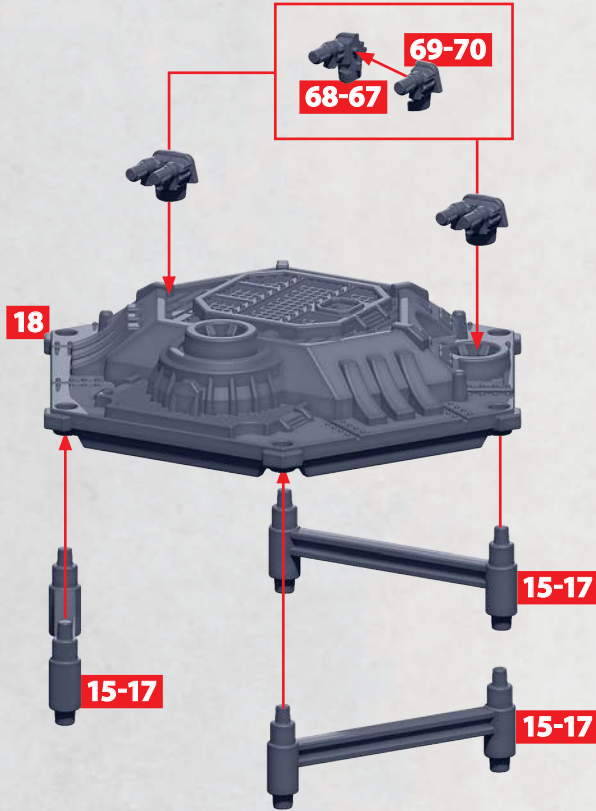


UNION BUNKER PLATFORM

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES



ROCKET
LAUNCHER



71-72

GATLING
GUN



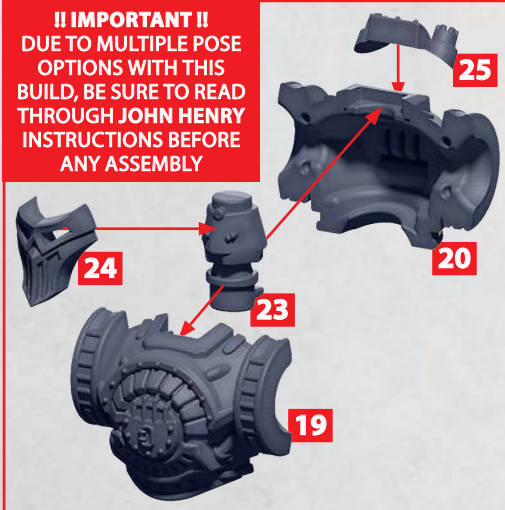
73-77

* ALL TURRETS ARE INTERCHANGEABLE

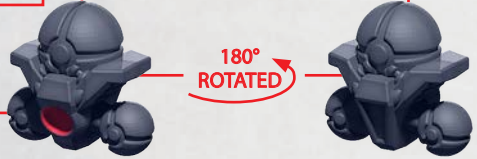
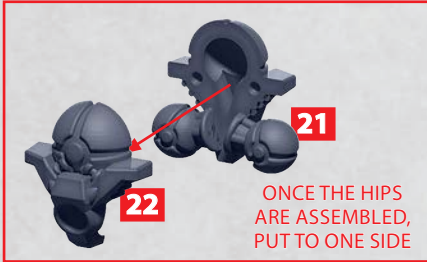
JOHN HENRY VITRUVIAN COLOSSUS TORSO

