

1



2



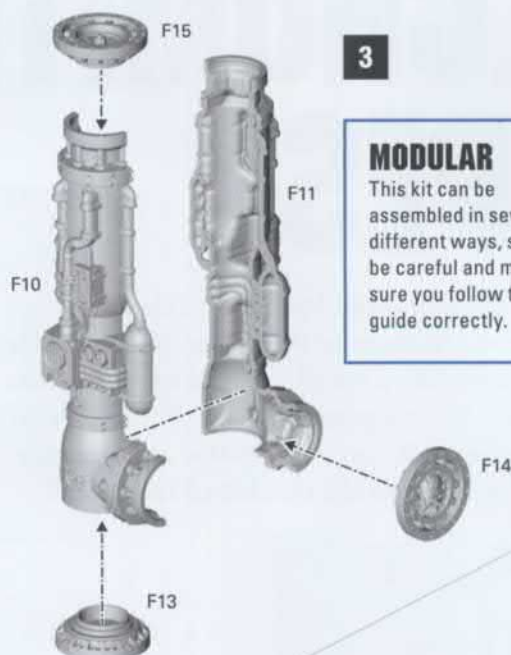
GLUING PIPES

Only use a small amount of glue when assembling these pipe sections. Try not to spill any glue on the outside of the kit.

3

MODULAR

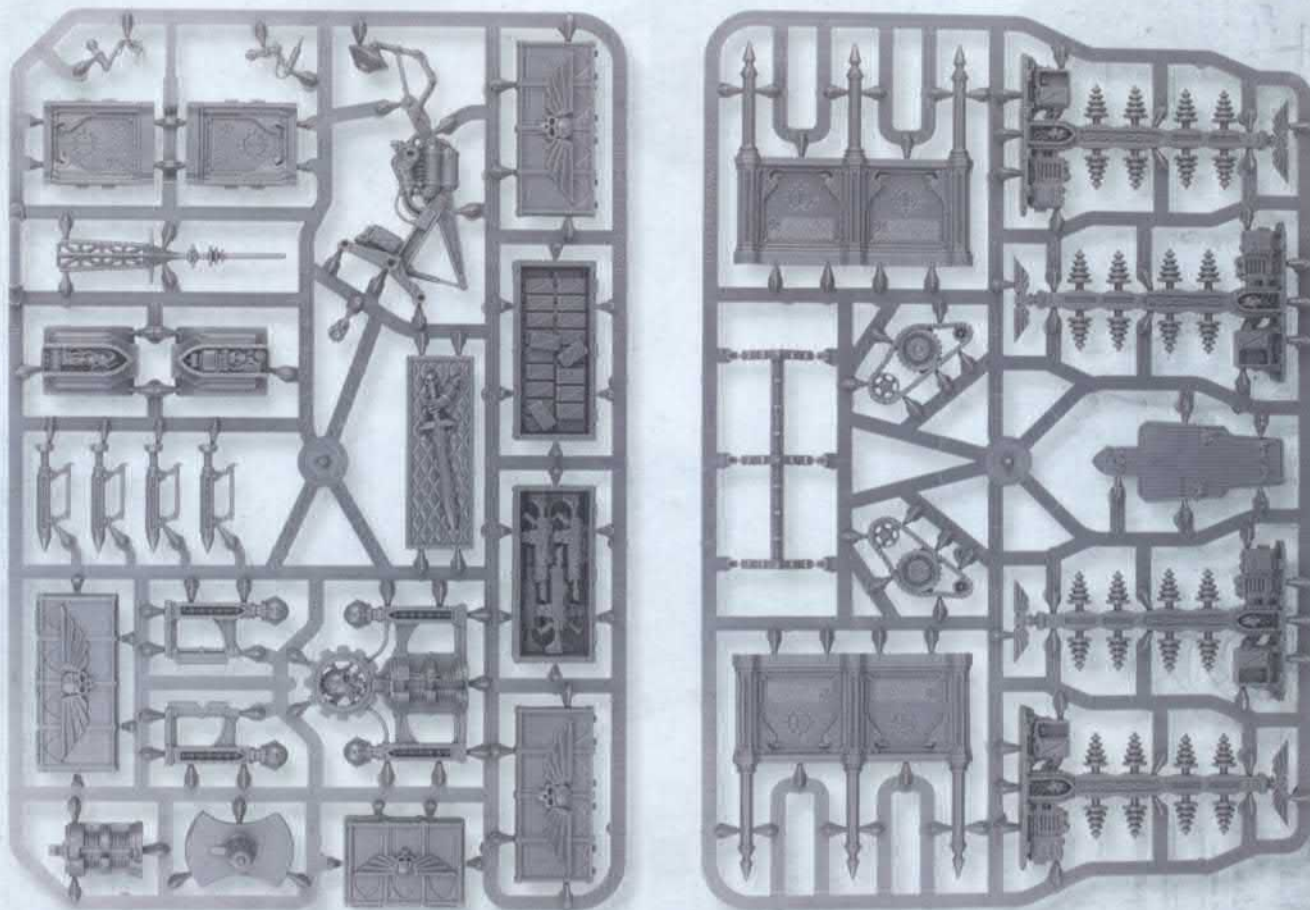
This kit can be assembled in several different ways, so be careful and make sure you follow this guide correctly.



HOW TO BUILD

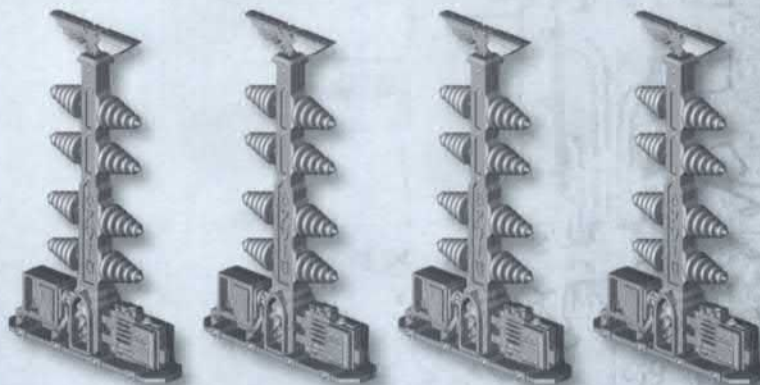
IMPERIAL OBJECTIVES

Below is a simple, stage-by-stage guide to building your Imperial Objectives. Follow the guides carefully, being careful not to apply too much glue when assembling each model.



ASSEMBLY NOT REQUIRED

Several pieces in this kit do not require assembly; they can simply be cut away from the sprue and set to one side. These objectives are shown to the right – the four Power Screen Projectors and the two closed ammunition crates.



CLIPPERS AND GLUE SAFETY



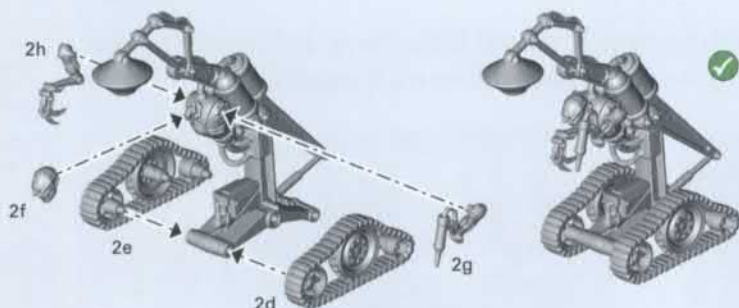
Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



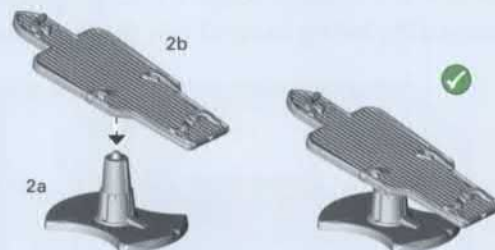
BUILDING YOUR IMPERIAL OBJECTIVES

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make each Imperial Objective, as shown below.

