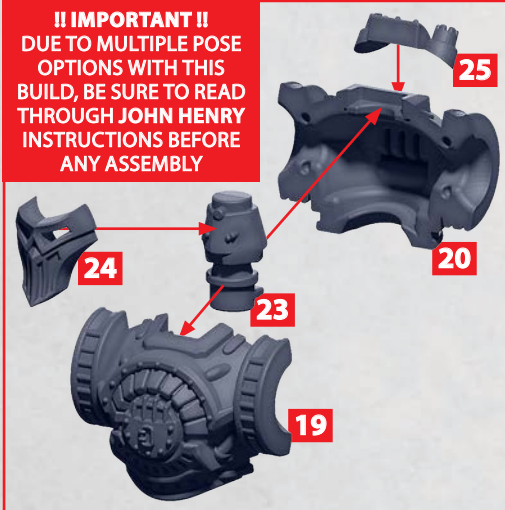


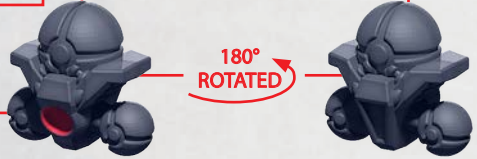
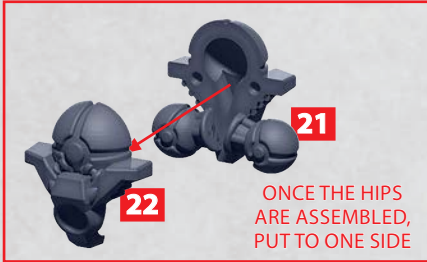
JOHN HENRY VITRUVIAN COLOSSUS TORSO

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

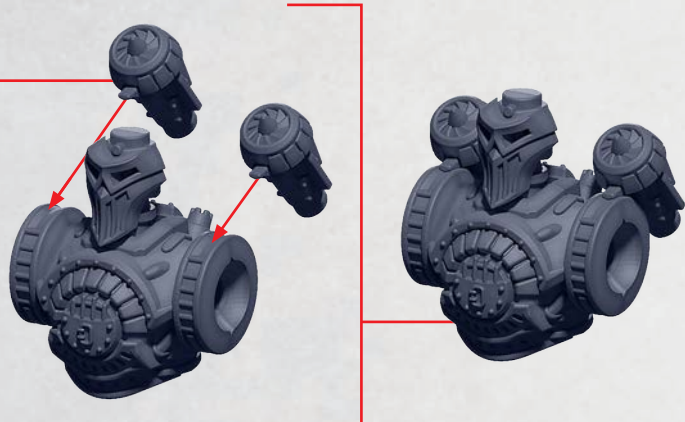
!! IMPORTANT !!
DUE TO MULTIPLE POSE OPTIONS WITH THIS BUILD, BE SURE TO READ THROUGH JOHN HENRY INSTRUCTIONS BEFORE ANY ASSEMBLY



NOTE: WHEN JOINING THE TORSO TO THE HIPS (AS INSTRUCTED LATER ON) CONSIDER YOUR FINAL POSE AS THERE IS FLEXIBILITY IN THE JOINT TO ENABLE POSABILITY



NOTE: THE HOLE FOR THE STAND (INDICATED RED) APPEARS ON ONE SIDE OF THE HIPS ASSEMBLY (PART 22) – THE POSITION OF YOUR FINISHED POSE WILL DICTATE WHICH WAY ROUND THE HIPS WILL BE ATTACHED TO THE TORSO



JOHN HENRY VITRUVIAN COLOSSUS ARMS

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

33

SEE PREVIOUS PAGE FOR BUILD STAGE

32

NOTE: WHEN JOINING THE BICEP'S SHOULDER TO THE TORSO, CONSIDER YOUR FINAL POSE AS THERE IS FLEXIBILITY IN THE JOINT TO ENABLE POSIBILITY – ALSO CONSIDER THE ATTACHMENT OF THE SHOULDER PADS (SHOWN RIGHT) WHEN POSITIONING THE SHOULDER JOINT (THESE WILL BE ADDED LATER).



42-43

44-45

x2

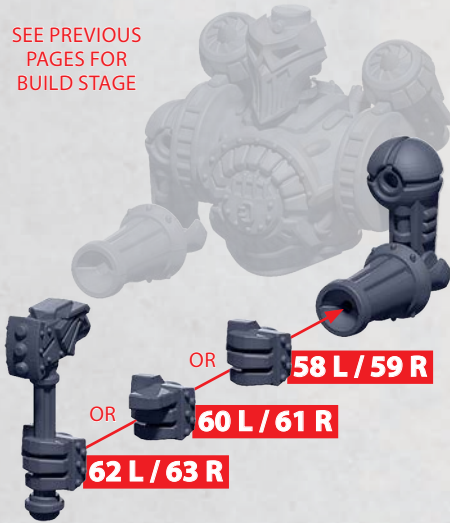


NOTE: WHEN JOINING THE FOREARMS TO THE BICEPS CONSIDER YOUR FINAL POSE AS THERE IS FLEXIBILITY IN THE JOINT TO ENABLE POSIBILITY