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

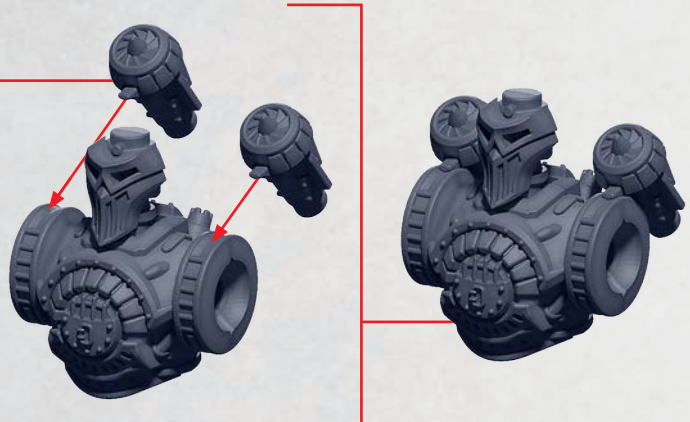
!! IMPORTANT !!
DUE TO MULTIPLE POSE OPTIONS WITH THIS BUILD, BE SURE TO READ THROUGH JOHN HENRY INSTRUCTIONS BEFORE ANY ASSEMBLY



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).

33

42-43

44-45

X2

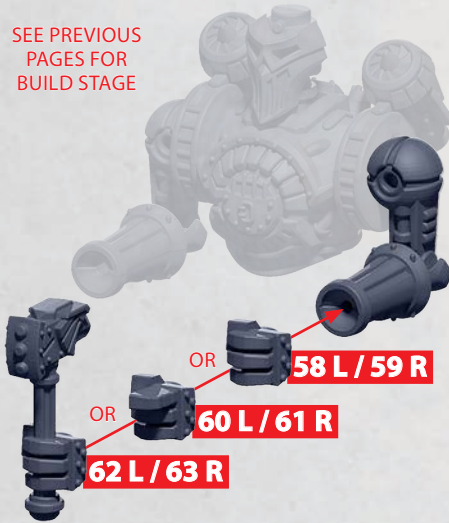
NOTE: WHEN JOINING THE FOREARMS TO THE BICEPS CONSIDER YOUR FINAL POSE AS THERE IS FLEXIBILITY IN THE JOINT TO ENABLE POSABILITY

FINAL POSE WILL VARY

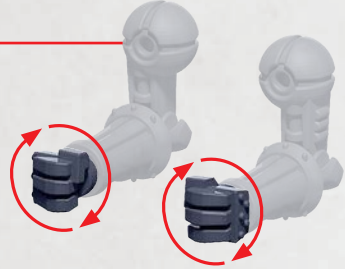
JOHN HENRY VITRUVIAN COLOSSUS ARMS

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



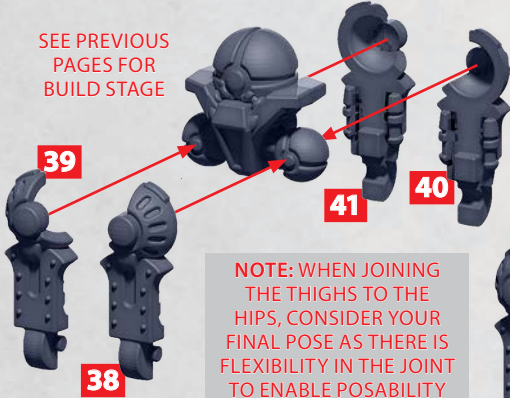
FINAL POSE
WILL VARY

JOHN HENRY VITRUVIAN COLOSSUS LEGS

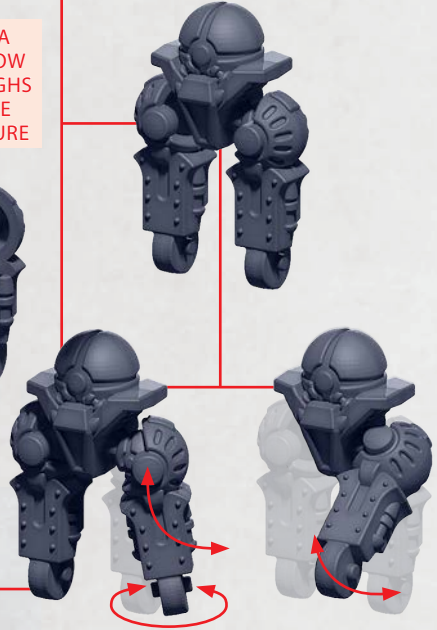
PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

