



Thank you for purchasing the Cutout Industries MKI WarHorse mechanised armoured D-Track™ combat zone heavy haul hull with LightBolt™ lazer cannon turret.

The hull unit is fitted with a Plug and Destroy™ turret coupling allowing rapid exchange of equipment to suit battlefield conditions.

With driver comfort in mind it is also fitted with the latest InstaEscape™ ejector pod.

Happy warring.



SCI-FI CUTOUTS **WARHORSE** MK one

INSTRUCTIONS

WHAT YOU NEED:

Scissors. Ruler. Craft knife. Glue (PVA or white glue is best). Blunt knife and ruler for scoring.

GENERAL INSTRUCTIONS:

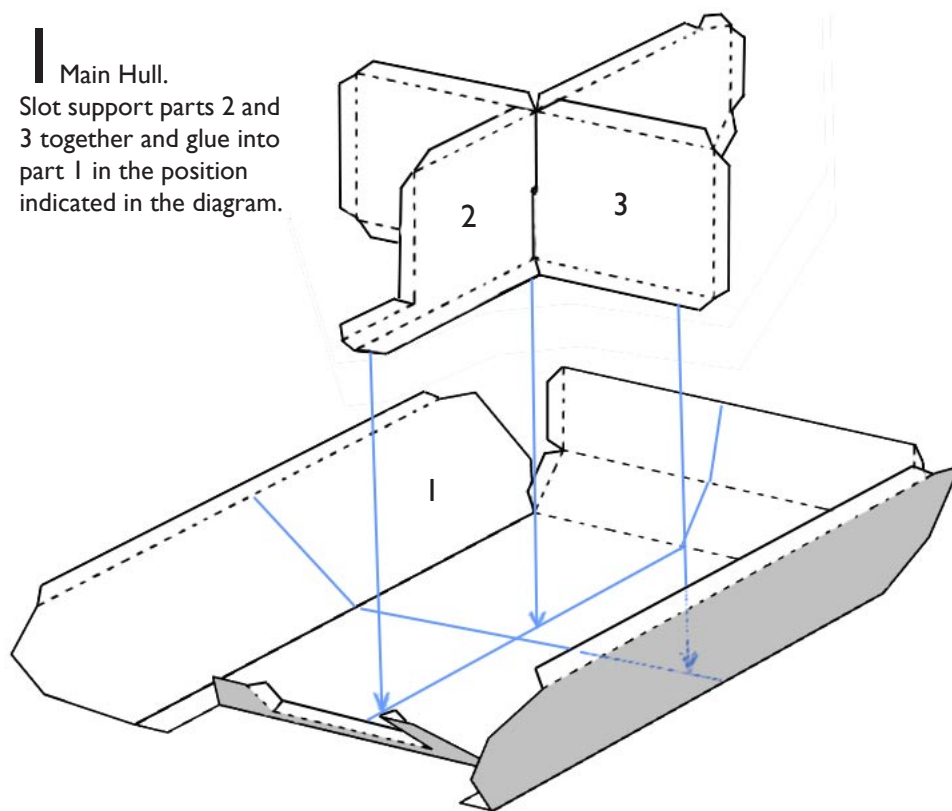
Print on 160gsm (or thereabouts) cardstock. Check your printer manual for the best material. Best results are obtained by printing at the highest resolution onto specially coated inkjet paper. Score all dotted lines with a ruler and a blunt knife. Short dots are valley folds. Longer dashes are mountain folds.

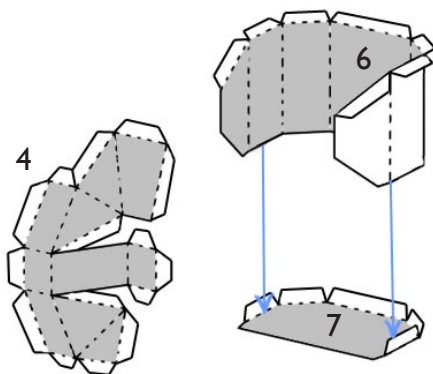
It is very important that you test each part's positioning before applying glue.

To give the tank more stability it's a good idea to glue a penny or two onto the bottom of the space inside the tracks.