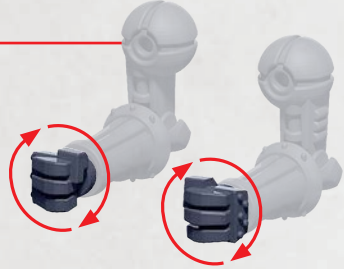
JOHN HENRY VITRUVIAN COLOSSUS ARMS

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

SEE PREVIOUS
PAGES FOR
BUILD STAGE



OPTIONAL INDIVIDUAL CLOSED, HAMMER
WELDING, AND POINTING HANDS ARE INCLUDED
ALONG WITH A DOUBLE HANDED HAMMER (BELOW)
WHICH WILL REQUIRE CONSIDERATION OF BOTH
ARM POSITIONS IN ORDER TO POSE



NOTE: WHEN JOINING
THE HANDS TO THE
FOREARMS CONSIDER
YOUR FINAL POSE AS
THERE IS FLEXIBILITY
IN THE JOINT TO
ENABLE POSABILITY



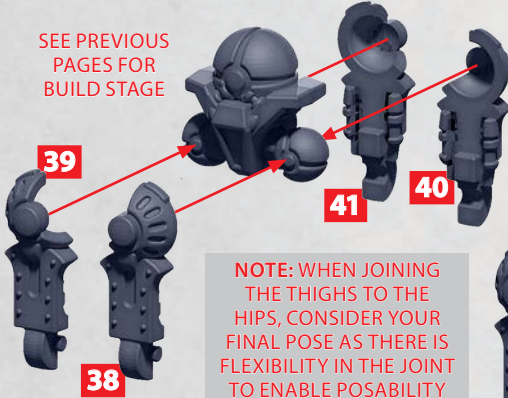
NOTE: WHEN JOINING THE DOUBLE HANDED
HAMMER'S HANDS TO THE FOREARMS CONSIDER YOUR
FINAL POSE AS THERE IS LESS FLEXIBILITY IN THE JOINT
AS THE HANDS' DISTANCE TO ONE ANOTHER IS FIXED



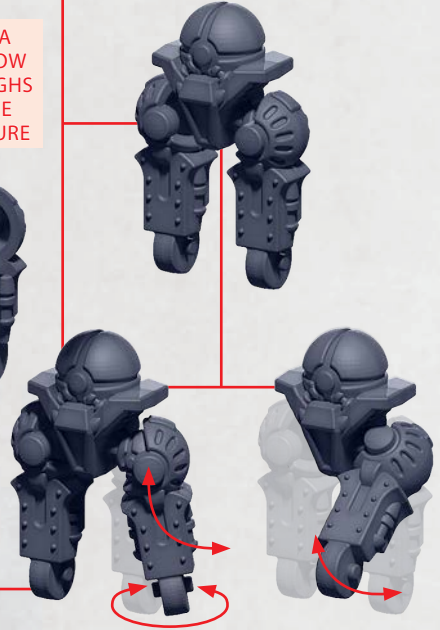
FINAL POSE
WILL VARY

ADVISORY: WE WOULD SUGGEST THAT THE AREA AROUND THE BALL SOCKET BE GLUE FREE TO ALLOW FOR POSITIONING ONCE BOTH HALVES OF THE THIGHS ARE TOGETHER. WHEN YOU ARE HAPPY WITH THE POSITION APPLY GLUE TO THE BALL JOINT TO SECURE

SEE PREVIOUS
PAGES FOR
BUILD STAGE



NOTE: WHEN JOINING THE THIGHS TO THE HIPS, CONSIDER YOUR FINAL POSE AS THERE IS FLEXIBILITY IN THE JOINT TO ENABLE POSIBILITY



ADVISORY: WE WOULD SUGGEST THAT THE AREA AROUND THE KNEE BE GLUE FREE TO ALLOW FOR POSITIONING ONCE BOTH HALVES OF THE SHINS ARE TOGETHER. WHEN YOU ARE HAPPY WITH THE POSITION APPLY GLUE TO THE KNEE TO SECURE

NOTE: WHEN JOINING THE THIGHS TO THE SHINS, CONSIDER YOUR FINAL POSE AS THERE IS FLEXIBILITY IN THE JOINT TO ENABLE POSIBILITY



FINAL
POSE
WILL
VARY

JOHN HENRY VITRUVIAN COLOSSUS

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

SEE PREVIOUS PAGES FOR BUILD STAGE

OPTIONAL SHOULDERS PADS
- DEPENDING ON CHOICE, THE
REMAINING OPTION BECOMES
THE KNEE PAD AS INDICATED
- THESE CAN EFFECT THE
POSITION OF THE SHOULDER
ATTACHMENT (SEE PAGE 7)

