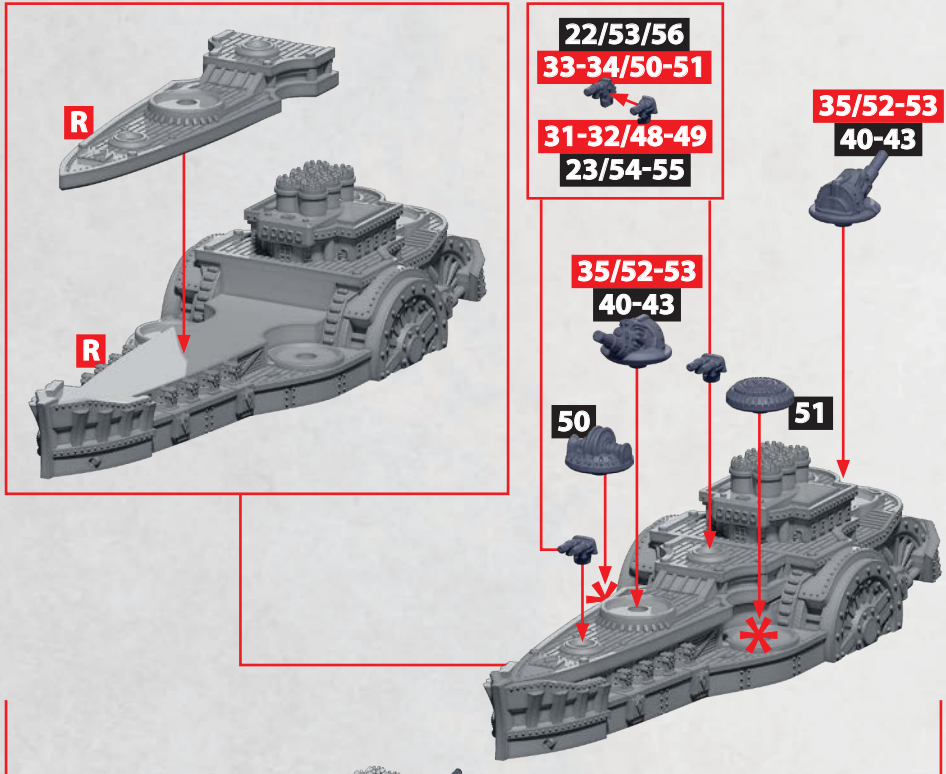


INDEPENDENCE BATTLECRUISER

PARTS CAN BE FOUND AS RESIN AND ON THE ORE WAR VETERAN SQUADRONS AND THE UNION FRONTLINE SQUADRONS (BLACK NUMBERS)



22/53/56

33-34/50-51

31-32/48-49

23/54-55

35/52-53

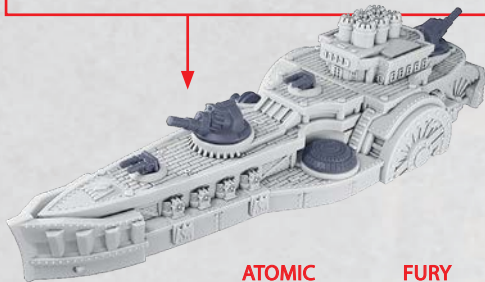
40-43

35/52-53

40-43

50

51



HEAVY GUN BATTERY



35/52-53

HEAVY GUN BATTERY



40-43

ROCKET LAUNCHER



44-46

ATOMIC GENERATOR



47

FURY GENERATOR



48

SHROUD GENERATOR



49

MAGNETIC GENERATOR



50

SHIELD GENERATOR



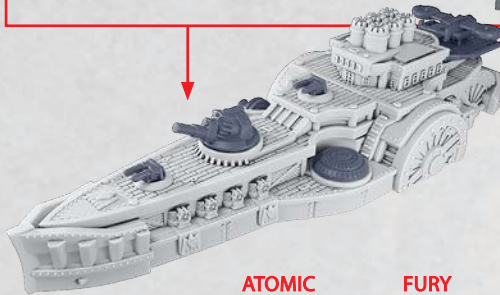
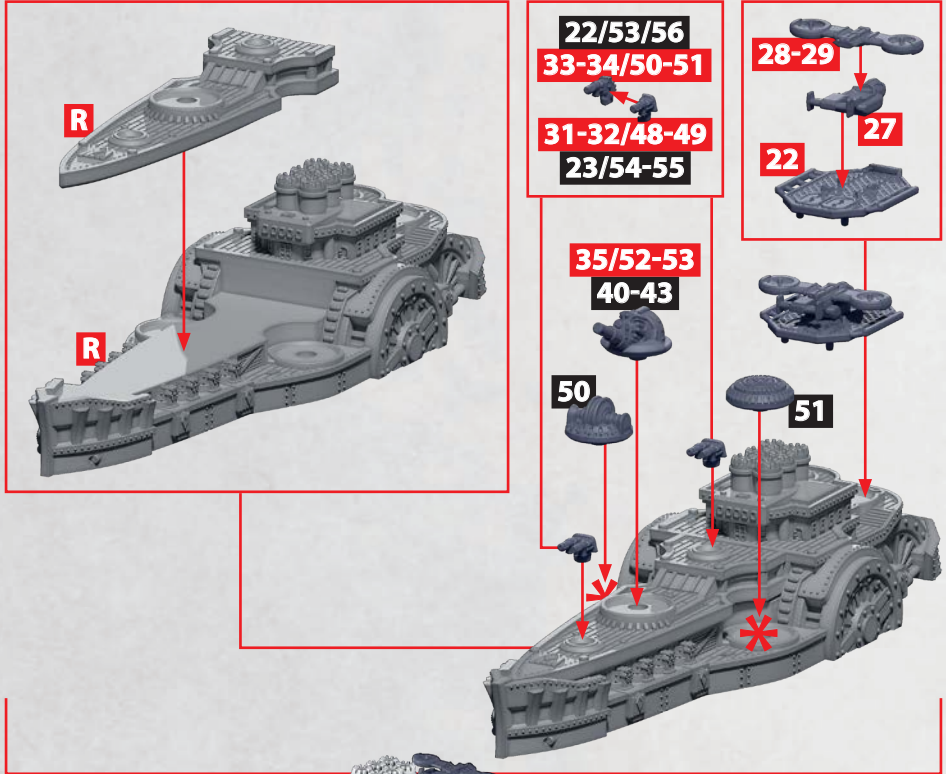
51

R = RESIN

* ALL GENERATORS AND TURRETS ARE INTERCHANGEABLE

AMERICA SPECIAL OPERATIONS VESSEL

PARTS CAN BE FOUND AS RESIN AND ON THE ORE WAR VETERAN SQUADRONS AND THE UNION FRONTLINE SQUADRONS (BLACK NUMBERS)



HEAVY GUN BATTERY



35/52-53

HEAVY GUN BATTERY



40-43

ROCKET LAUNCHER



44-46

ATOMIC GENERATOR



47

FURY GENERATOR



48

SHROUD GENERATOR



49

MAGNETIC GENERATOR



50

SHIELD GENERATOR



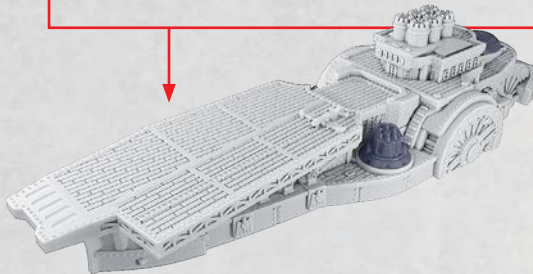
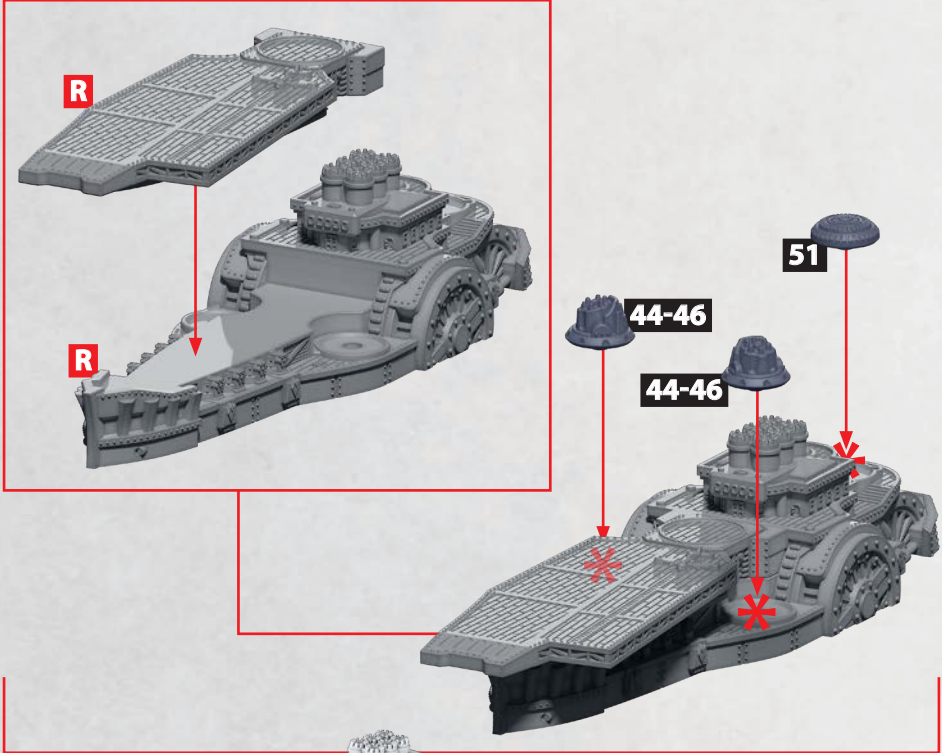
51

R = RESIN

* ALL GENERATORS AND TURRETS ARE INTERCHANGEABLE

LIBERTY BATTLECARRIER

PARTS CAN BE FOUND AS RESIN AND ON THE ORE WAR VETERAN SQUADRONS AND THE UNION FRONTLINE SQUADRONS (BLACK NUMBERS)