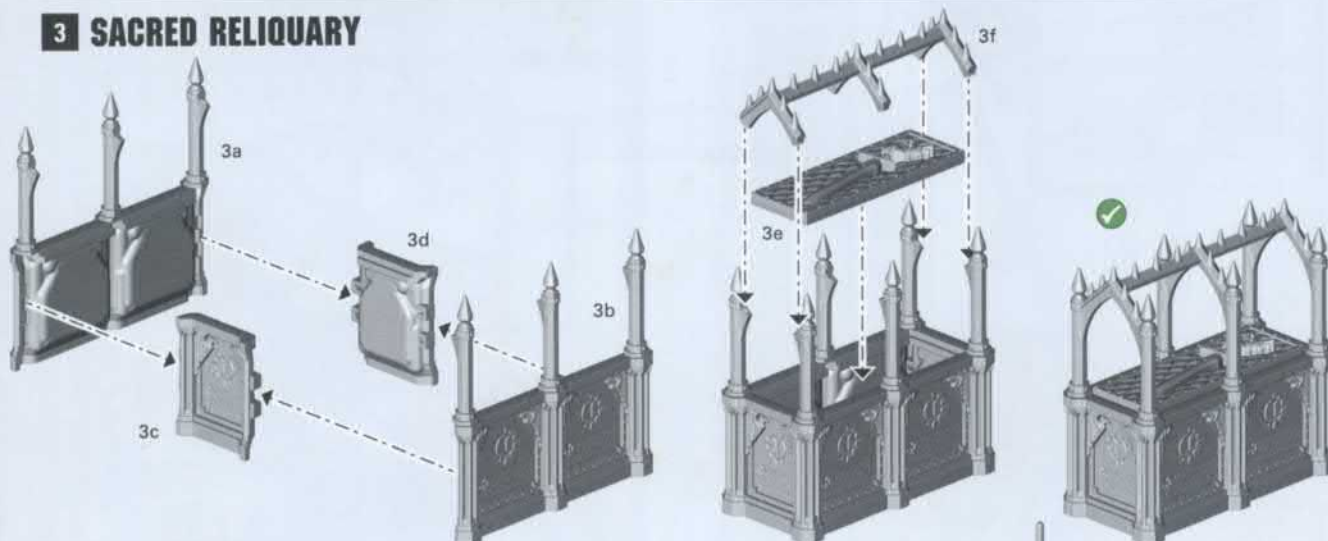
1 MEDICAE SERVITOR



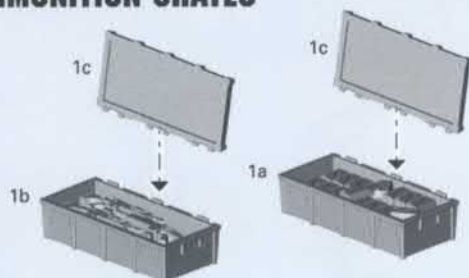
2 MEDICAE TABLE



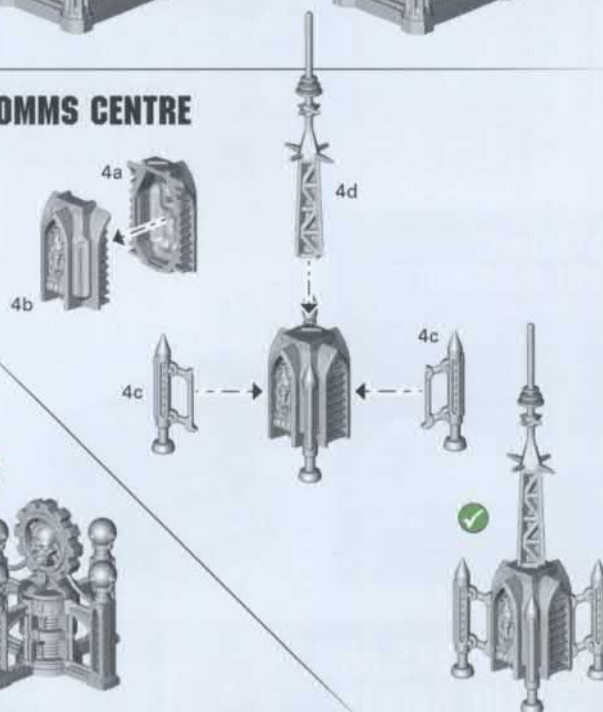
3 SACRED RELIQUARY



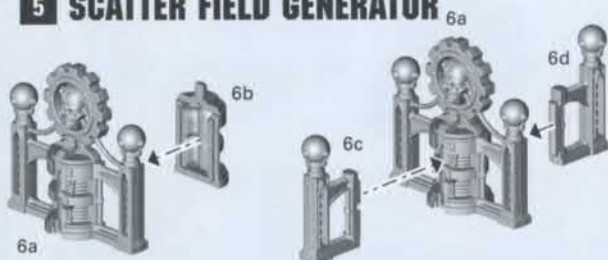
4 AMMUNITION CRATES



6 COMMS CENTRE



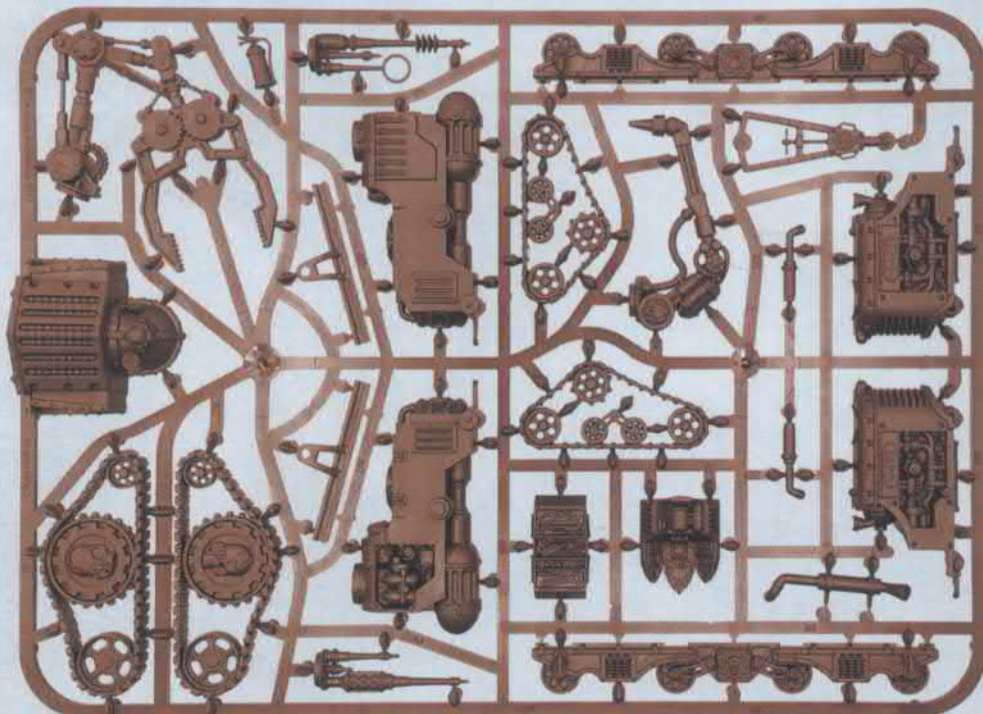
5 SCATTER FIELD GENERATOR



HOW TO BUILD

GALVANIC SERVOTRAULERS

Below is a simple, stage-by-stage guide to building your new models. Be careful not to apply too much glue when sticking the components together.



BUILD SAFETY

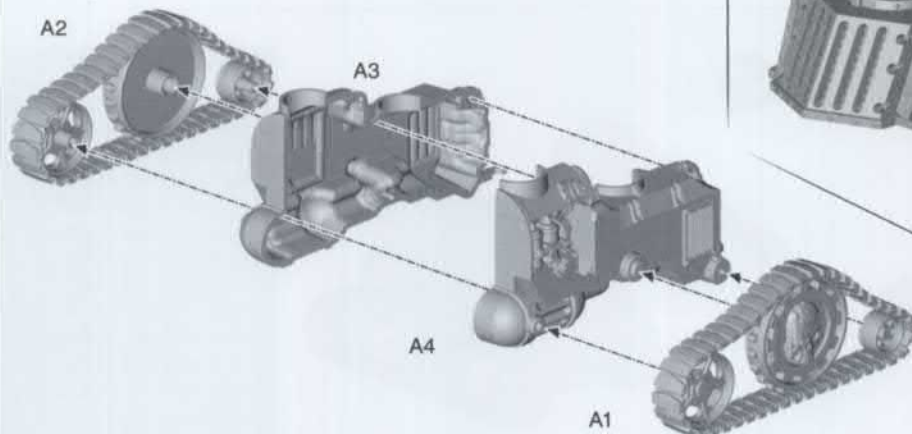


Hold the clippers with your fingers cushioning one arm and your thumb applying pressure on the other. Use only a little pressure to squeeze the glue bottle. Use the glue in a ventilated area.

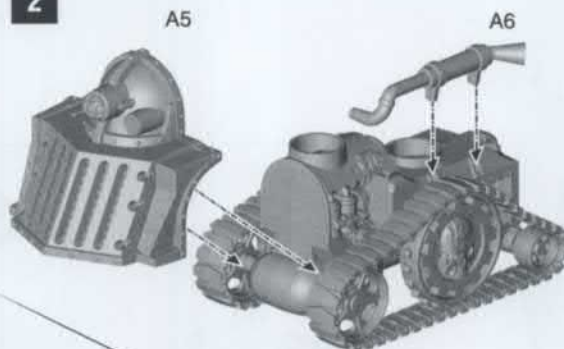
When you have finished building your models, you will notice that there are still some components on the sprue. Components A15, A16, A17 and A18 will be used to complete a kit provided with a later issue, so store them in a safe place where you can find them easily.