36-37

34-35

36-37

34-35

REPEAT SELECTED
WEAPON ON
OPPOSITE FOREARM

OPTIONAL
MINI-GUN
OR ROCKET
LAUNCHERS

54-55 **56-57**

NOTE: WHEN JOINING
THE TORSO TO THE
HIPS CONSIDER YOUR
FINAL POSE AS THERE
IS FLEXIBILITY IN THE
JOINT TO ENABLE
POSSIBILITY

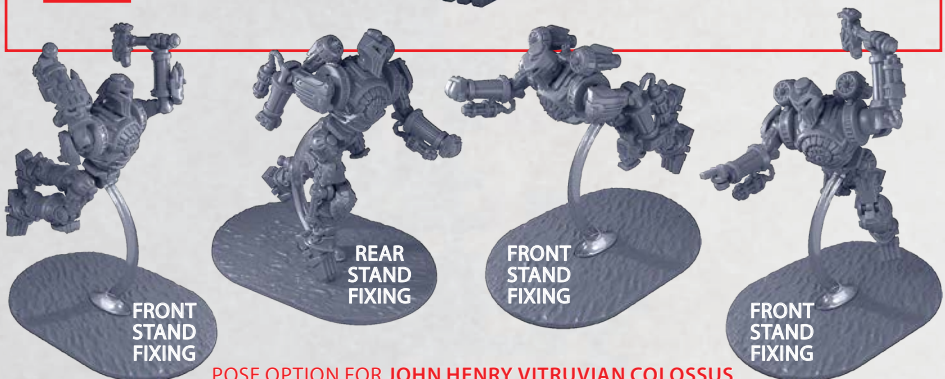
OPTIONAL KNEE
PADS - DEPENDING
ON CHOICE, THE
REMAINING OPTION
BECOMES THE
SHOULDER PAD
AS INDICATED