HEAVY GUN BATTERY



35/52-53

HEAVY GUN BATTERY



40-43

ROCKET LAUNCHER



44-46

ATOMIC GENERATOR



47

FURY GENERATOR



48

SHROUD GENERATOR



49

MAGNETIC GENERATOR



50

SHIELD GENERATOR



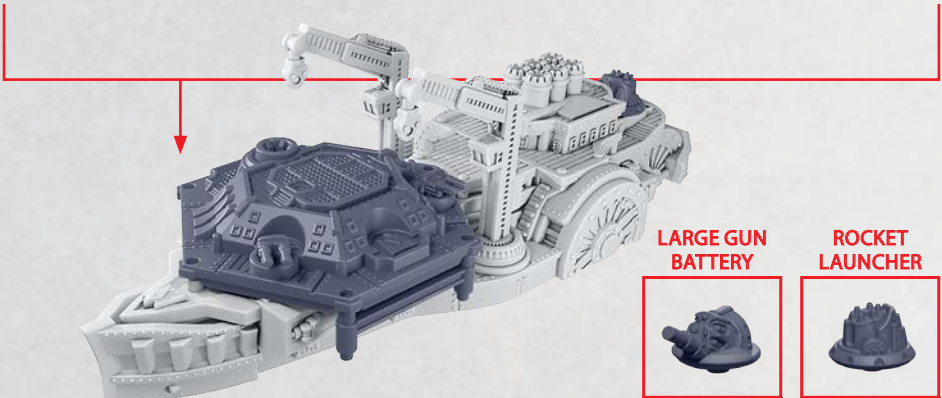
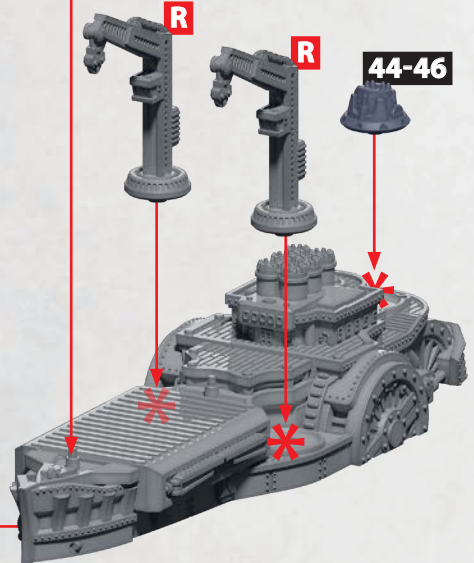
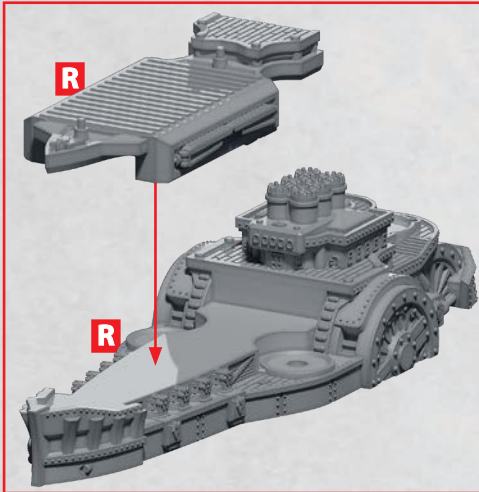
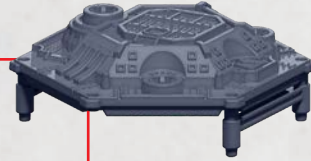
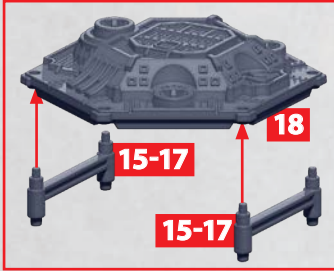
51

R = RESIN

* ALL GENERATORS AND TURRETS ARE INTERCHANGEABLE

FRONTIER

PARTS CAN BE FOUND AS RESIN AND ON THE ORE WAR VETERAN SQUADRONS AND THE UNION FRONTLINE SQUADRONS (BLACK NUMBERS)



LARGE GUN BATTERY

ROCKET LAUNCHER



40-43

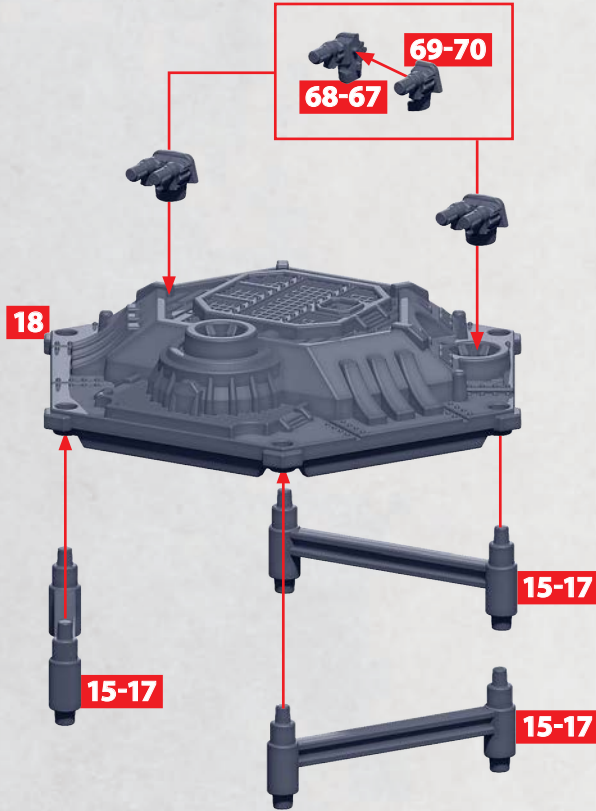
44-46

R = RESIN

* ALL TURRETS ARE INTERCHANGEABLE

UNION BUNKER PLATFORM

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES



ROCKET
LAUNCHER



71-72

GATLING
GUN



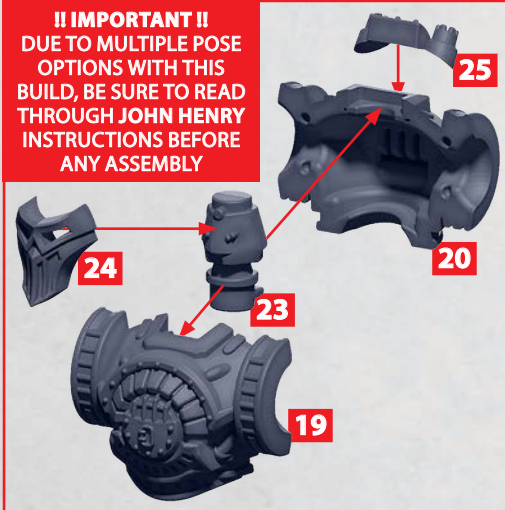
73-77

* ALL TURRETS ARE INTERCHANGEABLE

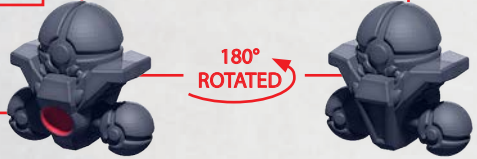
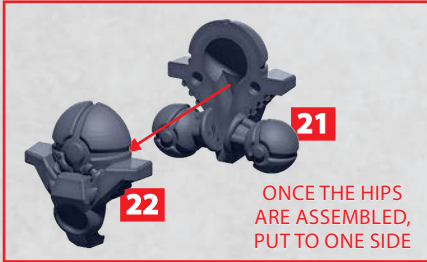
JOHN HENRY VITRUVIAN COLOSSUS TORSO

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

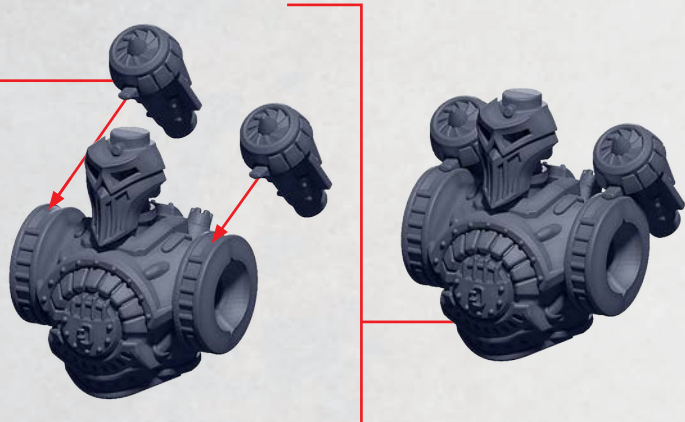
!! IMPORTANT !!
DUE TO MULTIPLE POSE OPTIONS WITH THIS BUILD, BE SURE TO READ THROUGH JOHN HENRY INSTRUCTIONS BEFORE ANY ASSEMBLY



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 POSABILITY – 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

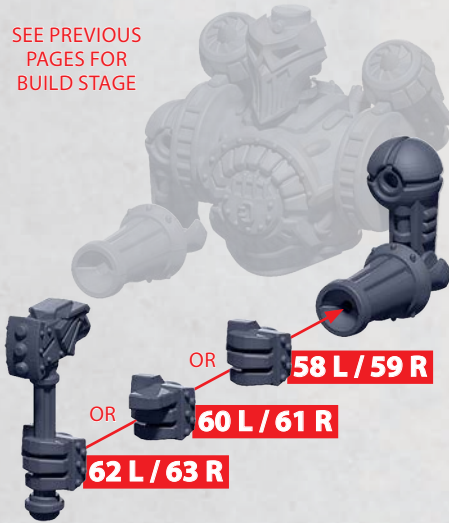


NOTE: WHEN JOINING THE FOREARMS TO THE BICEPS CONSIDER YOUR FINAL POSE AS THERE IS FLEXIBILITY IN THE JOINT TO ENABLE POSABILITY

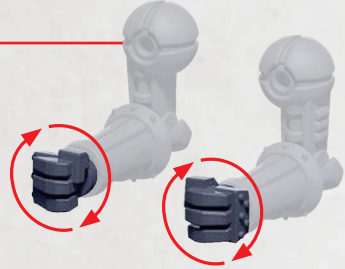
JOHN HENRY VITRUVIAN COLOSSUS ARMS

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



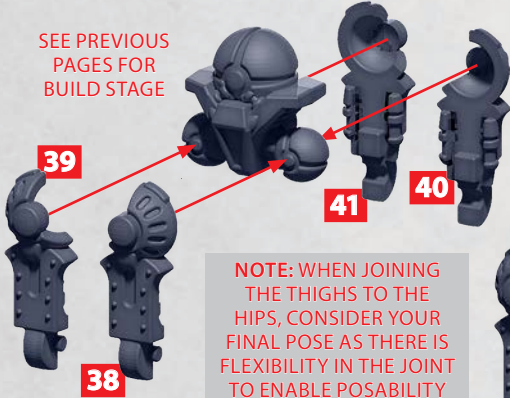
FINAL POSE
WILL VARY

JOHN HENRY VITRUVIAN COLOSSUS LEGS

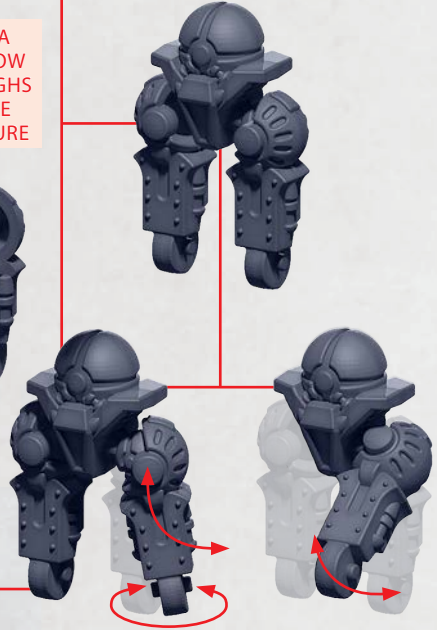
PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