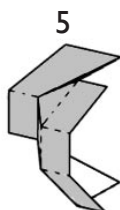
Take care while handling the lazer assembly. The lazer is designed to cut through 80cm of Rockard armour. Be sure it is not plugged in during construction.

I Main Hull.
Slot support parts 2 and 3 together and glue into part I in the position indicated in the diagram.





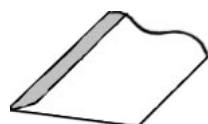
← **2** Hull Front.
Assemble 4 and 5. Glue
6 onto 7 to form the
escape pod enclosure.



↓ **3** Main Hull.
Glue 4,5 and escape pod
enclosures into position
at the front of the hull. Be
careful to test fit these
parts before gluing. Glue
8 last.

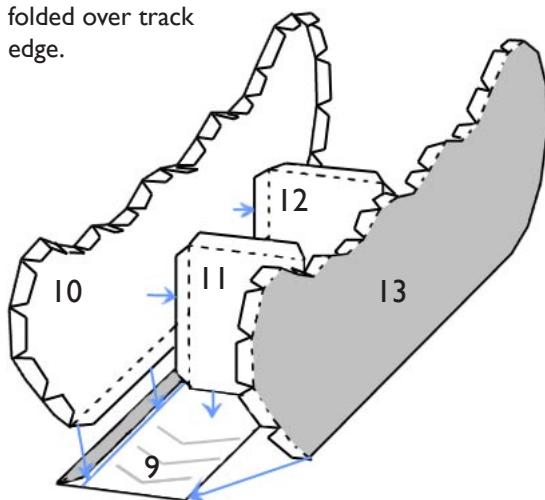
↓ **4** Tracks

Identify fold lines about 4mm from
the edge of track parts. Score and
fold right back and glue. For best
results allow to dry compressed
under some books. Repeat this for
all track parts.

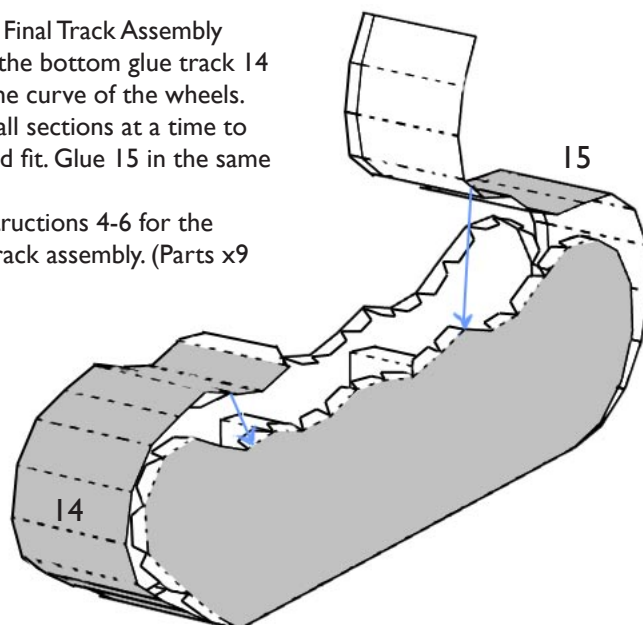


↓ **5** Wheels

Place prepared (as
in 4 above) track 9
face down. Glue 13
to it with the face
flush against the
folded over track
edge.

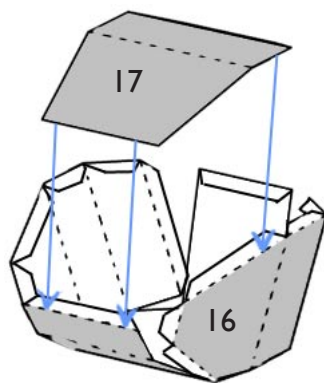


↘ **6** Final Track Assembly
Starting at the bottom glue track 14
following the curve of the wheels.
Glue in small sections at a time to
ensure good fit. Glue 15 in the same
way.
Repeat instructions 4-6 for the
opposing track assembly. (Parts x9
to x15)