36-37

34-35

52 L & 53 R

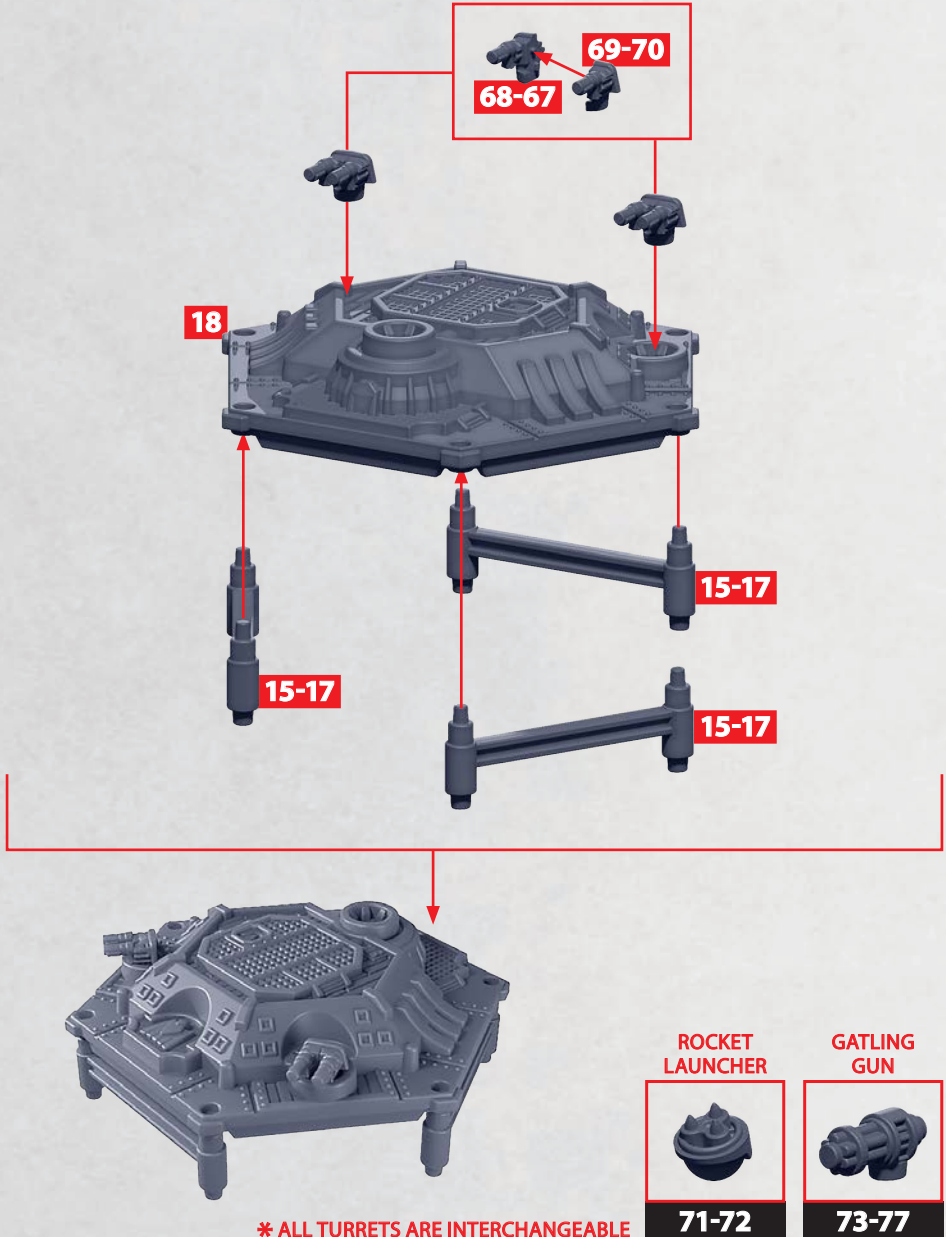
PART 52 (LEFT LEG
ATTACHMENT) IS
REPEATED OPPOSITE
(RIGHT LEG)
WITH PART 53



POSE OPTION FOR JOHN HENRY VITRUVIAN COLOSSUS

FARPOINT SENTRY PLATFORM

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES



SMALL PLATFORM

PARTS CAN BE FOUND ON THE DYSTOPIAN WARS OBJECTIVE SET SPRUES

22
OR
23



24
OR
25



19-21



22
OR
23



24
OR
25

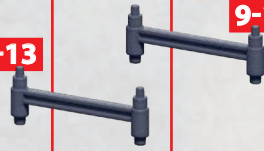


NOTE: ANY OF
THE OPTIONAL
EXTRAS CAN BE
ADDED TO THE
PLATFORM IN
THE LOCATIONS
INDICATED



28

9-13



9-13

26
OR
27



29
OR
30

CAN BE BUILT WITH
EITHER SHORT STRUTS
(ABOVE) OR TALLER
STRUTS (RIGHT)

4-8



ONE EXAMPLE OF SMALL PLATFORM,
FINISHED VERSIONS CAN VARY

LARGE PLATFORMS

PARTS CAN BE FOUND ON THE DYSTOPIAN WARS OBJECTIVE SET SPRUES

IMPORTANT: BE SURE TO STUDY THE OPTIONS PRIOR TO FINALIZING YOUR BUILD

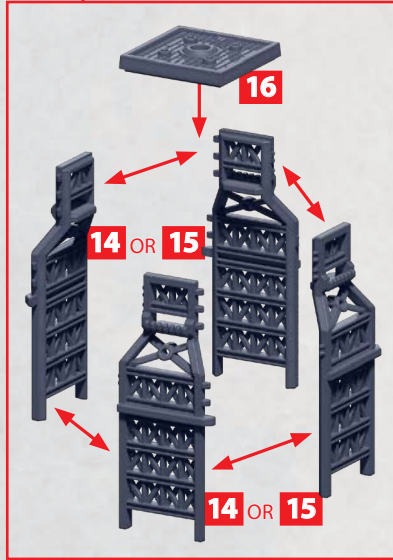
OPTION 2

NOTE: ONLY ONE TOWER BUILD IS POSSIBLE BETWEEN THE TWO SPRUES INCLUDED

OPTION 1



DECK CAN BE PLACED ONTO THE PLATFORM TO COVER THE OPENING



TOWER (WITH DECK) CAN BE PLACED INTO THE PLATFORM



OR



CAN BE BUILT WITH EITHER TALL STRUTS (ABOVE) OR SHORTER STRUTS (RIGHT)

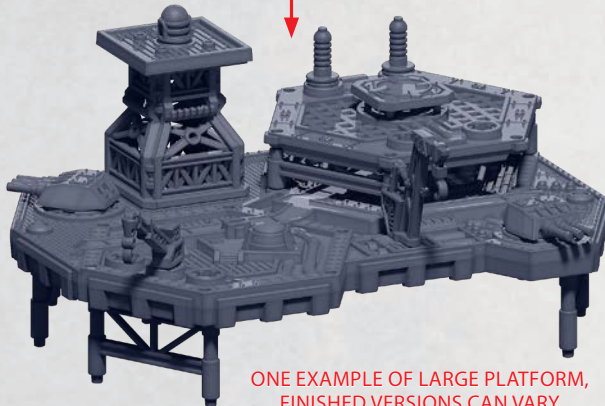
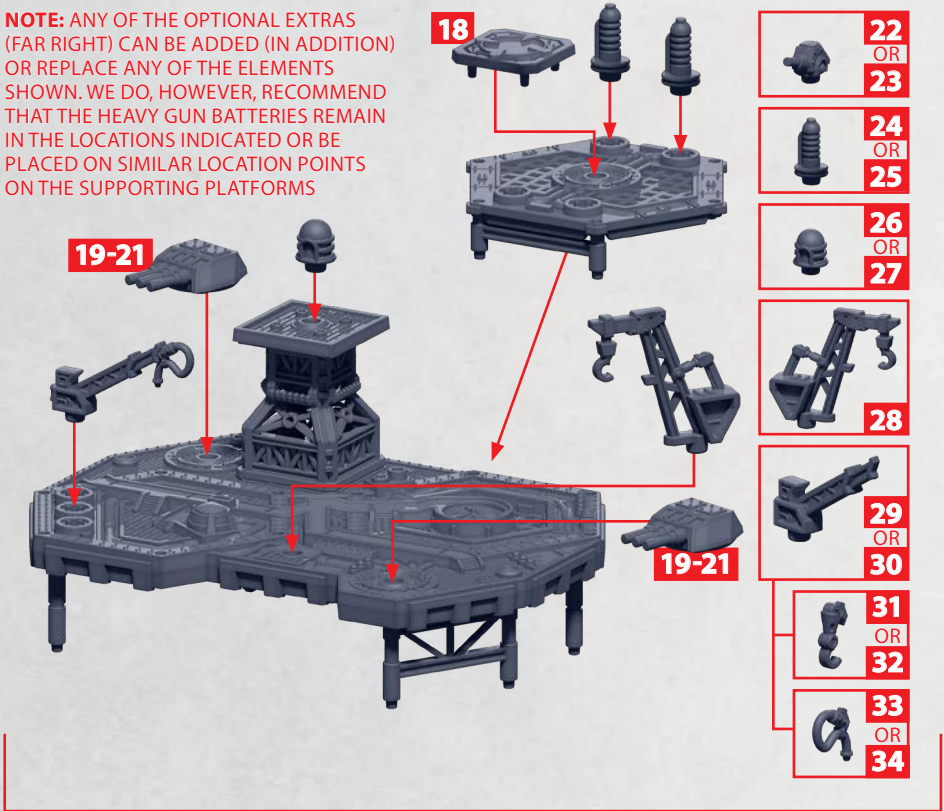