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

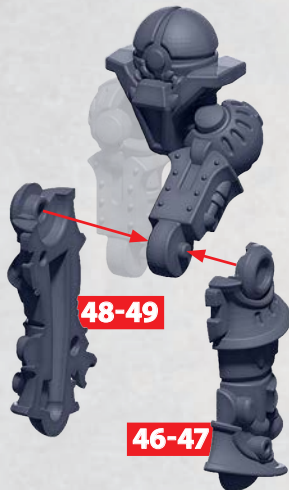


NOTE: WHEN JOINING THE THIGHS TO THE HIPS, CONSIDER YOUR FINAL POSE AS THERE IS FLEXIBILITY IN THE JOINT TO ENABLE POSIBILITY



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 POSIBILITY

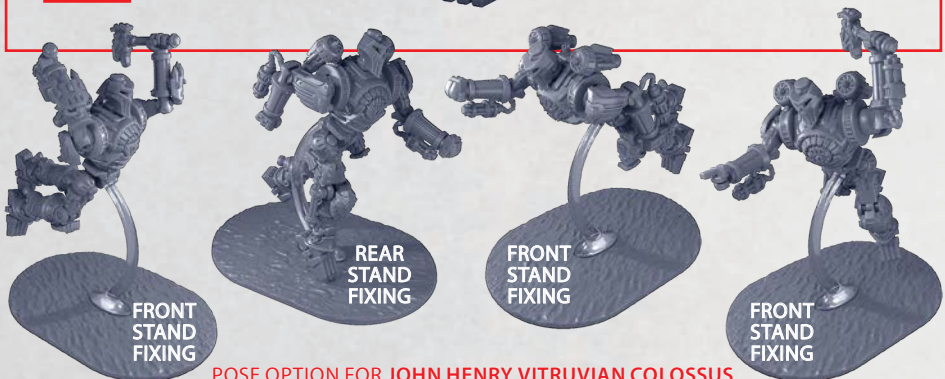
OPTIONAL KNEE PADS - DEPENDING ON CHOICE, THE REMAINING OPTION BECOMES THE SHOULDER PAD AS INDICATED

36-37

34-35

52 L & 53 R

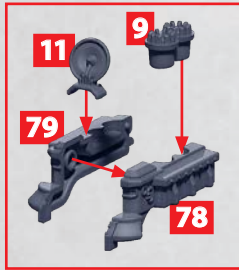
PART 52 (LEFT LEG ATTACHMENT) IS REPEATED OPPOSITE (RIGHT LEG) WITH PART 53



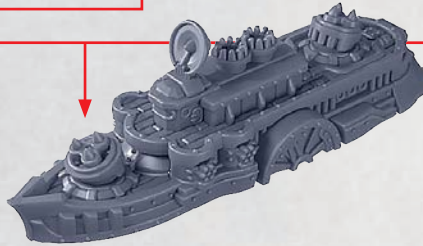
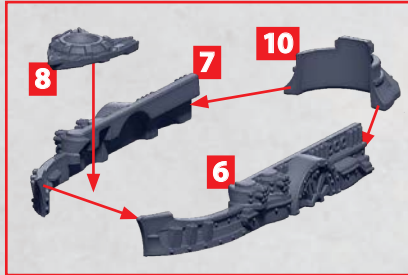
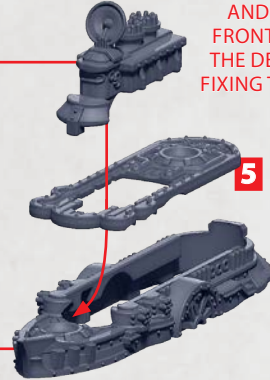
POSE OPTION FOR JOHN HENRY VITRUVIAN COLOSSUS

VALIANT FAST DESTROYER

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

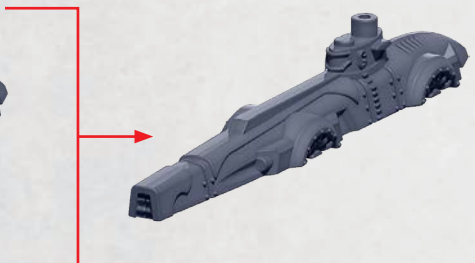
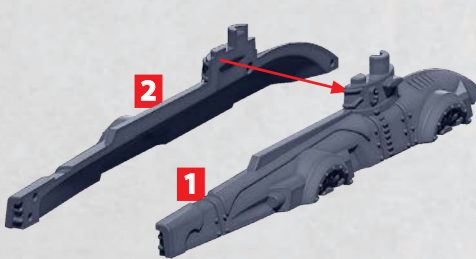