INSTRUCTIONS

1 Servotrawler One



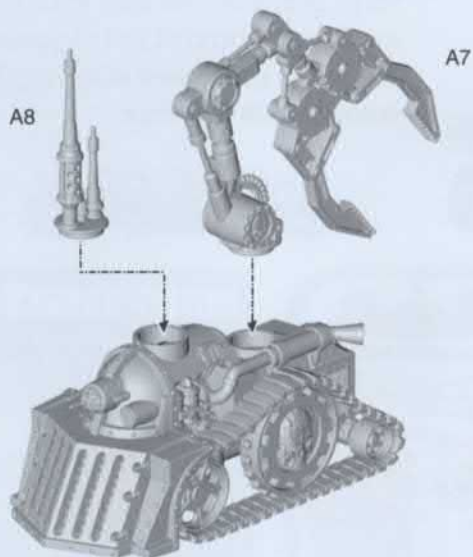
2



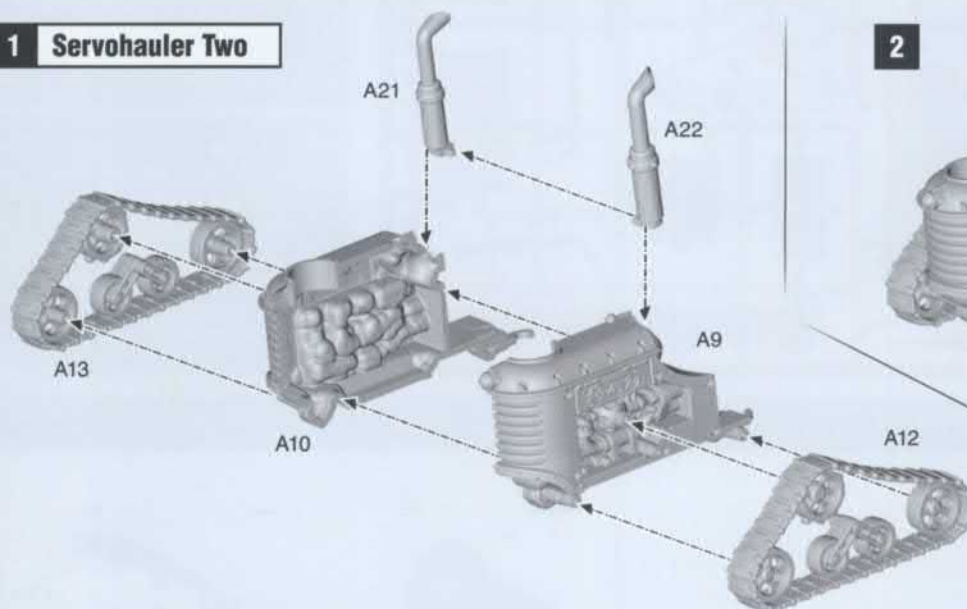
BUILDING YOUR GALVANIC SERVOHAULERS

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make each Galvanic Servohauler, as shown below.

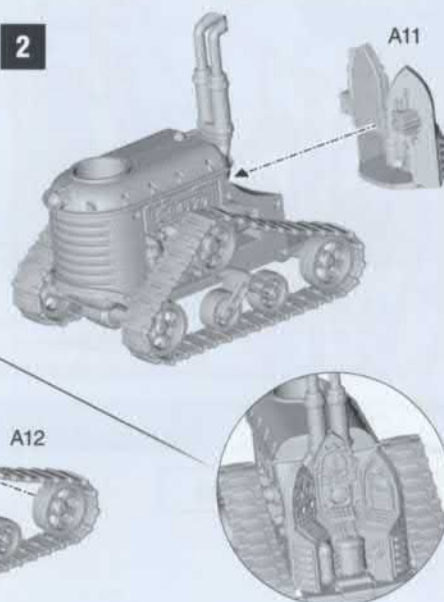
3



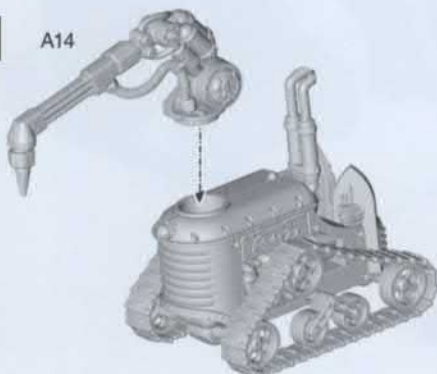
1 Servohauler Two



2



3



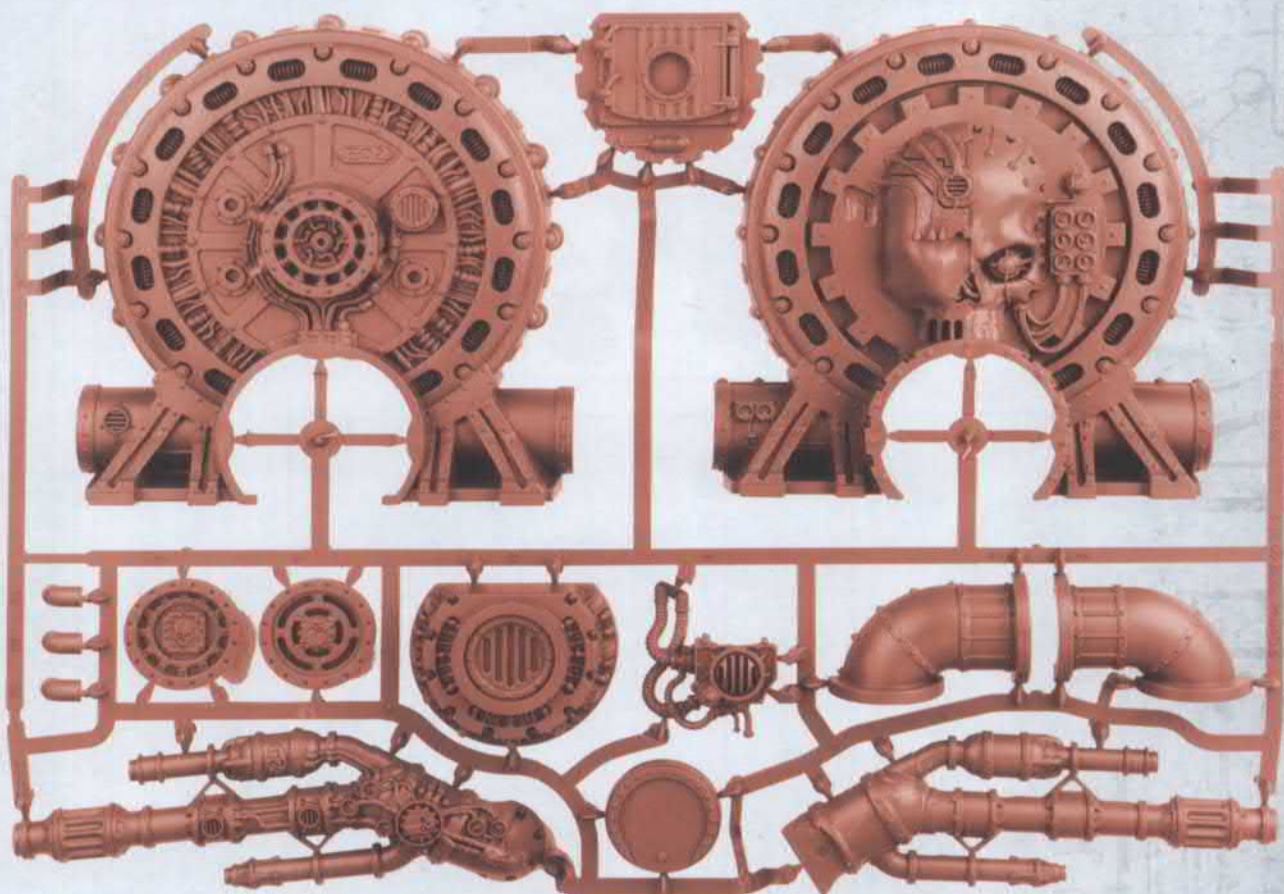
BUILD OPTIONS

Some of the components in this kit are interchangeable and can be assembled in several different ways. We recommend that you follow the build instructions in this assembly guide, as this will make it far easier for you to follow the paint guide that follows this section.

HOW TO BUILD

HAEMOTROPE REACTOR

Below is a simple, stage-by-stage guide to building your Haemotrope Reactor. Follow the guides carefully and be careful not to apply too much glue when assembling the model.



CLIPPERS AND GLUE SAFETY



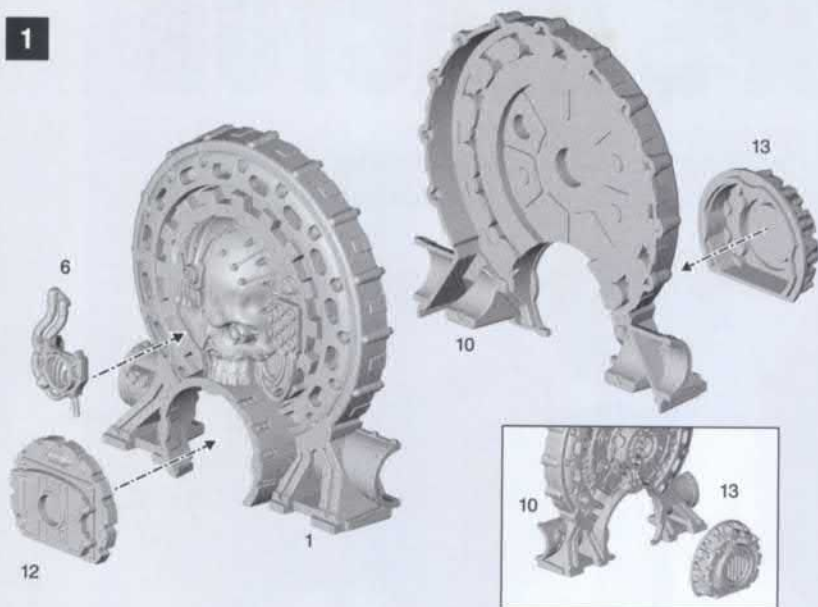
Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well ventilated area.