EXAMPLE

LARGE PLATFORM

PARTS CAN BE FOUND ON THE DYSTOPIAN WARS OBJECTIVE SET SPRUES

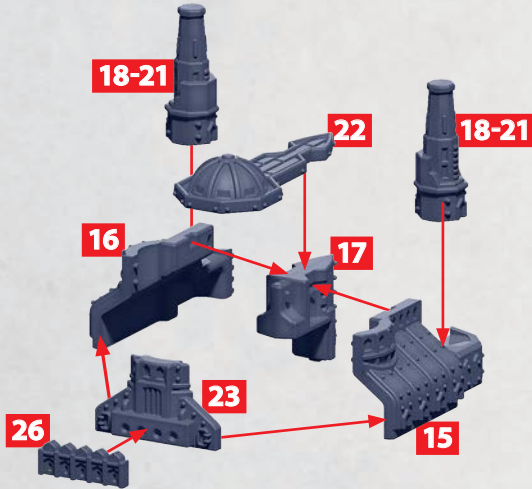
NOTE: ANY OF THE OPTIONAL EXTRAS (FAR RIGHT) CAN BE ADDED (IN ADDITION) OR REPLACE ANY OF THE ELEMENTS SHOWN. WE DO, HOWEVER, RECOMMEND THAT THE HEAVY GUN BATTERIES REMAIN IN THE LOCATIONS INDICATED OR BE PLACED ON SIMILAR LOCATION POINTS ON THE SUPPORTING PLATFORMS