TILT THE BRIDGE
AND PASS THE
FRONT THROUGH
THE DECK BEFORE
FIXING TO THE HULL



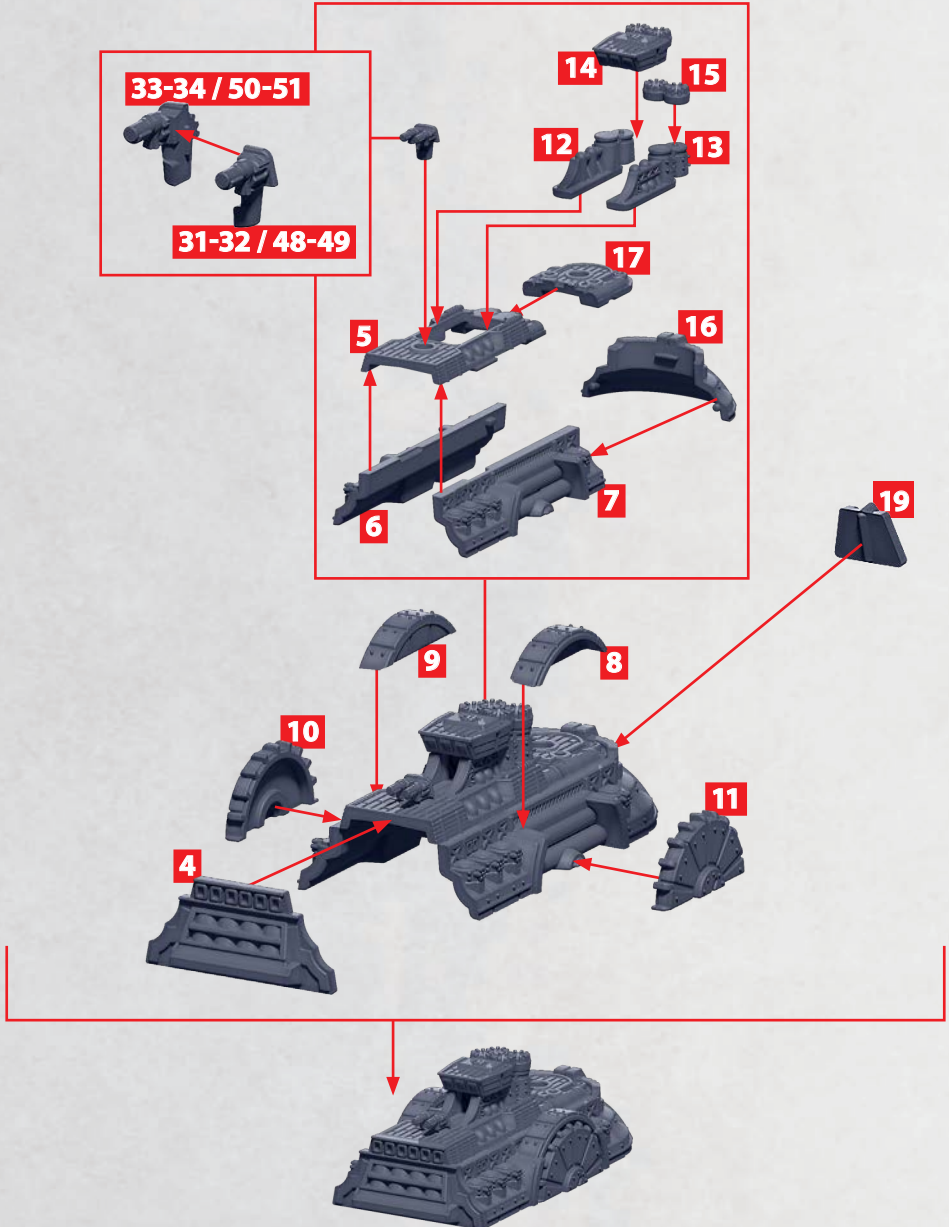
CHEYENNE HUNTER SUBMARINE

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES



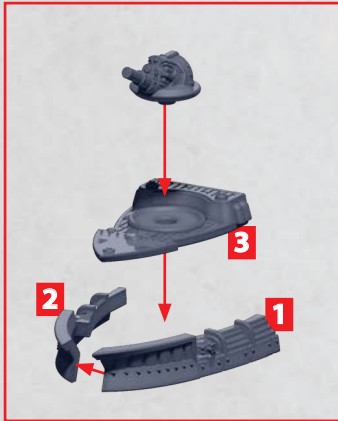
GETTYSBURG CLASS CRUISER

PARTS CAN BE FOUND ON THE ORE WAR VETERANS SQUADRONS SPRUES



GETTYSBURG CLASS CRUISER

PARTS CAN BE FOUND ON THE ORE WAR VETERANS SQUADRONS SPRUES



SEE PAGE 9
FOR GUN
ASSEMBLY



SEE PAGE 9
FOR AFT
ASSEMBLY



SPRINGFIELD CLASS CORVETTE

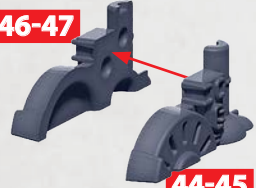
PARTS CAN BE FOUND ON THE ORE WAR VETERANS SQUADRONS SPRUES

33-34 / 50-51

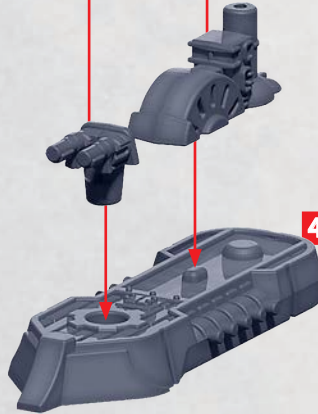


31-32 / 48-49

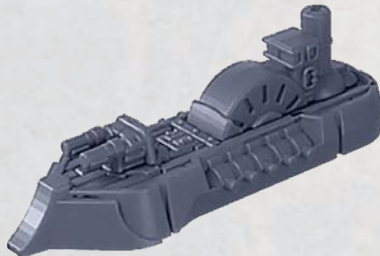
46-47



44-45

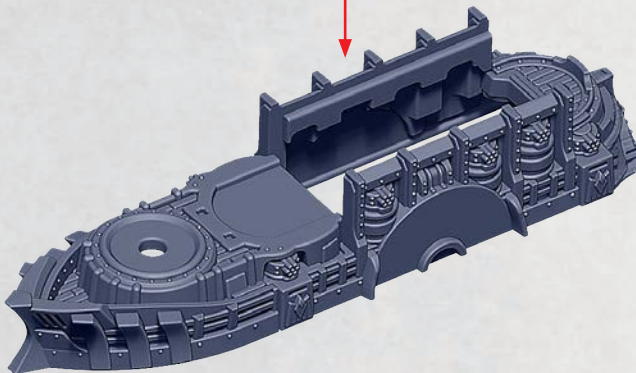
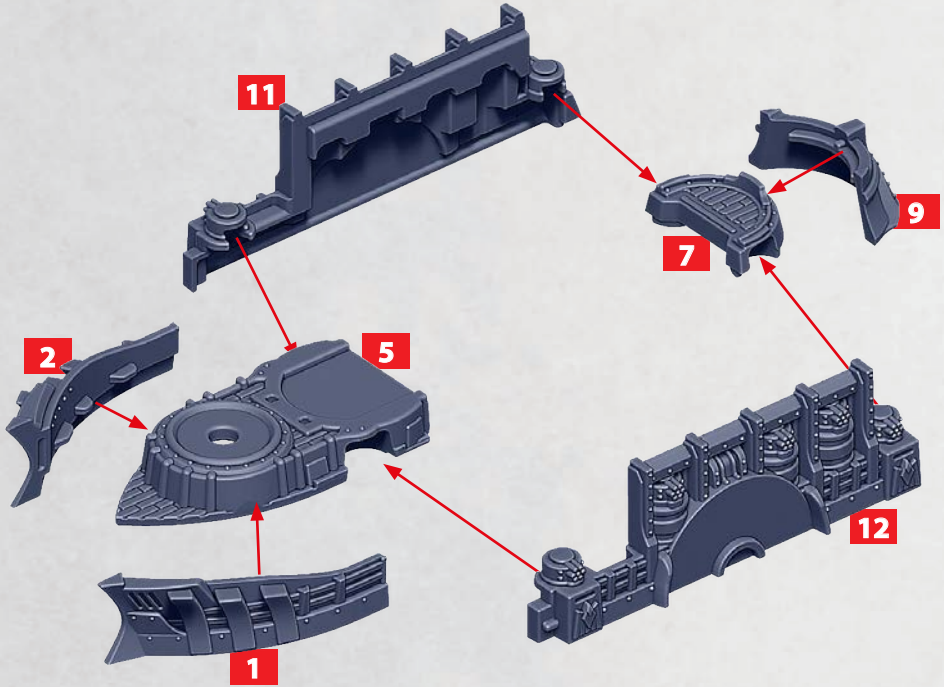