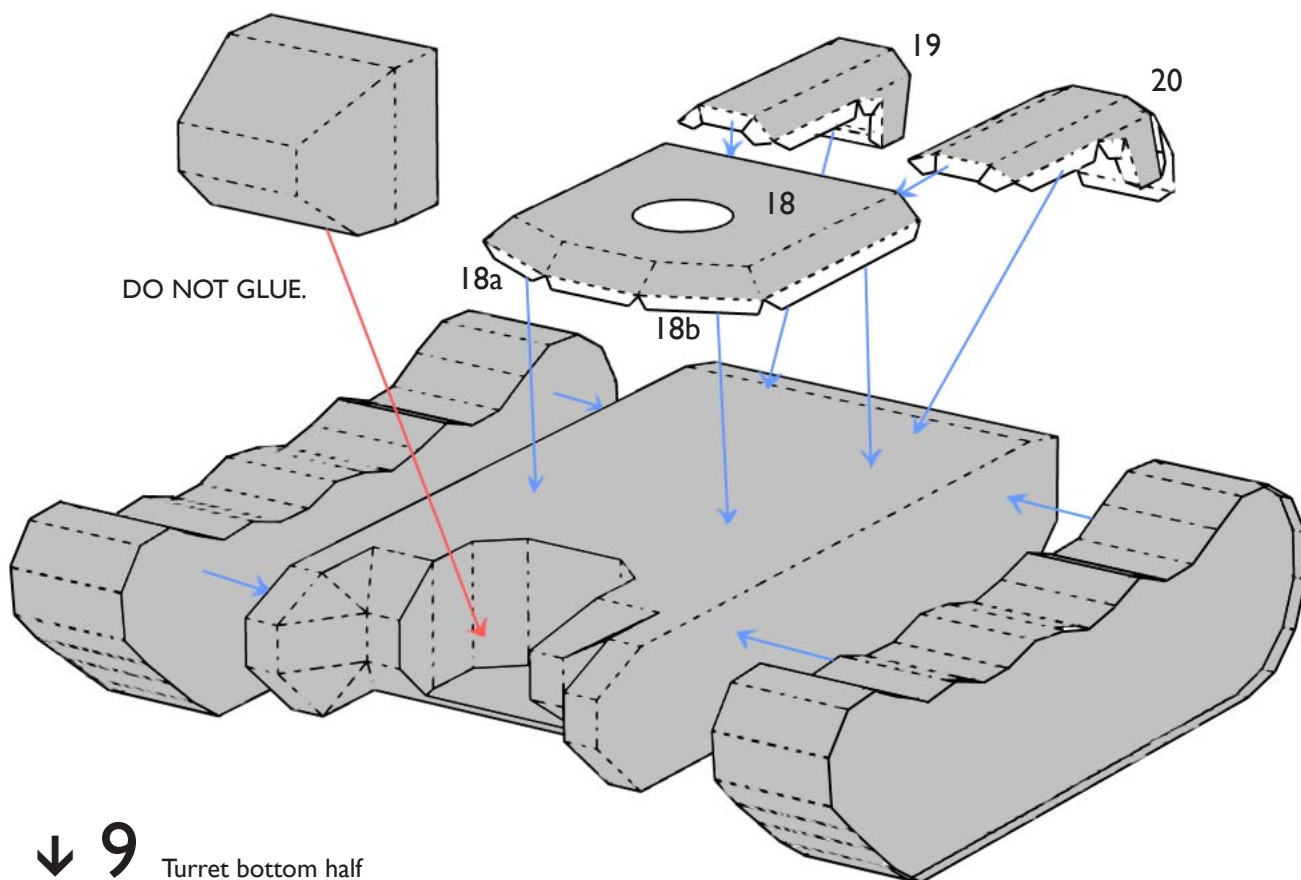


→ 7 Escape pod

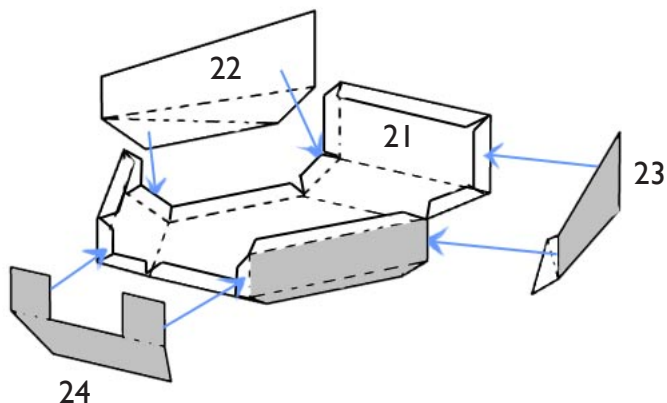


↓ 8 Final hull assembly

Assemble and glue 18-20 onto the hull in the positions indicated. Slot the escape pod vertically down into the space at the front of the hull. DO NOT GLUE.

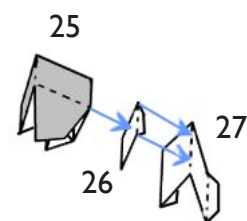


↓ 9 Turret bottom half

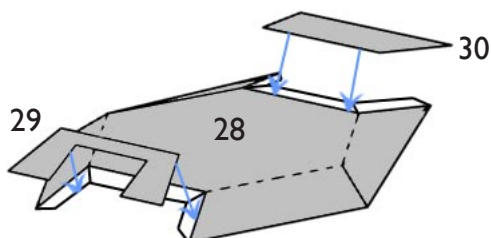


→ 10 Gun elevation mechanism

Assemble box 25. Glue 26 to 25 taking note of "top" on both parts. Glue the tab on 26 into position on 27. When finished 25/26 should be able to freely rotate hinged onto 27.