ONE EXAMPLE OF LARGE PLATFORM, FINISHED VERSIONS CAN VARY

BRIDGE - ALL FRONTLINE CRUISERS

PARTS CAN BE FOUND ON THE SULTANATE FRONTLINE SQUADRONS SPRUES

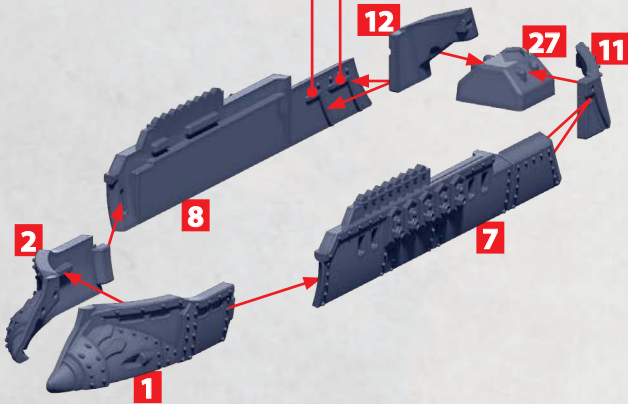


HULL FOR SADRAZAM & ISKANDAR SHIPS

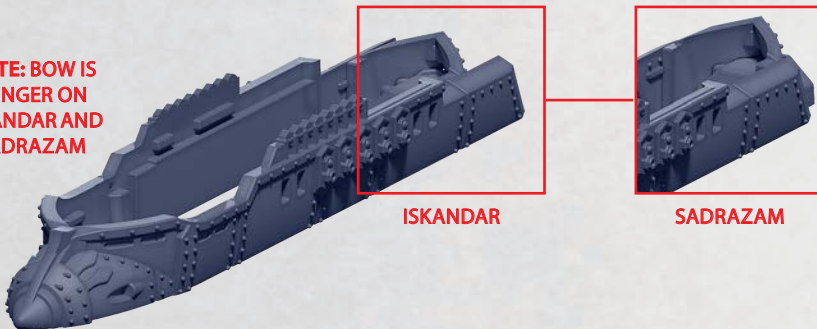
PARTS CAN BE FOUND ON THE SULTANATE FRONTLINE SQUADRONS SPRUES

ATTACH PART
12 HERE FOR
ISKANDAR CLASS.
REPEAT ON
OTHER SIDE

ATTACH PART
12 HERE FOR
SADRAZAM CLASS.
REPEAT ON
OTHER SIDE

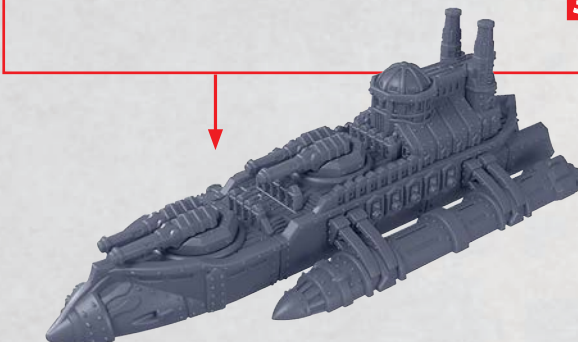
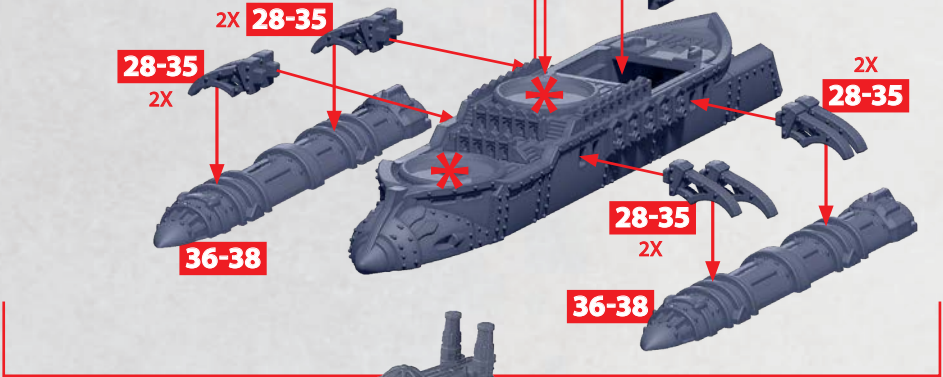
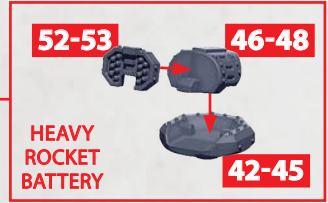
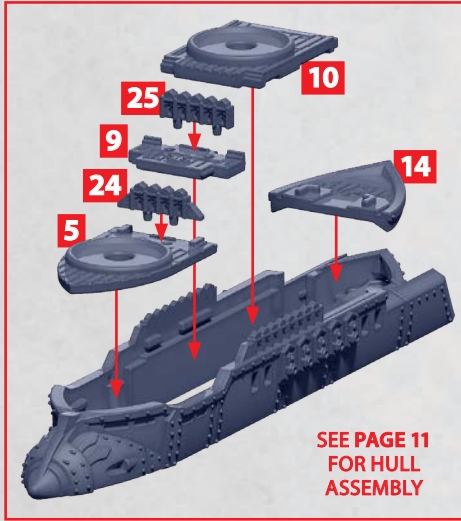