42-43



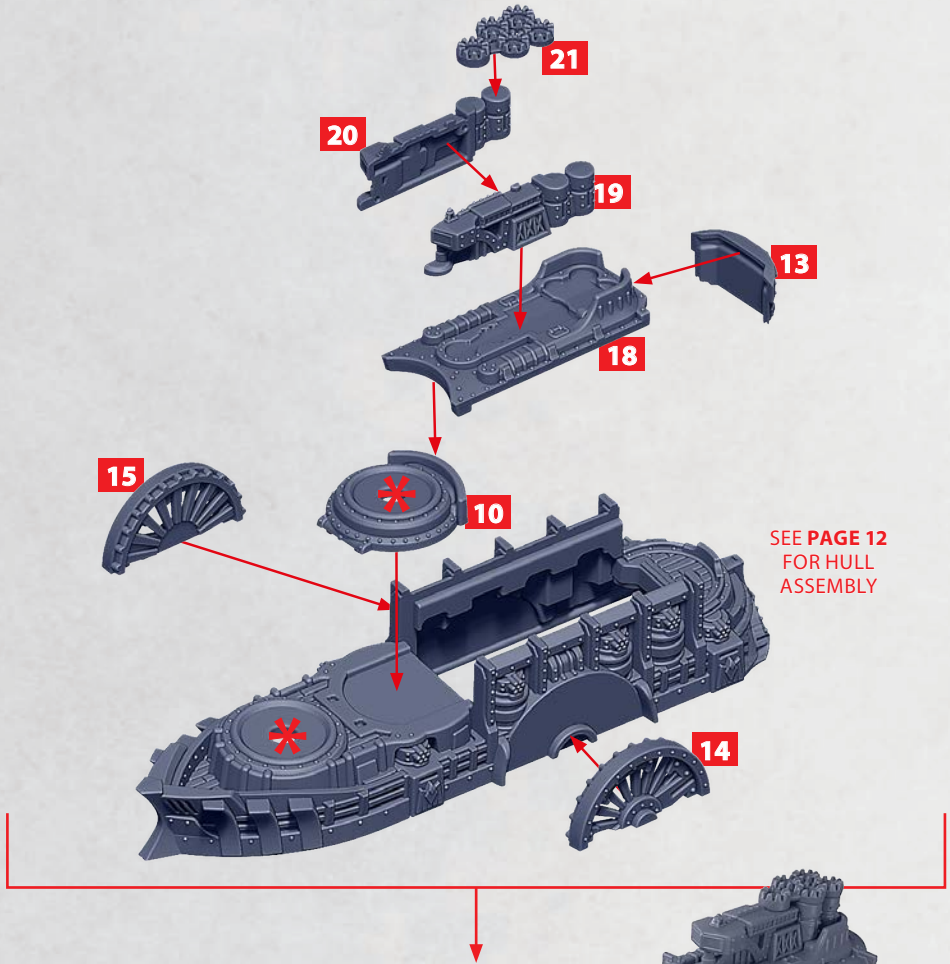
YORKTOWN CLASS LIGHT CRUISER

PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES



YORKTOWN CLASS LIGHT CRUISER

PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES



SEE PAGE 12
FOR HULL
ASSEMBLY

ROCKET
BATTERY

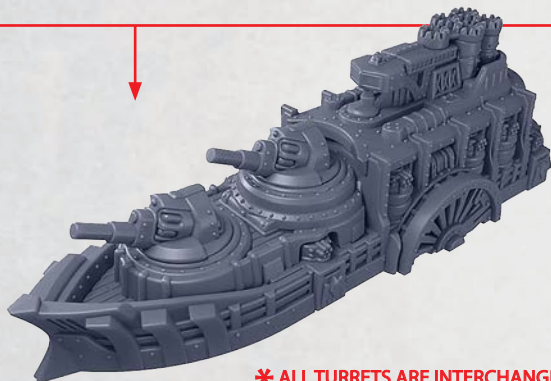


44-46

HEAVY GUN
BATTERY



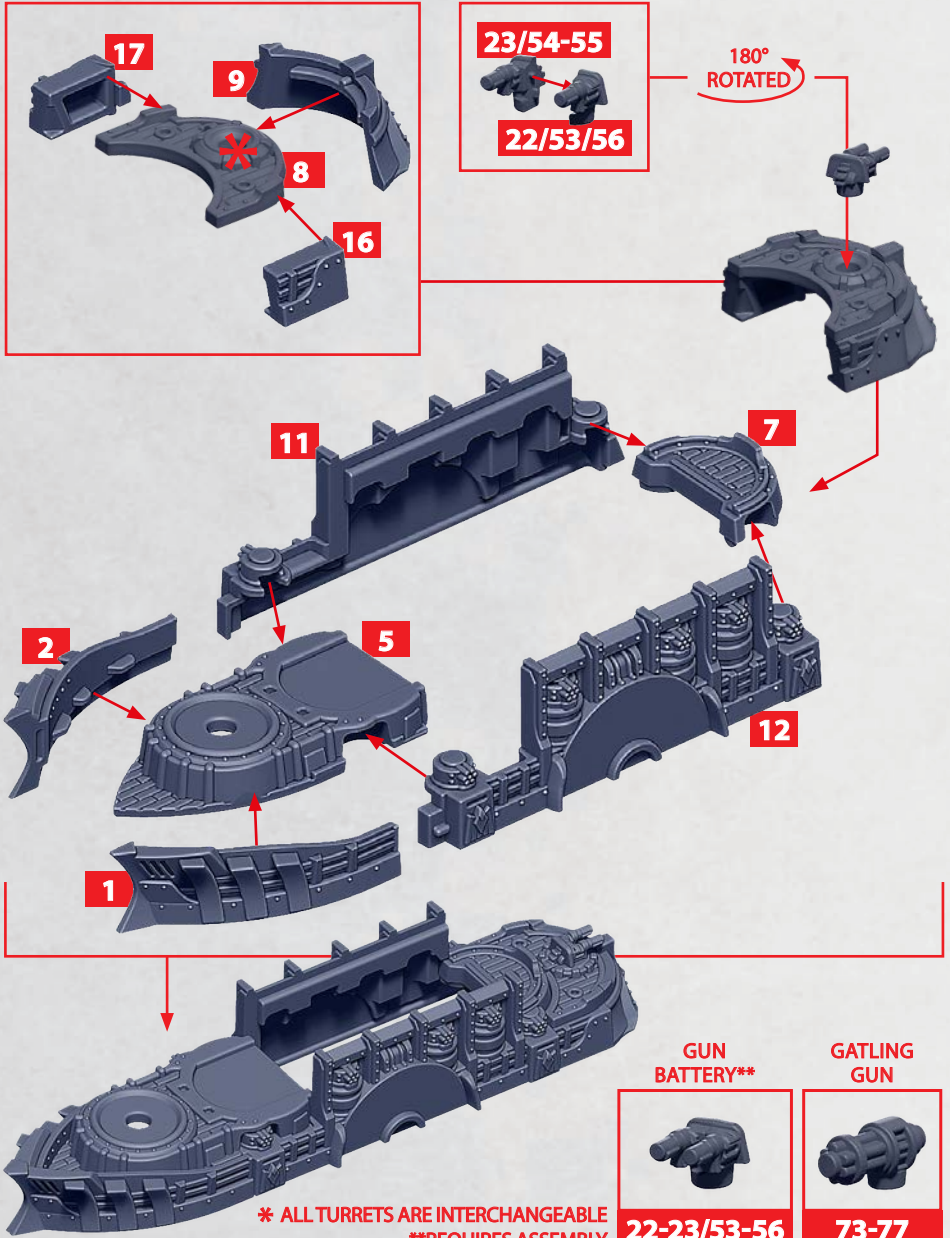
40-43



* ALL TURRETS ARE INTERCHANGEABLE

LEXINGTON CLASS LIGHT CRUISER

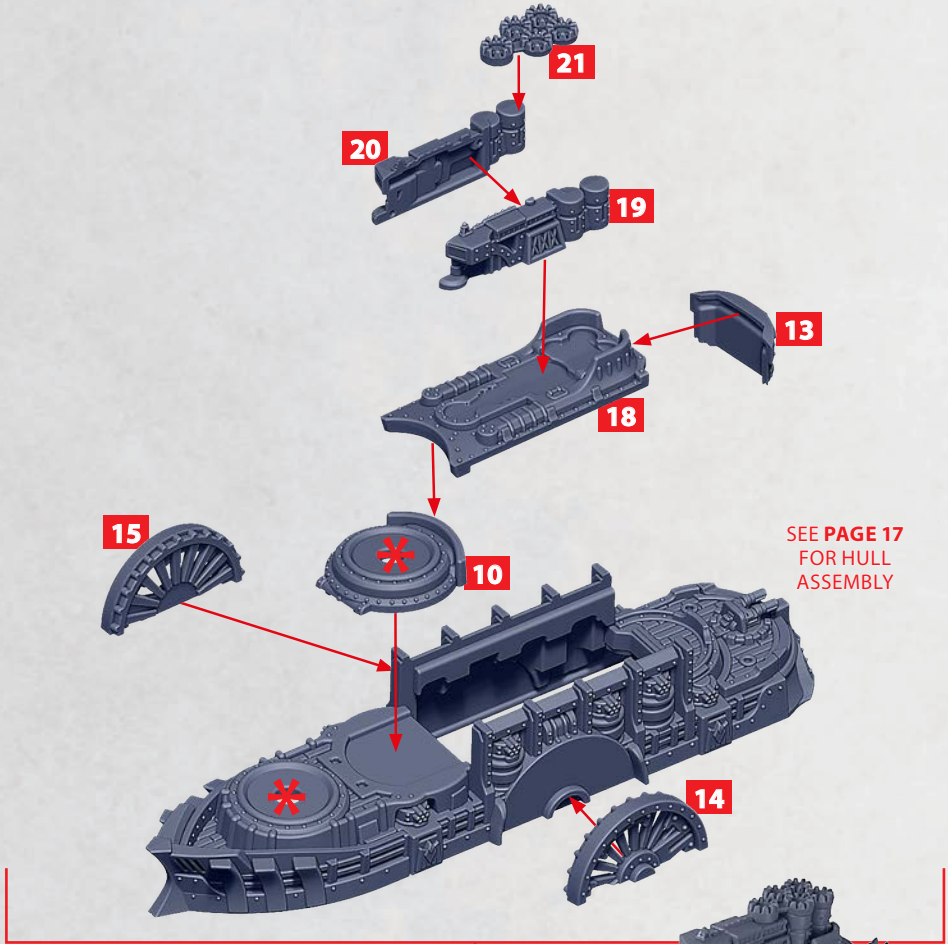
PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES



* ALL TURRETS ARE INTERCHANGEABLE
**REQUIRES ASSEMBLY

LEXINGTON CLASS LIGHT CRUISER

PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES



SEE PAGE 17
FOR HULL
ASSEMBLY

ROCKET
BATTERY

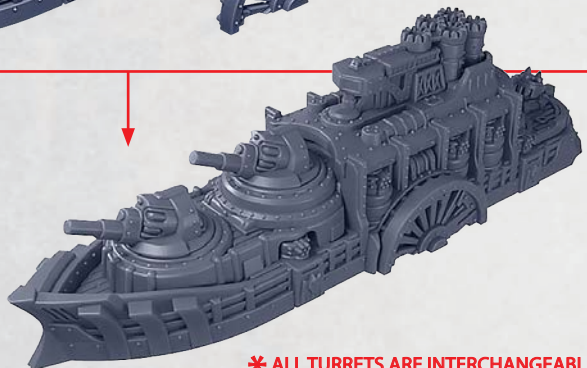


44-46

HEAVY GUN
BATTERY



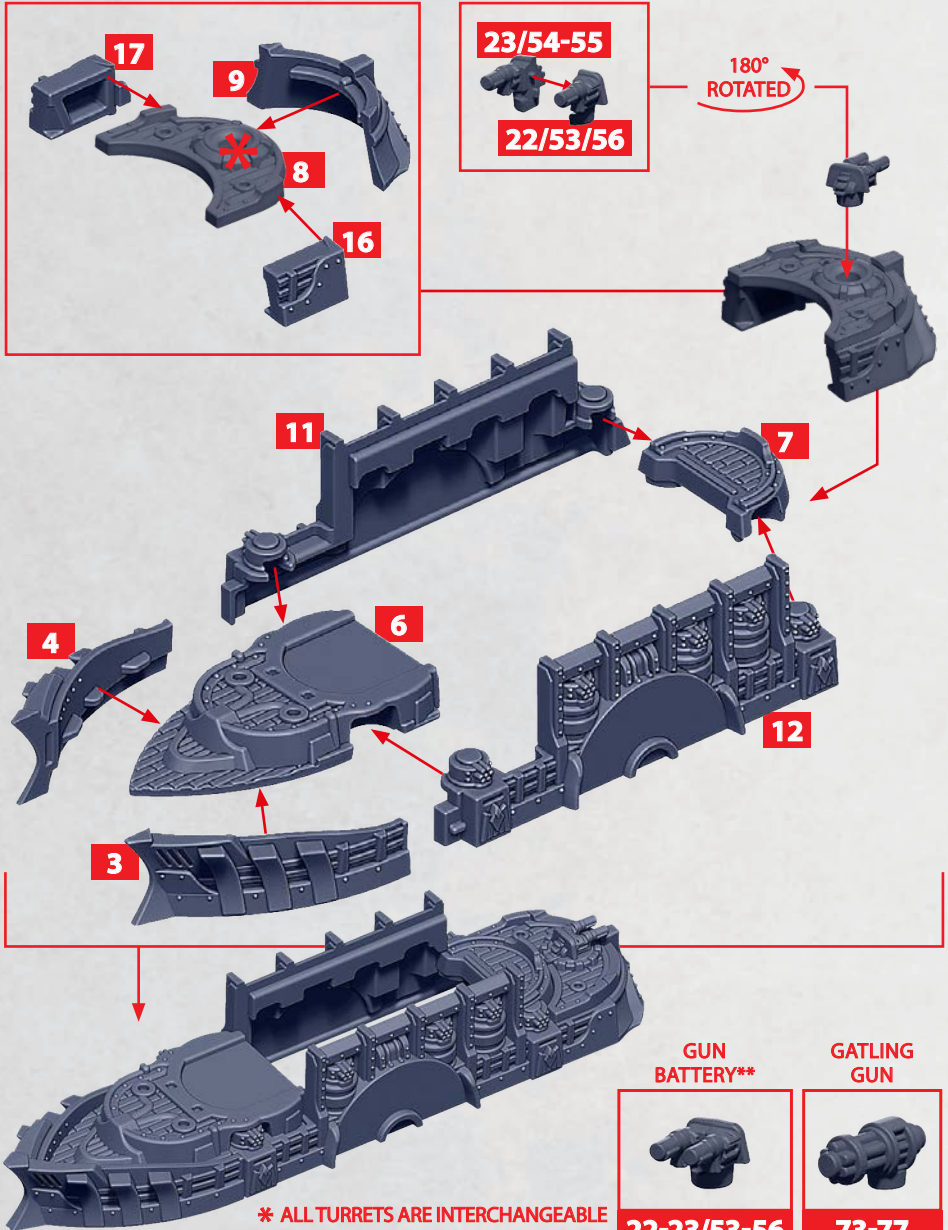
40-43



* ALL TURRETS ARE INTERCHANGEABLE

INTREPID CLASS LIGHT CRUISER

PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES



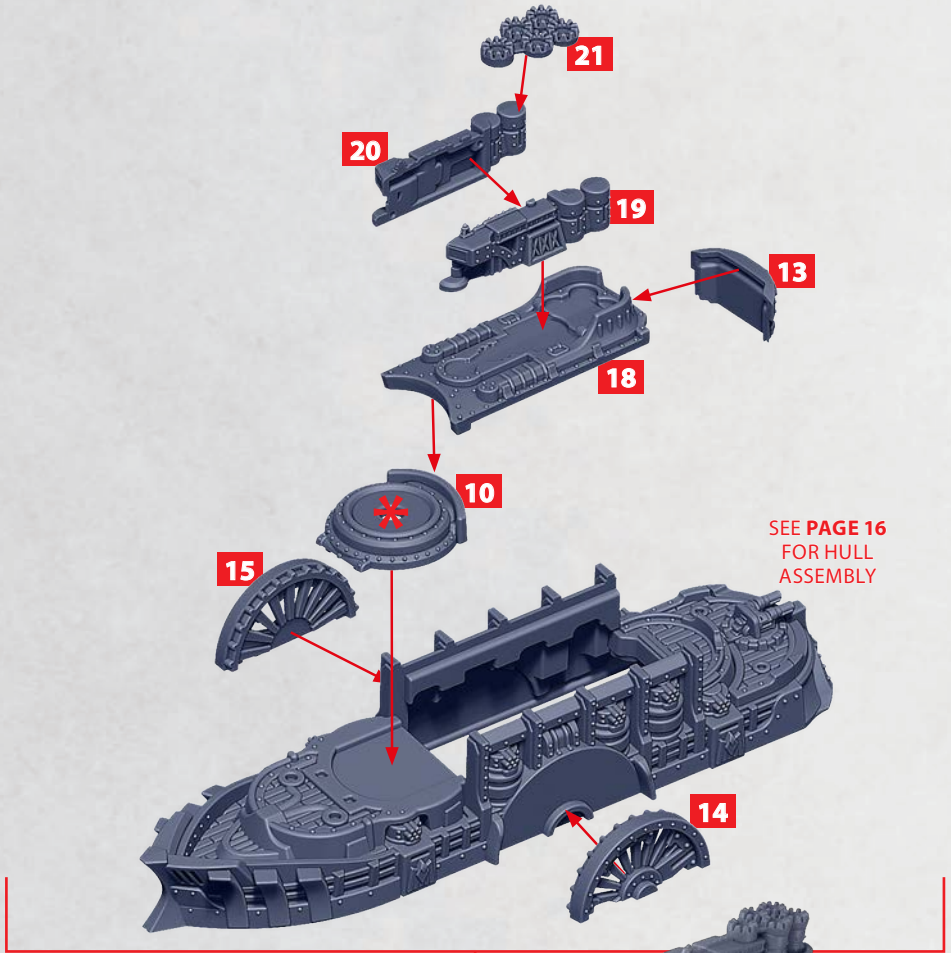
* ALL TURRETS ARE INTERCHANGEABLE
**REQUIRES ASSEMBLY

GUN
BATTERY**
22-23/53-56

GATLING
GUN
73-77

INTREPID CLASS LIGHT CRUISER

PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES



SEE PAGE 16
FOR HULL
ASSEMBLY

ROCKET
BATTERY



44-46

HEAVY GUN
BATTERY



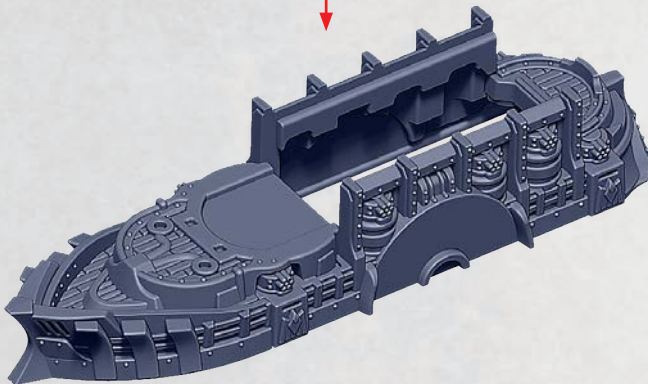
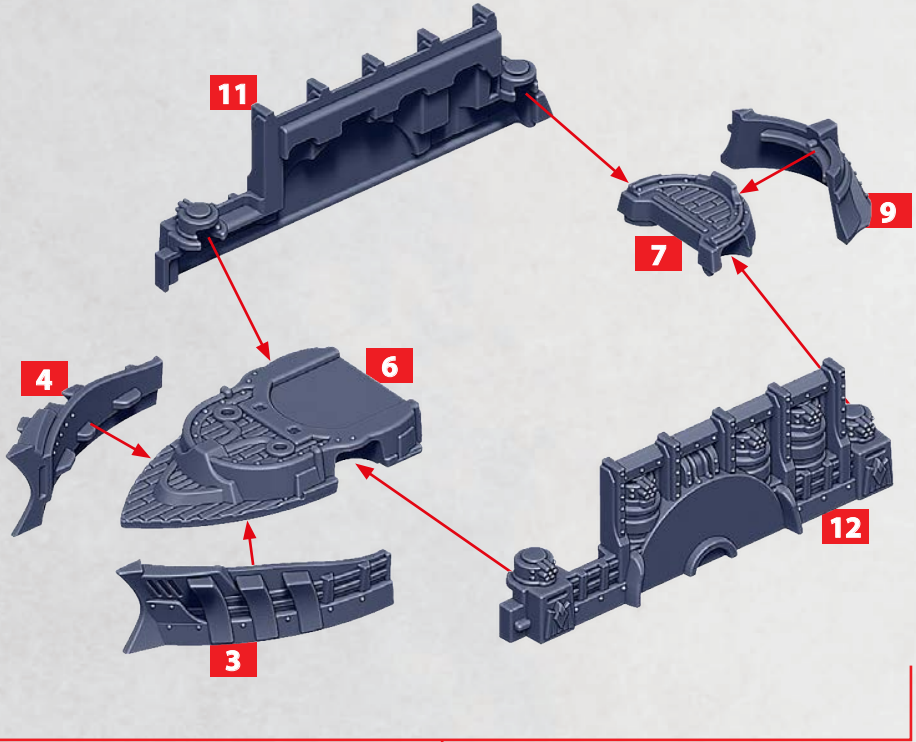
40-43



* ALL TURRETS ARE INTERCHANGEABLE

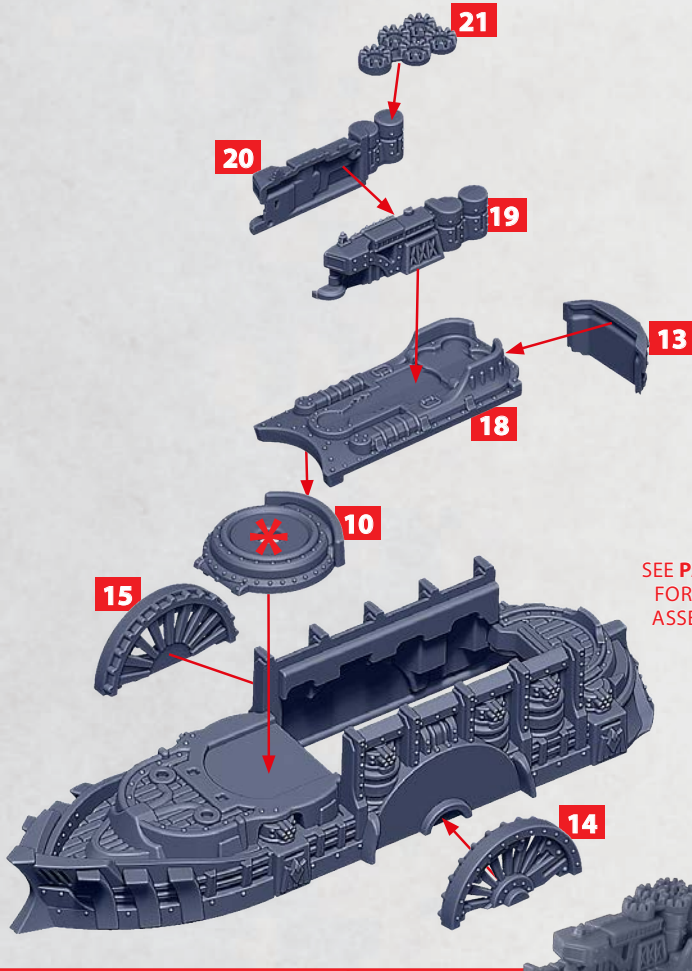
RELIANT CLASS LIGHT CRUISER

PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES



RELIANT CLASS LIGHT CRUISER

PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES



SEE PAGE 18
FOR HULL
ASSEMBLY

ROCKET
BATTERY



44-46

HEAVY GUN
BATTERY



40-43



* ALL TURRETS ARE INTERCHANGEABLE

FARRAGUT CLASS FRIGATE

PARTS CAN BE FOUND ON THE UNION FRONTLINE SQUADRONS SPRUES

23/54-55



22/53/56

30/31



28/29

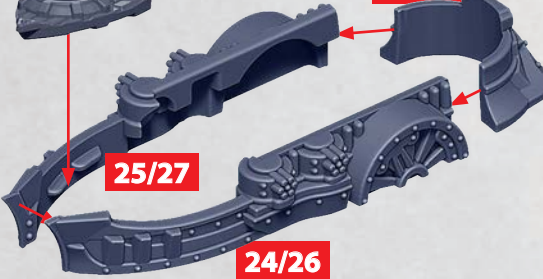
32/33



36/37



25/27

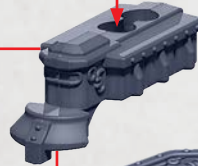


24/26

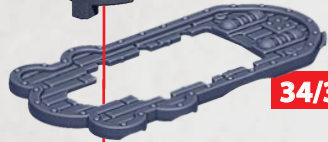
38/39



TILT THE BRIDGE AND PASS THE FRONT THROUGH THE DECK BEFORE FIXING TO THE HULL



34/35



GUN BATTERY**



22-23/53-56

GATLING GUN



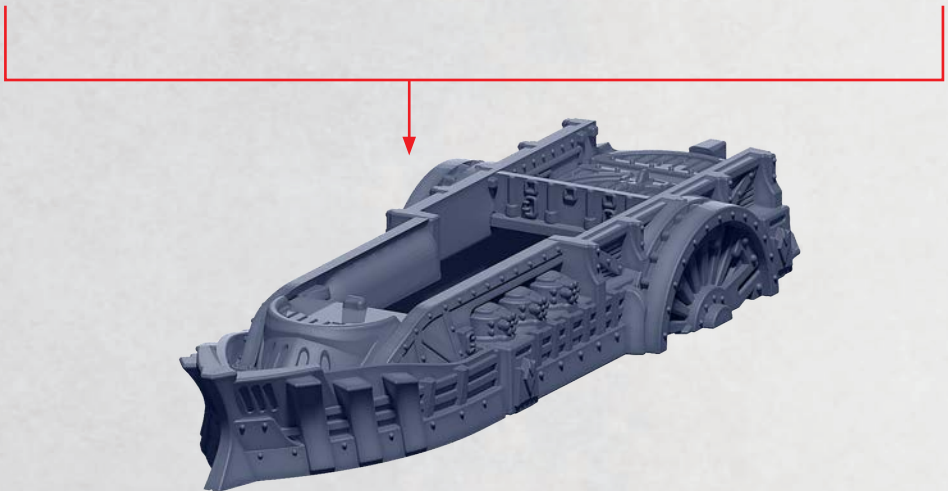
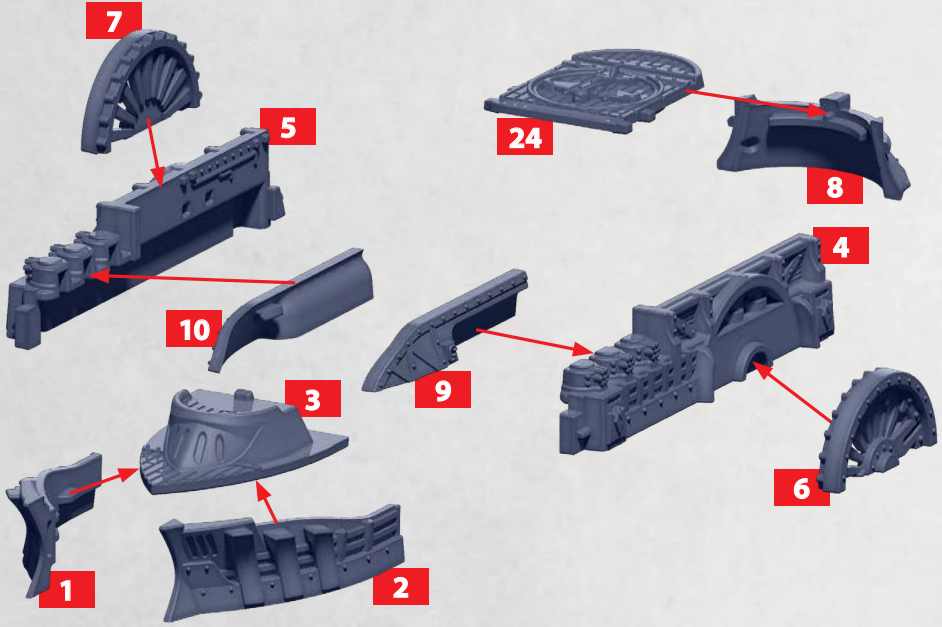
73-77