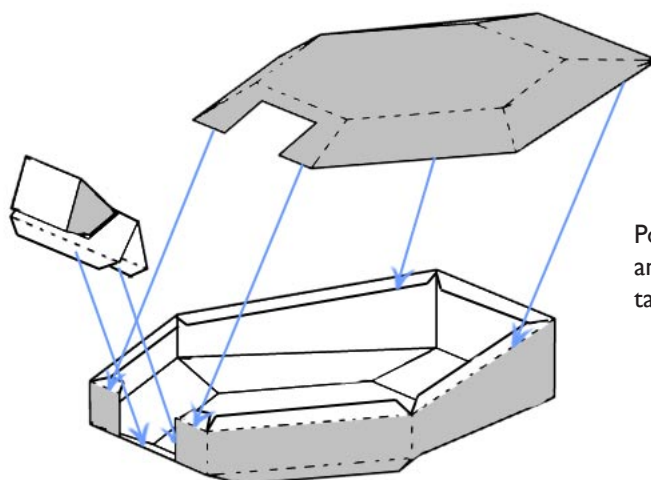
→ 11 Turret top half



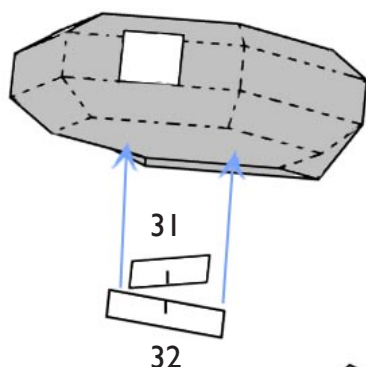
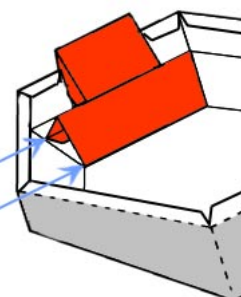


→ 12 Turret assembly

Glue the Gun elevation mechanism to the inside of the front of the hull as indicated. Make sure the box assembly can still rotate on it's hinge. The fit between the box and the gap in the turret should not be glued but should be fairly tight. When satisfied glue turret top down.

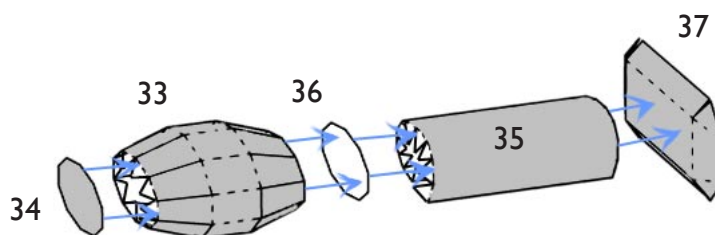


Position and glue tabs here



← 13 Turret rotation mechanism

Slot xx into xx and glue to the underside of the turret where indicated.