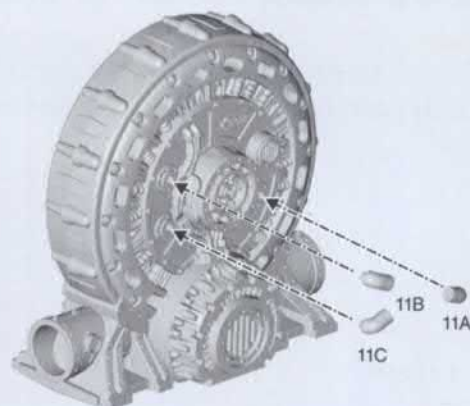
BUILDING YOUR HAEMOTROPE REACTOR

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make the Haemotrope Reactor, as shown below.

1



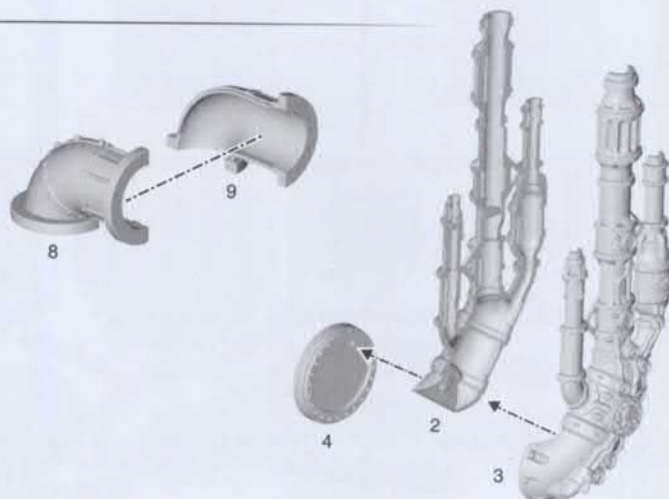
2



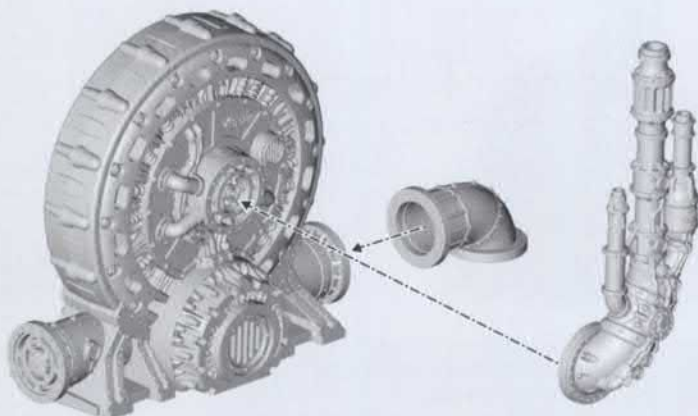
3



4



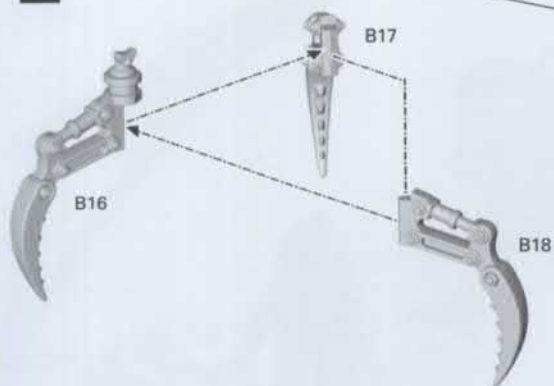
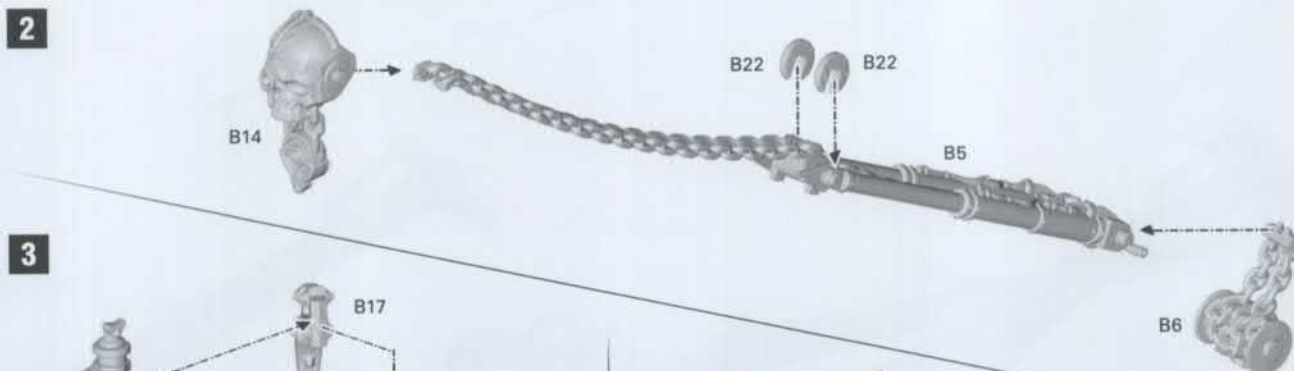
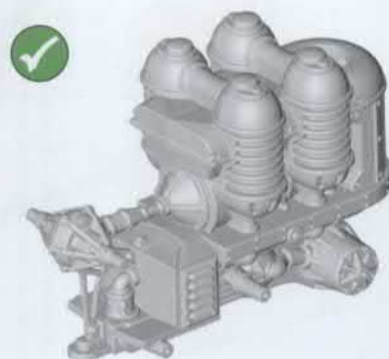
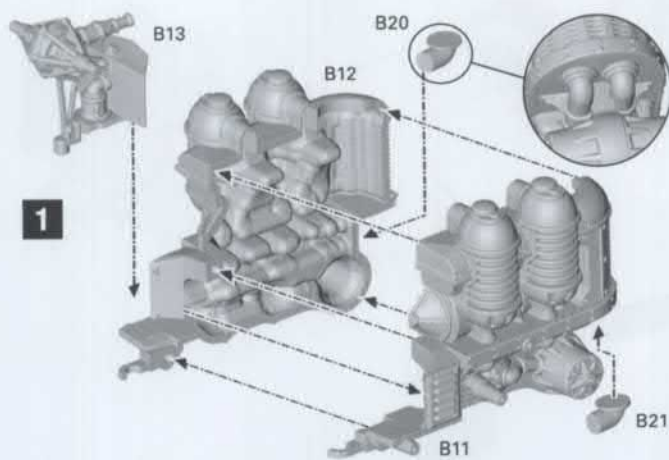
5



HOW TO BUILD

SECTOR MECHANICUS CRANE

This is an easy-to-follow guide for assembling your new model. Note that you will need the leftover components from your Galvanic Servohaulers kit that came with Issue 62 to complete this model.