* ALL TURRETS ARE INTERCHANGEABLE
**REQUIRES ASSEMBLY

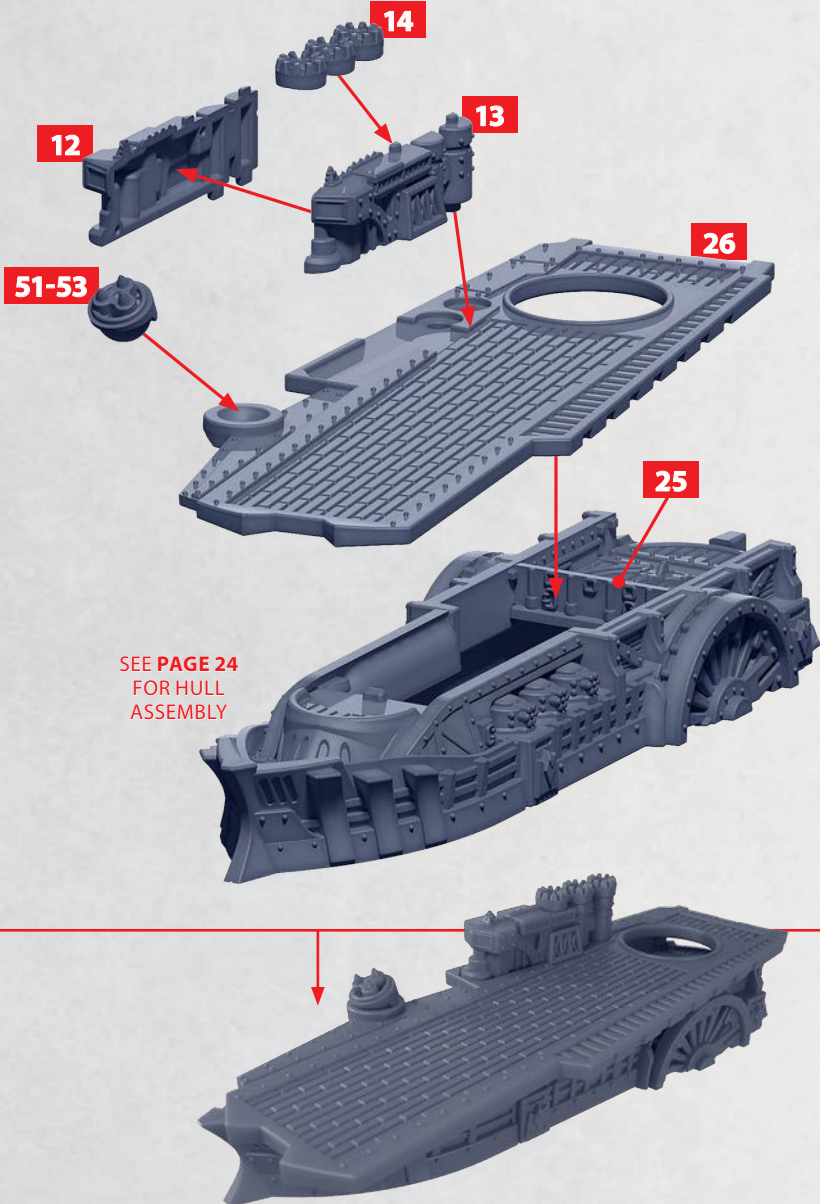
HULL ASSEMBLY FOR ROANOKE, MONTGOMERY, WASHINGTON DISCOVERY AND CALIFORNIA

PARTS CAN BE FOUND ON THE UNION SUPPORT SQUADRONS SPRUES



ROANOKE CLASS CRUISER

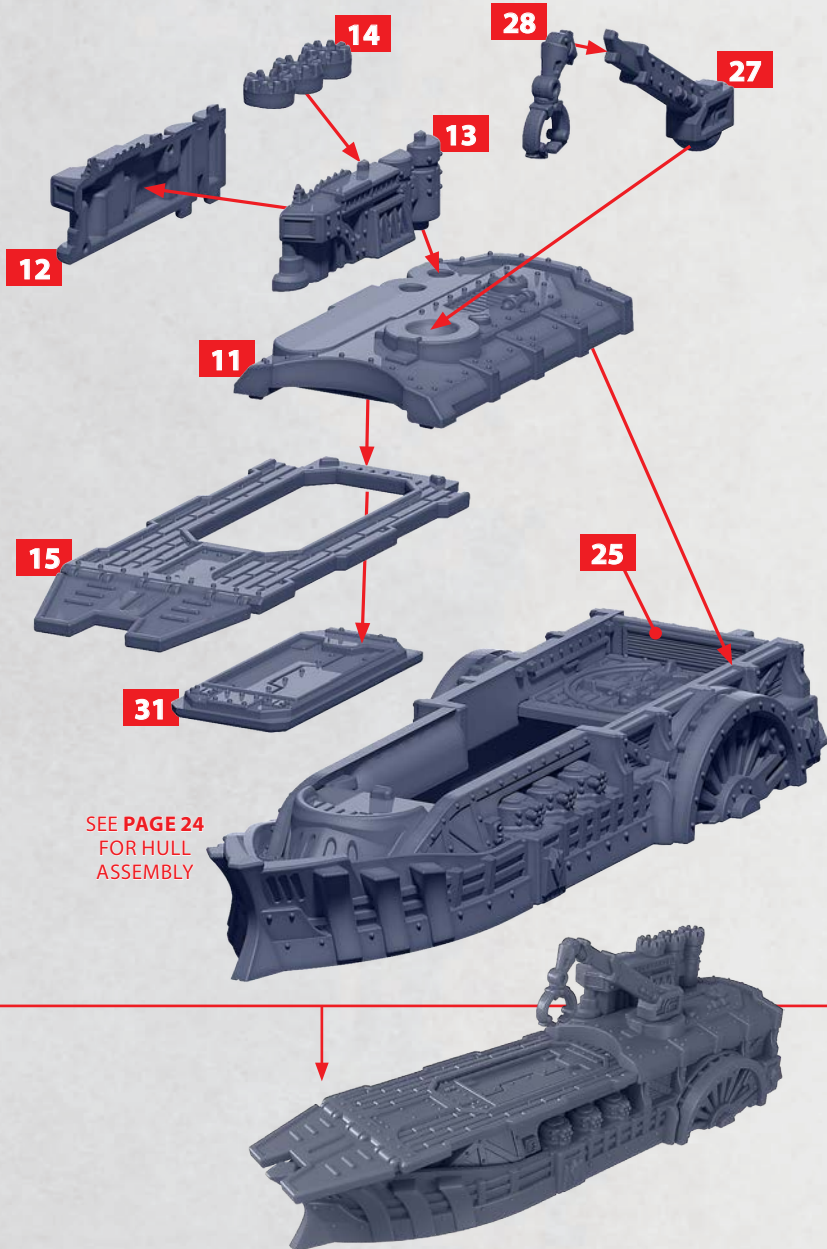
PARTS CAN BE FOUND ON THE UNION SUPPORT SQUADRONS SPRUES



SEE PAGE 24
FOR HULL
ASSEMBLY

MONTGOMERY CLASS CRUISER

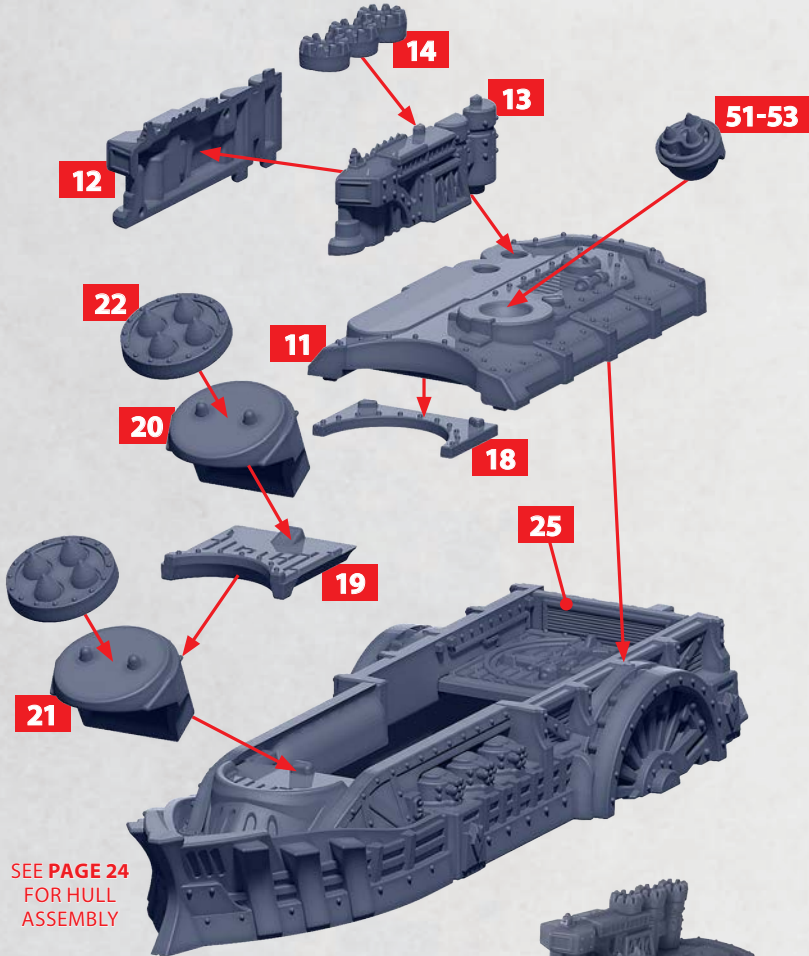
PARTS CAN BE FOUND ON THE UNION SUPPORT SQUADRONS SPRUES



SEE PAGE 24
FOR HULL
ASSEMBLY

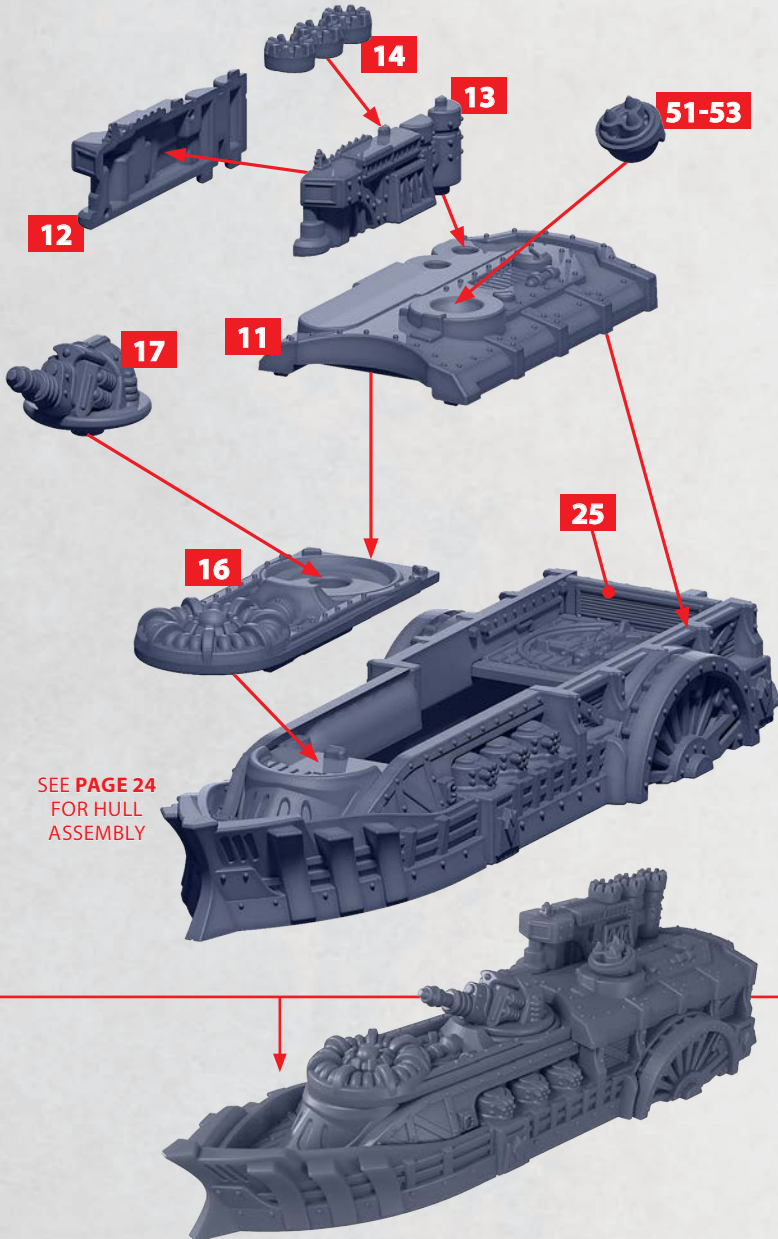
WASHINGTON CLASS CRUISER

PARTS CAN BE FOUND ON THE UNION SUPPORT SQUADRONS SPRUES



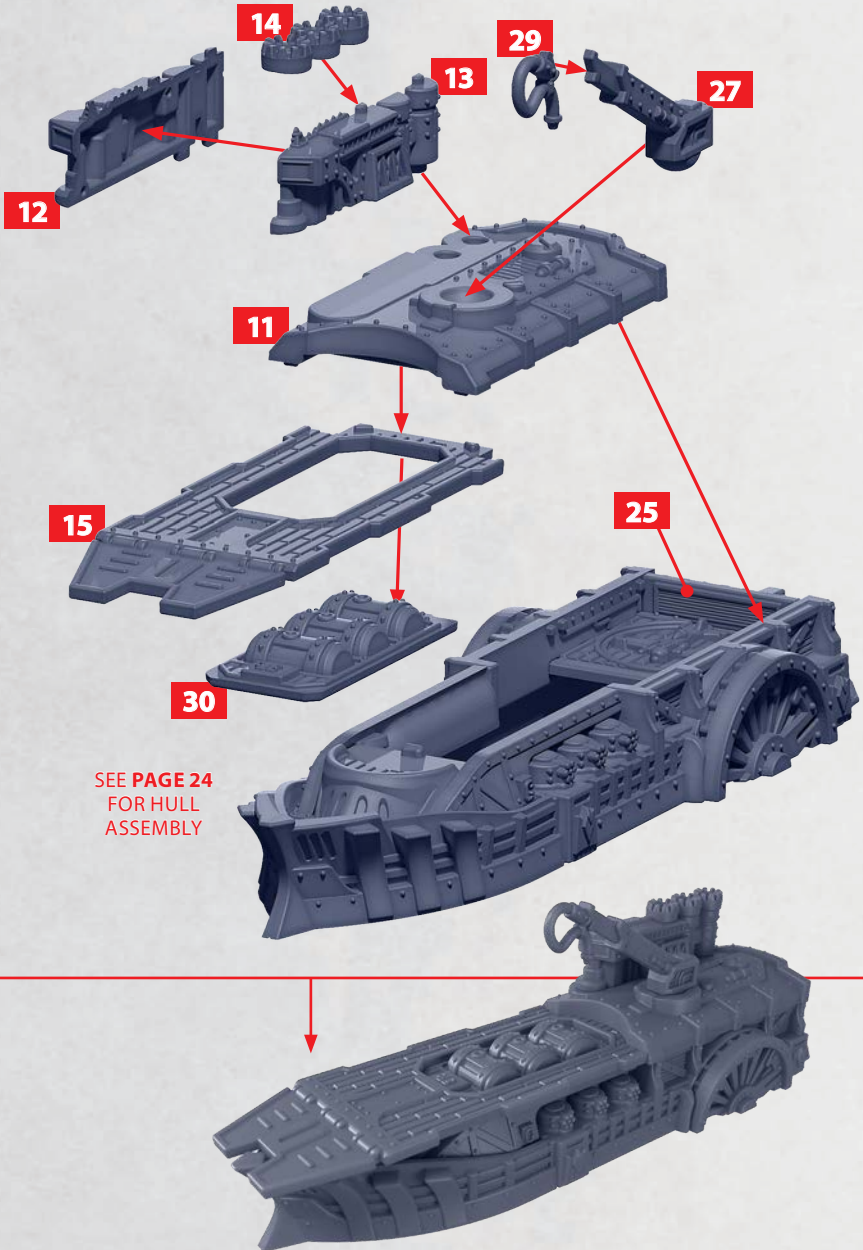