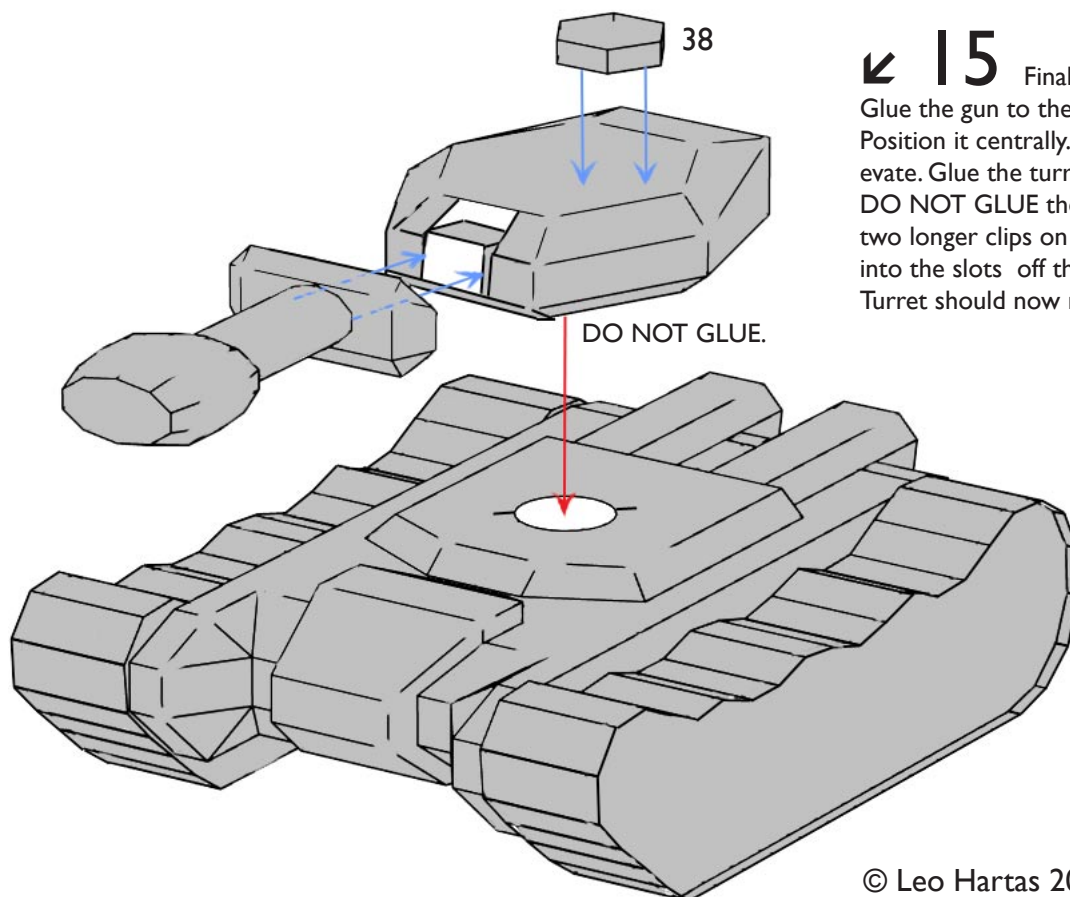


← 14 Gun

The barrel is ovoid in shape. Curve parts around a pencil to get the shape.

← 15 Final assembly

Glue the gun to the exposed gun elevation box. Position it centrally. Gun should now freely elevate. Glue the turret hatch where indicated. **DO NOT GLUE** the turret to the hull. Locate the two longer clips on turret rotation mechanism into the slots off the hole in the top of the hull. Turret should now rotate freely.



Now you are ready to rumble.

Don't forget to check out FantasyCutouts for other great models.

Coming Soon
Clip on weapons pack for the WarHorse.