CLIPPERS AND GLUE SAFETY

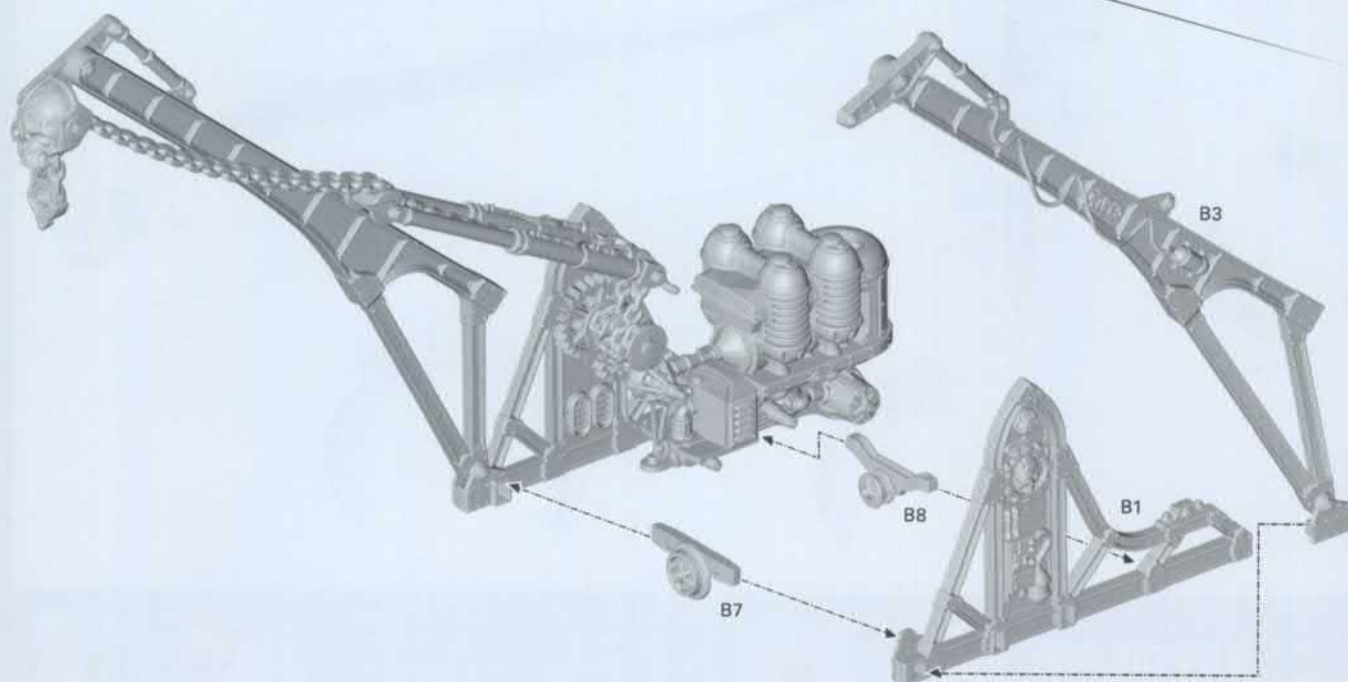
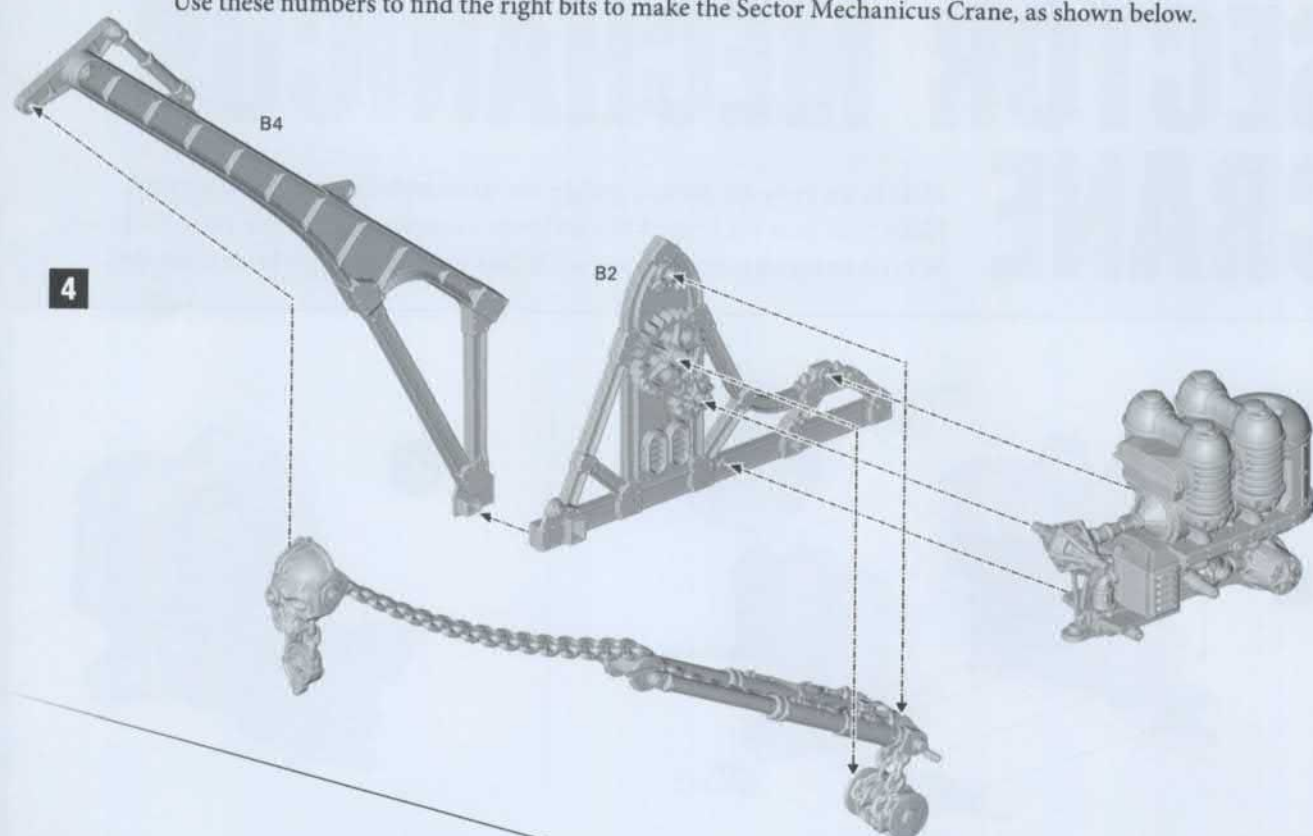


Hold the clippers carefully, with your fingers cushioning one arm and your thumb applying pressure on the other. Use a small amount of glue in a well-ventilated area.

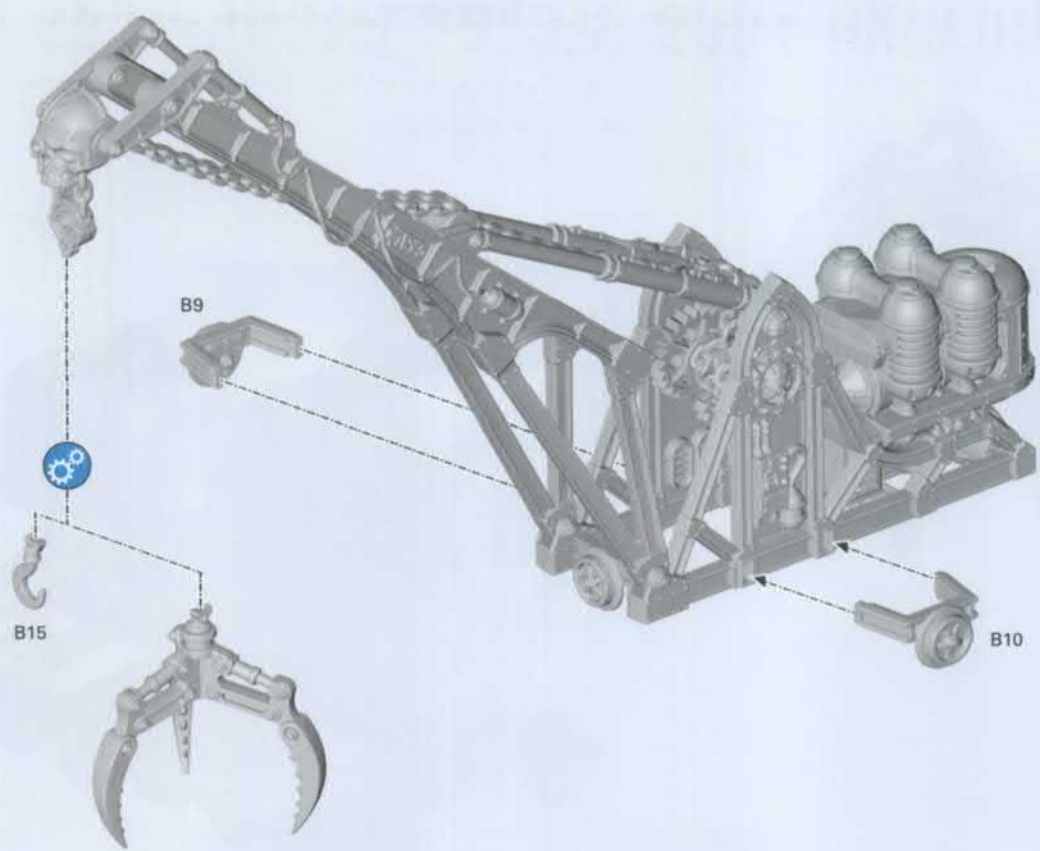


BUILDING YOUR SECTOR MECHANICUS CRANE

Each component has its own number, which is shown on the sprue next to that component.
Use these numbers to find the right bits to make the Sector Mechanicus Crane, as shown below.