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

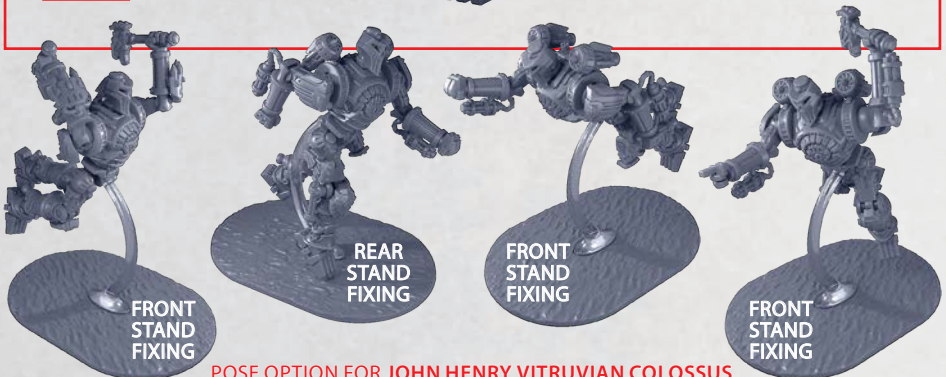
OPTIONAL KNEE PADS - DEPENDING ON CHOICE, THE REMAINING OPTION BECOMES THE SHOULDER PAD AS INDICATED

36-37

34-35

52 L & 53 R

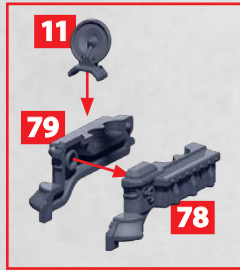
PART 52 (LEFT LEG ATTACHMENT) IS REPEATED OPPOSITE (RIGHT LEG) WITH PART 53



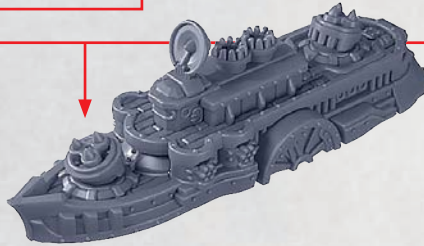
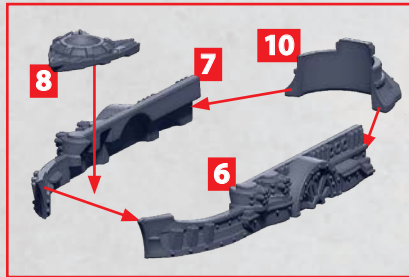
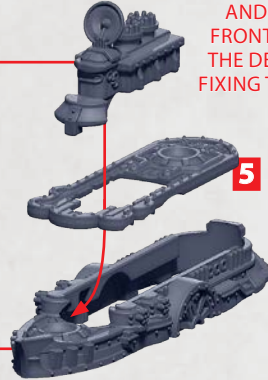
POSE OPTION FOR JOHN HENRY VITRUVIAN COLOSSUS

VALIANT FAST DESTROYER

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES

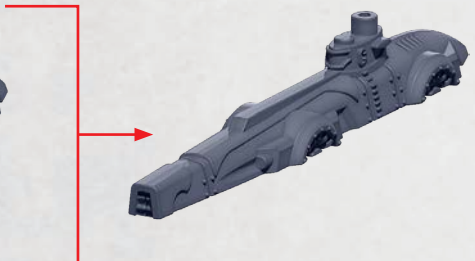
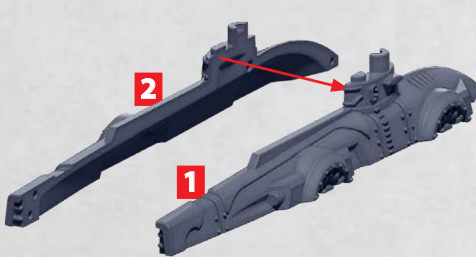


TILT THE BRIDGE
AND PASS THE
FRONT THROUGH
THE DECK BEFORE
FIXING TO THE HULL



CHEYENNE HUNTER SUBMARINE

PARTS CAN BE FOUND ON THE UNION VANGUARD SQUADRONS SPRUES



TALON AUTOGYRO TOKEN

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