NOTE: BOW IS
LONGER ON
ISKANDAR AND
SADRAZAM



ISKANDAR CLASS CRUISER

PARTS CAN BE FOUND ON THE SULTANATE FRONTLINE SQUADRONS SPRUES



HEAVY GUN
BATTERY



49-51**

PARTICLE
BEAMER

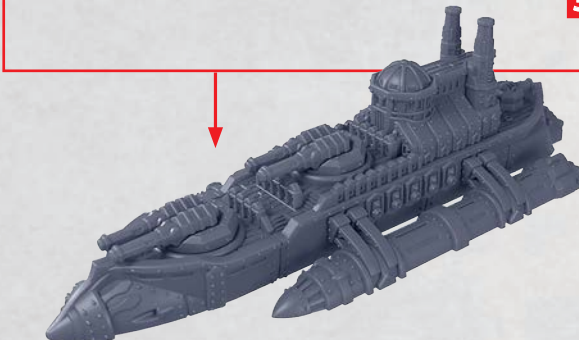
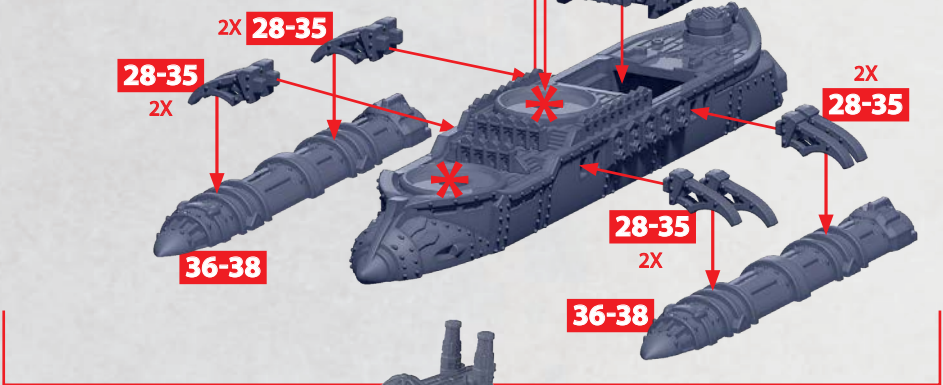
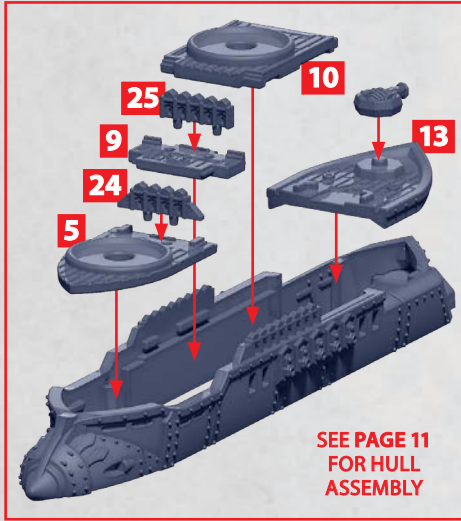