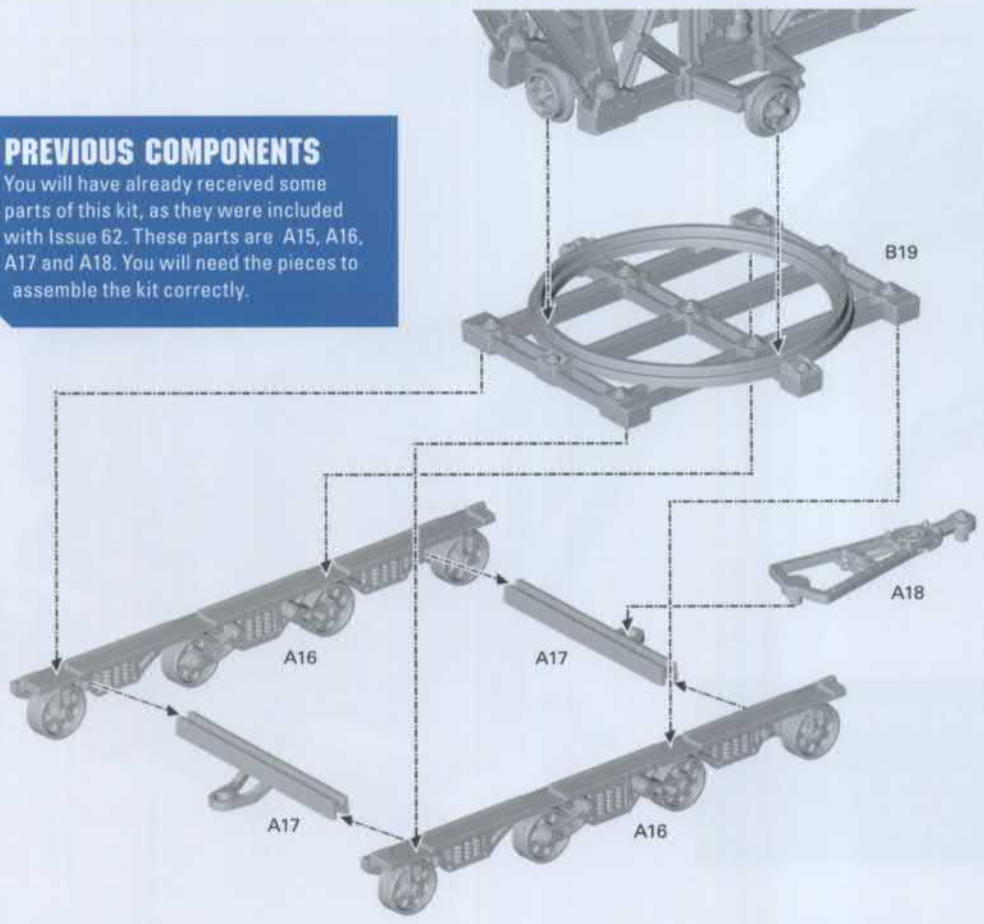
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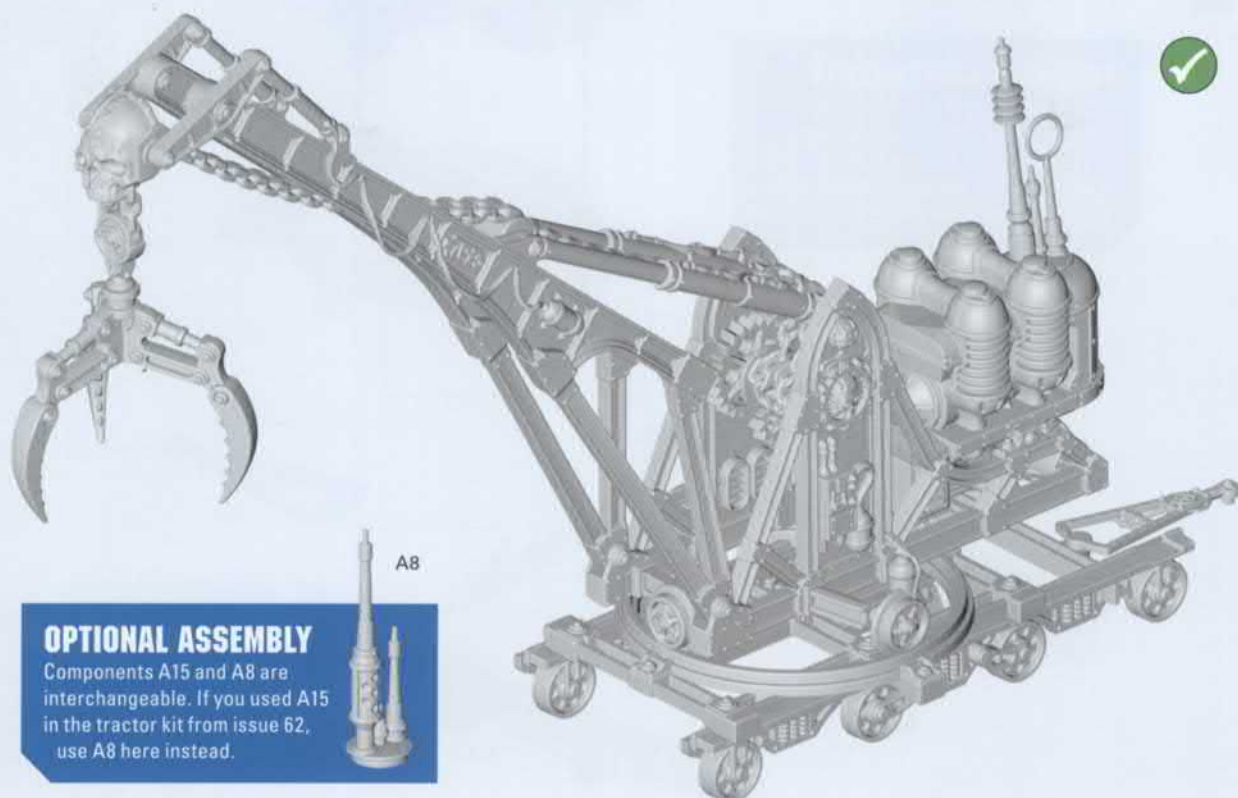
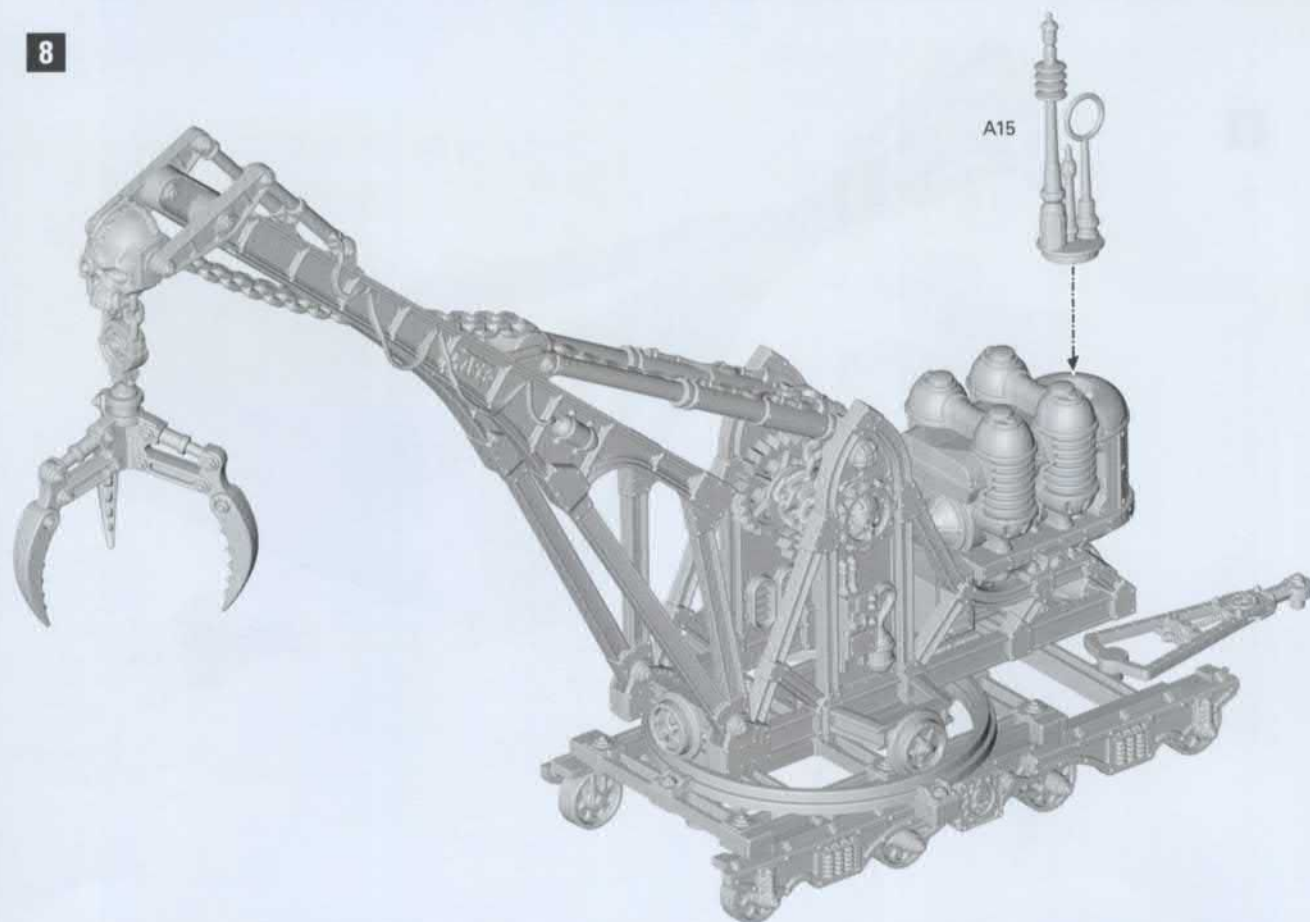


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PREVIOUS COMPONENTS

You will have already received some parts of this kit, as they were included with Issue 62. These parts are A15, A16, A17 and A18. You will need the pieces to assemble the kit correctly.



**OPTIONAL ASSEMBLY**

Components A15 and A8 are interchangeable. If you used A15 in the tractor kit from issue 62, use A8 here instead.



HOW TO BUILD MAGNAVENT WALKWAY

Below is a simple, stage-by-stage guide to building the Magnavent Walkway. Follow the guides carefully, applying glue to the areas of the model that are indicated by arrows. Try to line up each piece before sticking them together, and be careful not to apply too much glue