DISCOVERY CLASS CRUISER

PARTS CAN BE FOUND ON THE UNION SUPPORT SQUADRONS SPRUES



CALIFORNIA CLASS CRUISER

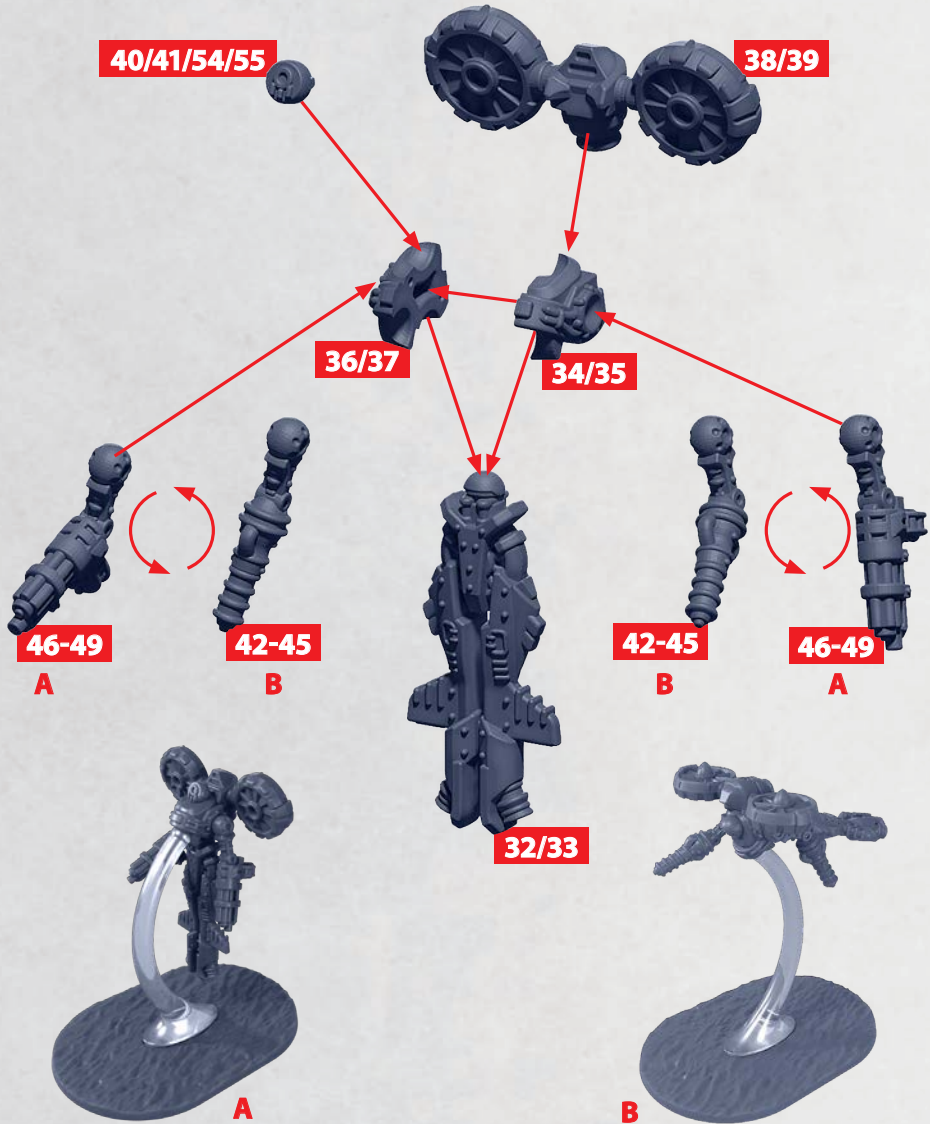
PARTS CAN BE FOUND ON THE UNION SUPPORT SQUADRONS SPRUES



SEE PAGE 24
FOR HULL
ASSEMBLY

RC-52 PATRIOT AUTOMATA

PARTS CAN BE FOUND ON THE UNION SUPPORT SQUADRONS SPRUES



**AUTOMATA MUST BE ASSEMBLED WITH THE SAME WEAPON OPTION FOR BOTH ARMS,
I.E. DUAL GATLING CANNONS (A) OR DUAL NAVAL ELECTROCANNONS (B).
AUTOMATA CAN ALSO BE POSITIONED ON THE FLIGHT STAND AS DESIRED (SEE ABOVE).**

TALON AUTOGYRO TOKEN

PARTS CAN BE FOUND AS RESIN AND ON THE UNION VANGUARD SQUADRONS
AND THE ORE WAR VETERAN SQUADRONS (BLACK NUMBERS)