54-55/73

*ALL TURRETS ARE INTERCHANGEABLE
**DOES NOT REQUIRE PART 46-48

SADRAZAM CLASS HEAVY CRUISER

PARTS CAN BE FOUND ON THE SULTANATE FRONTLINE SQUADRONS SPRUES



HEAVY GUN
BATTERY



49-51**

PARTICLE
BEAMER



54-55/73

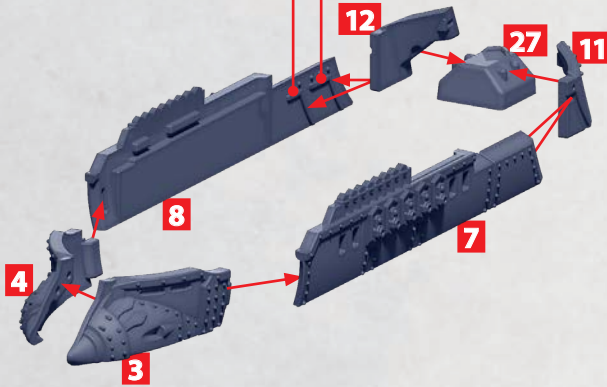
*ALL TURRETS ARE INTERCHANGEABLE
**DOES NOT REQUIRE PART 46-48

HULL FOR PASHA & IZMIR SHIPS

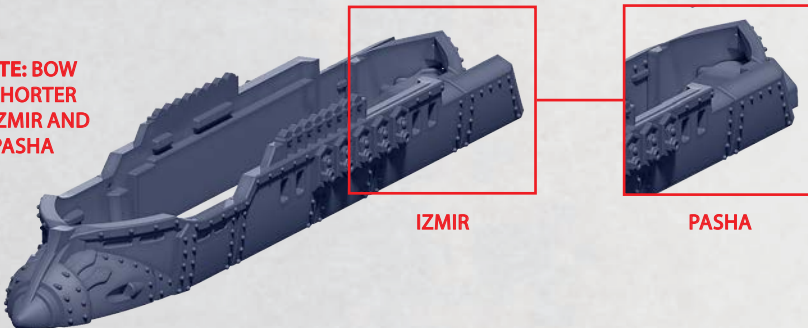
PARTS CAN BE FOUND ON THE SULTANATE FRONTLINE SQUADRONS SPRUES

ATTACH PART
12 HERE FOR
IZMIR CLASS.
REPEAT ON
OTHER SIDE

ATTACH PART
12 HERE FOR
PASHA CLASS.
REPEAT ON
OTHER SIDE

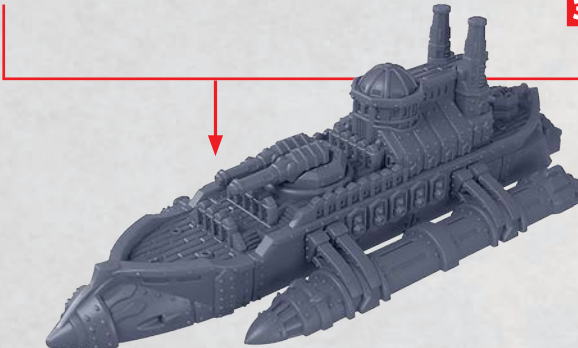
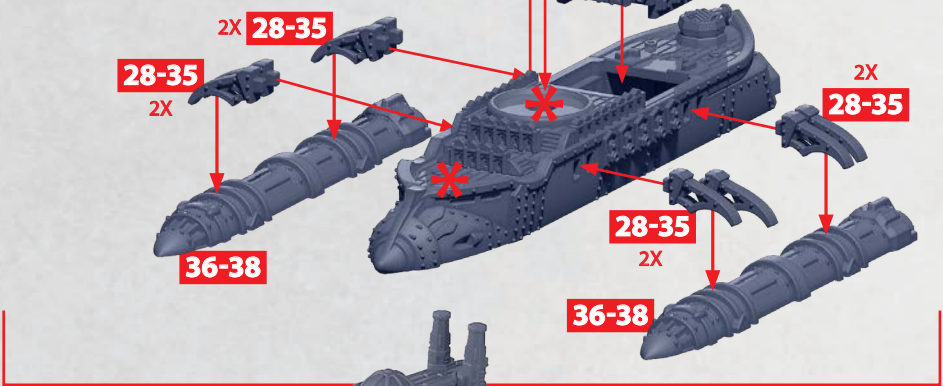
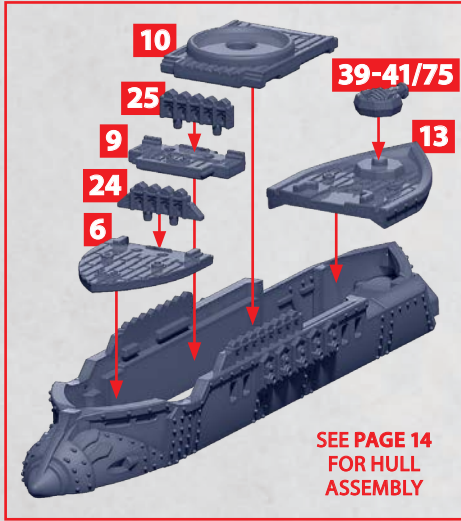


NOTE: BOW
IS SHORTER
ON IZMIR AND
PASHA



PASHA CLASS LIGHT CRUISER

PARTS CAN BE FOUND ON THE SULTANATE FRONTLINE SQUADRONS SPRUES



HEAVY ROCKET
BATTERY



49-51**

PARTICLE
BEAMER

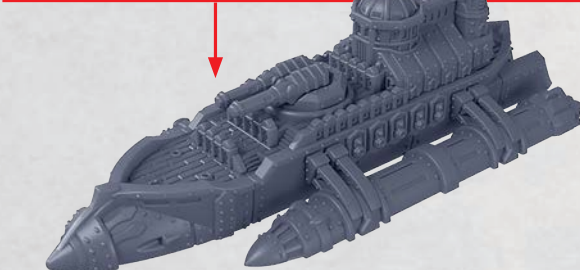
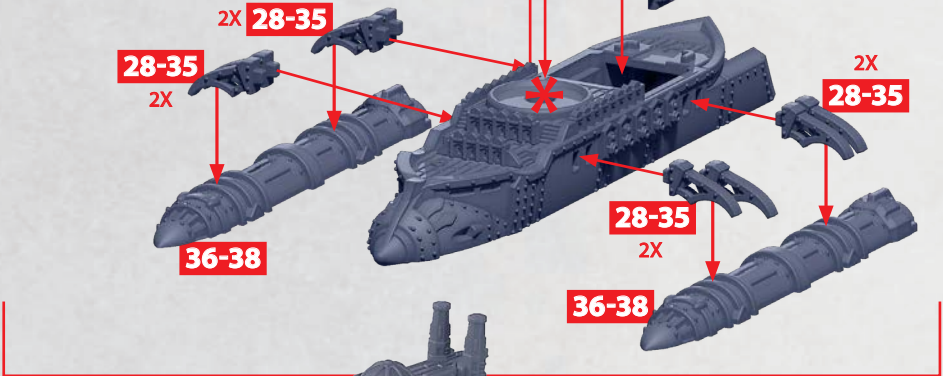
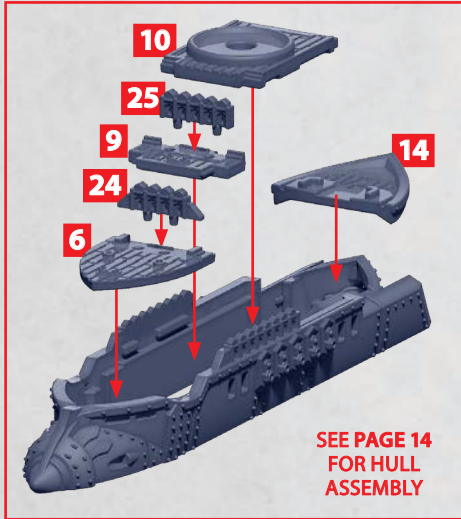


54-55/73

*ALL TURRETS ARE INTERCHANGEABLE
**DOES NOT REQUIRE PART 46-48

IZMIR CLASS MONITOR

PARTS CAN BE FOUND ON THE SULTANATE FRONTLINE SQUADRONS SPRUES



HEAVY ROCKET
BATTERY

PARTICLE
BEAMER



49-51**

54-55/73

*ALL TURRETS ARE INTERCHANGEABLE
**DOES NOT REQUIRE PART 46-48