CLIPPERS AND GLUE SAFETY

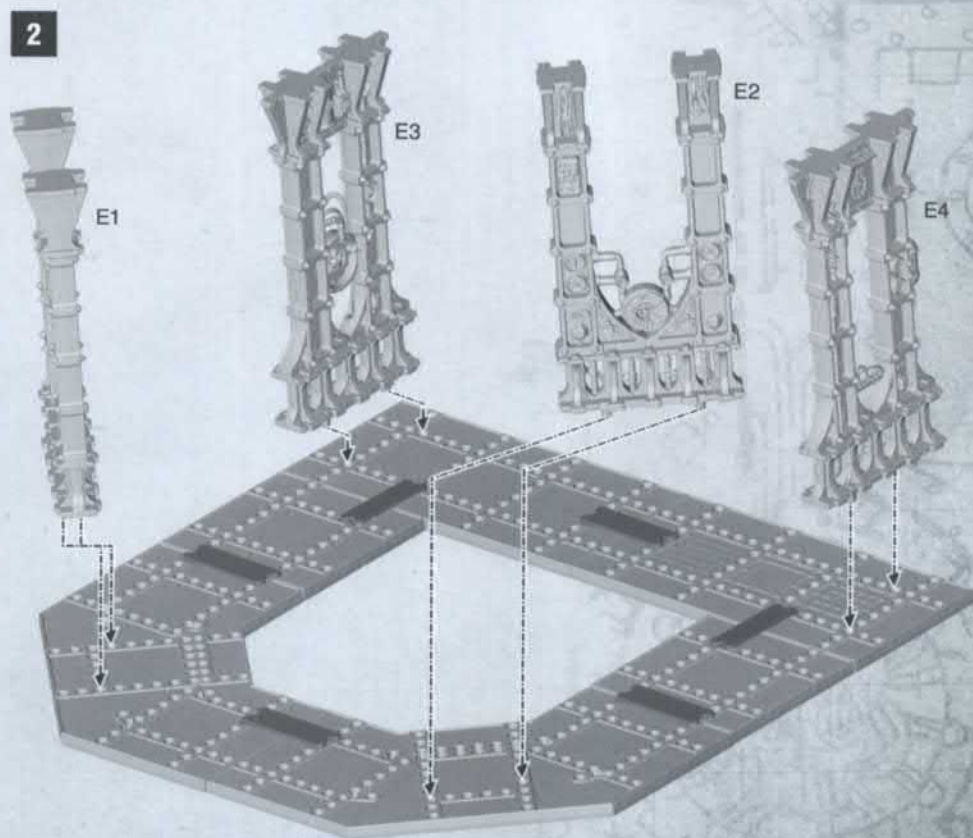
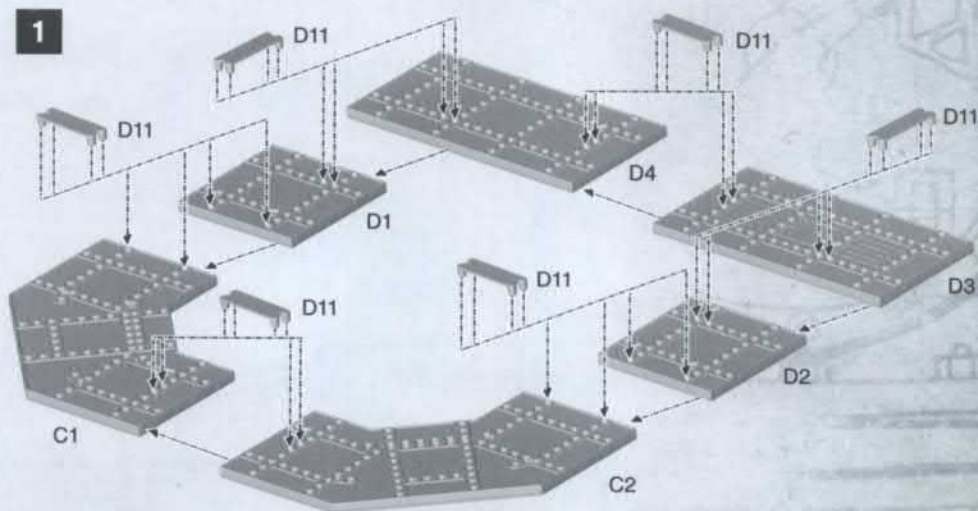
To remove this model from its sprue and assemble it, you will need a set of modelling clippers and some plastic glue. As a subscriber, you will already have both glue and clippers.



Hold the clippers like so, with your fingers cushioning one arm and your thumb applying pressure on the other. Gently but firmly squeeze the clippers shut until the blades meet.



Apply the glue carefully using the applicator as shown in the image. Use only a very small amount of pressure when squeezing the bottle. Apply the glue in a well ventilated area.

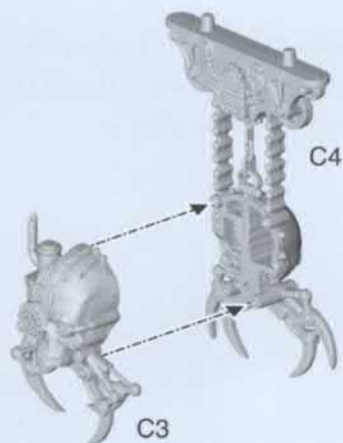


EVERY LONE SPIRIT DOUBTS HIS STRENGTH.

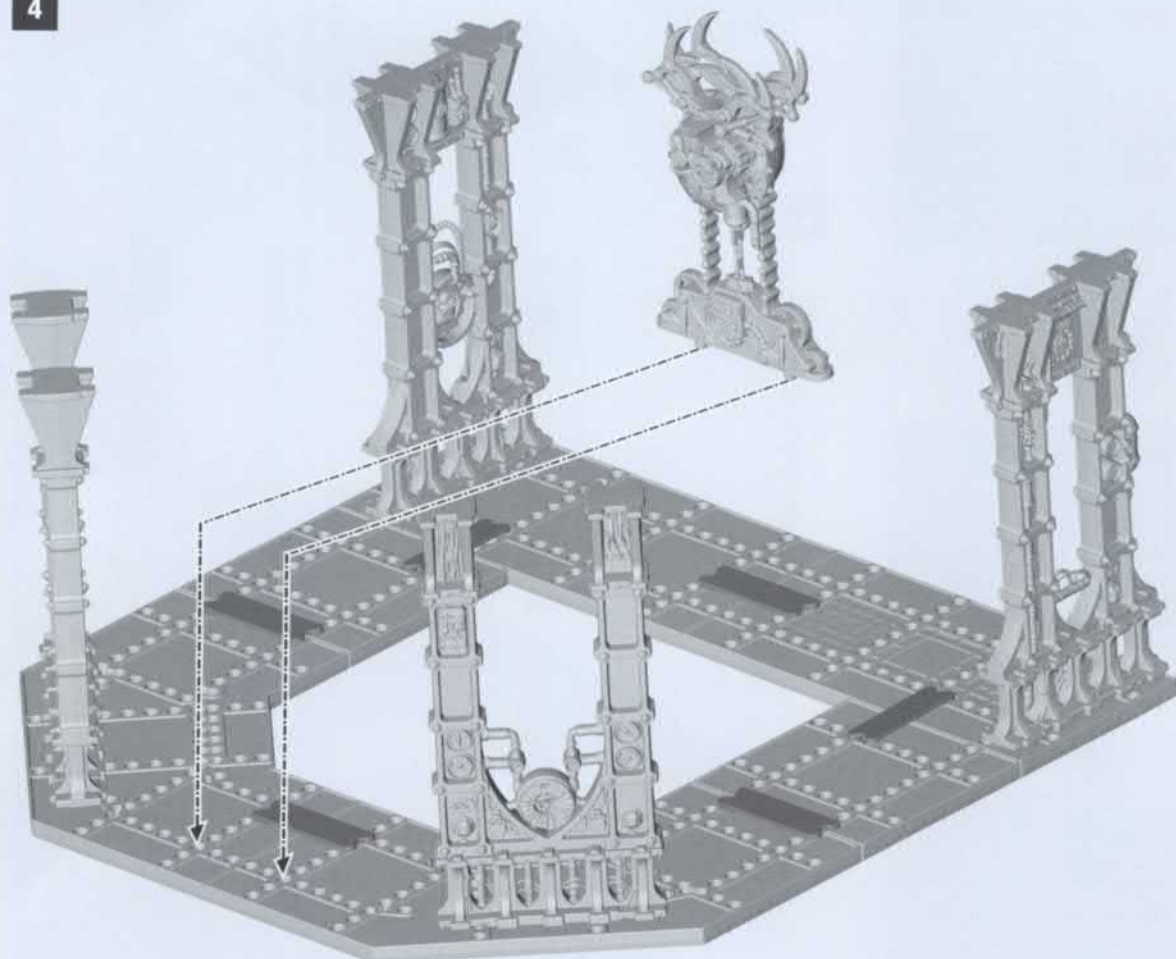
BUILDING YOUR MAGNAVENT WALKWAY

Each component has its own number, which is shown on the sprue next to that component. Use these numbers to find the right bits to make the Magnavent Walkway, as shown below.

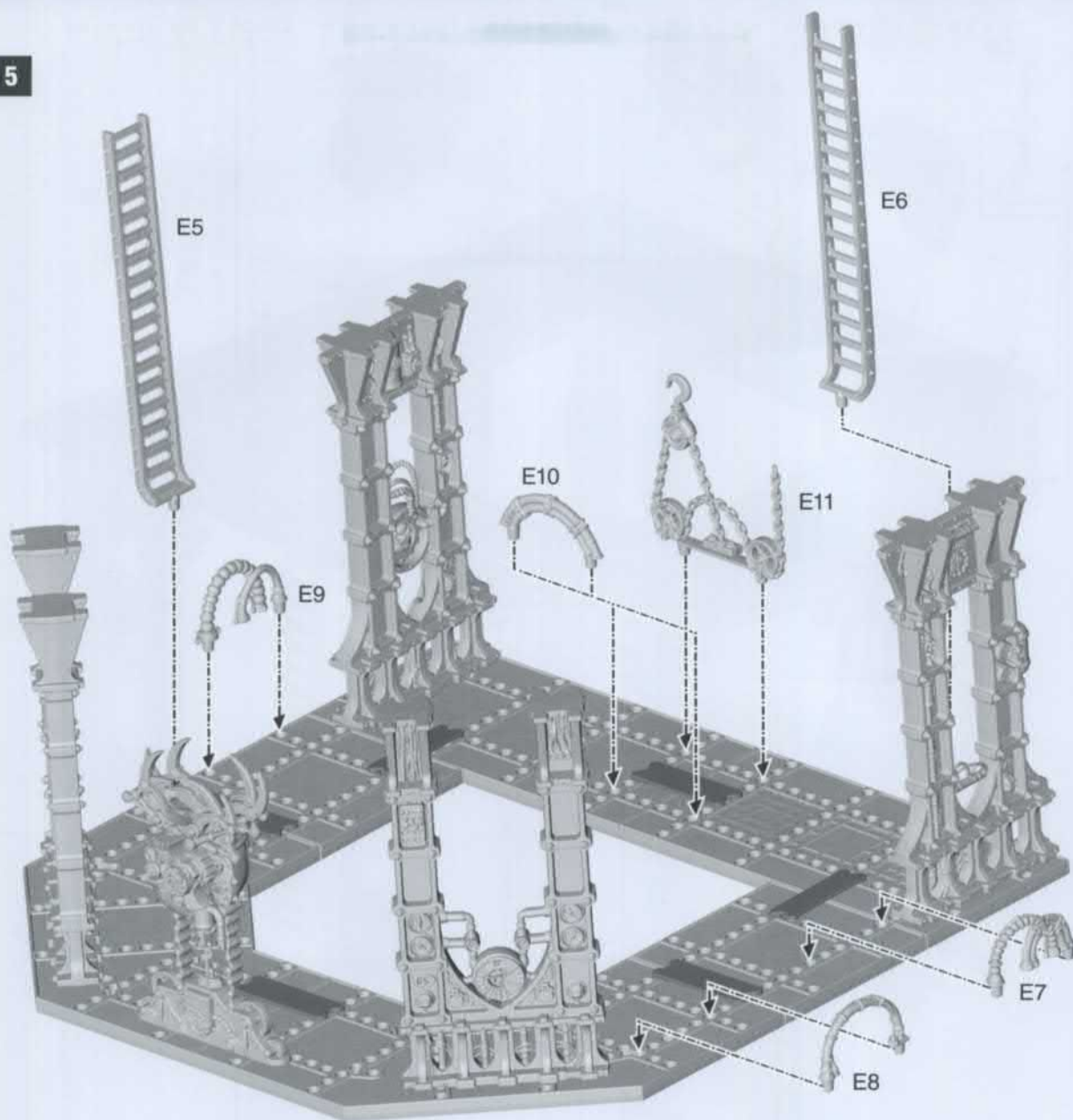
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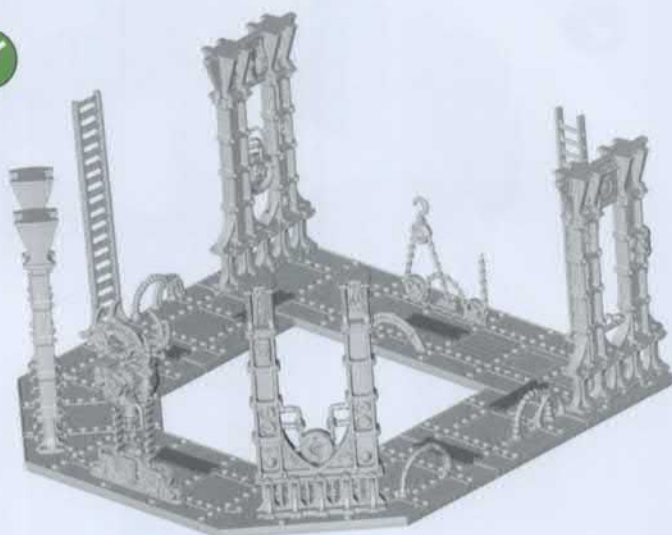


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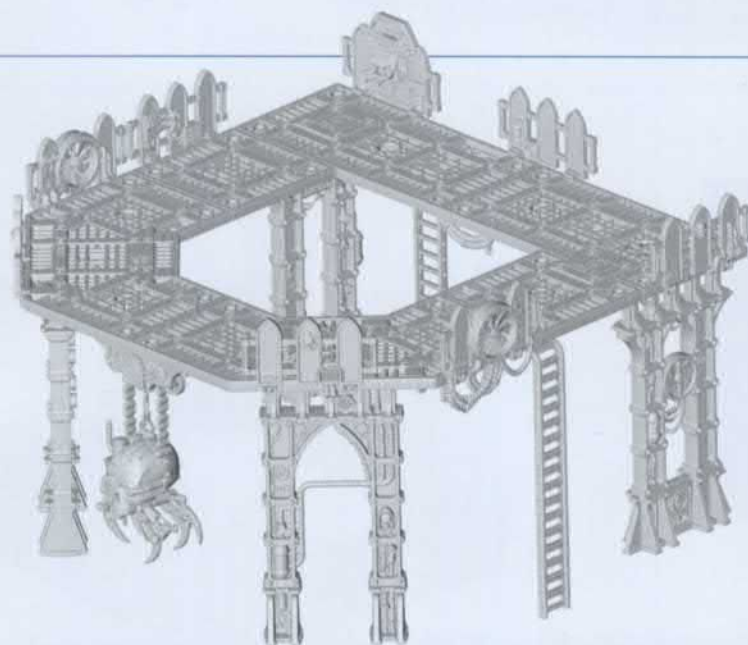
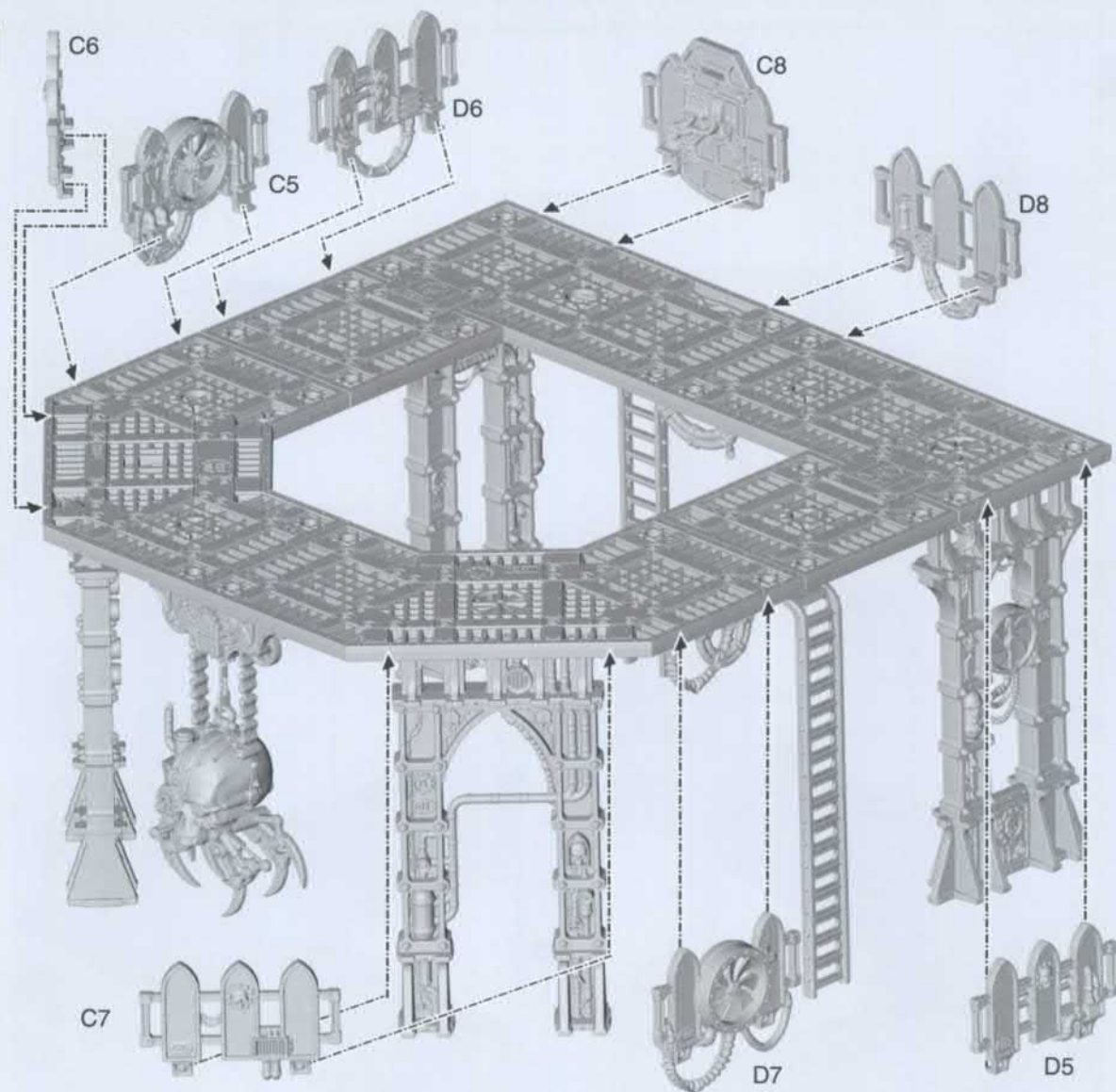


ASSEMBLING THE WALKWAY

You will find it easier to build the model upside down on a table. Build the top of the walkway first. You should then be able to glue the components into the correct slots more easily. Make sure you have allowed all of the glue to dry completely before turning the model over.



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UPPER DETAILS

When you have glued the supports, ladders and other details on the underside of the walkway and allowed them to dry, you can begin applying the barriers and other details on the top of the walkway. When complete, the model should look like the image to the left.