

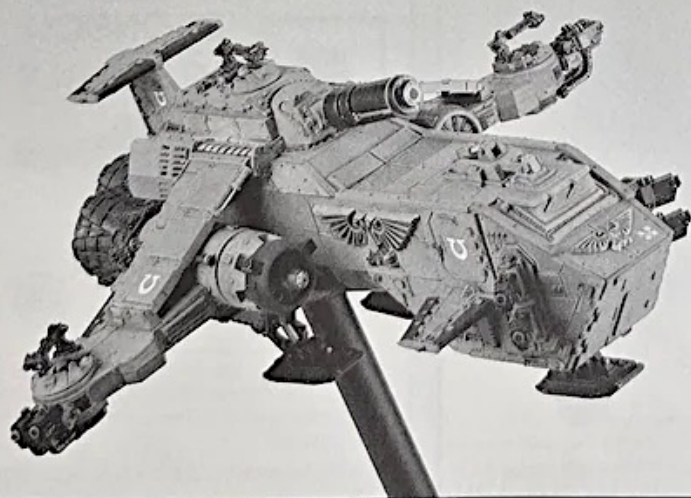
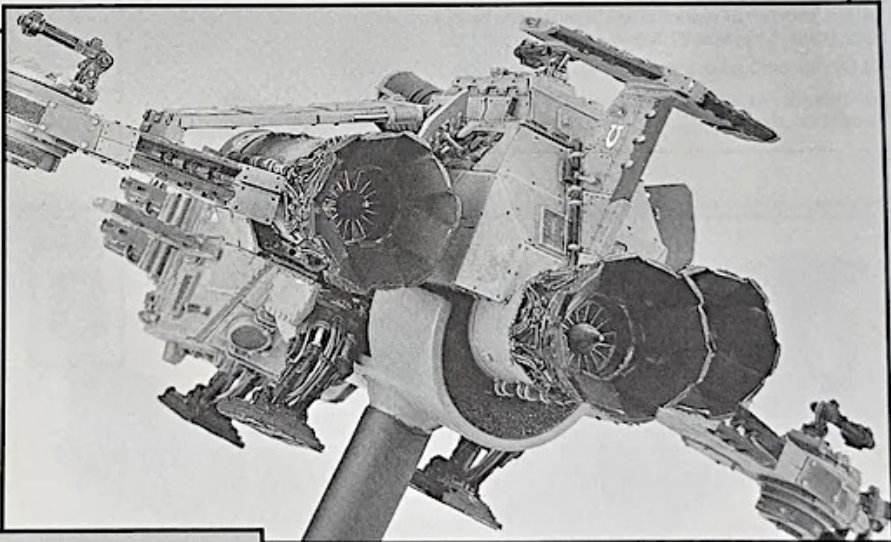
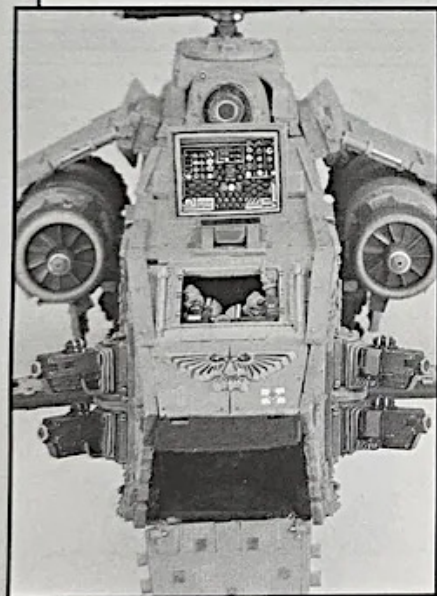
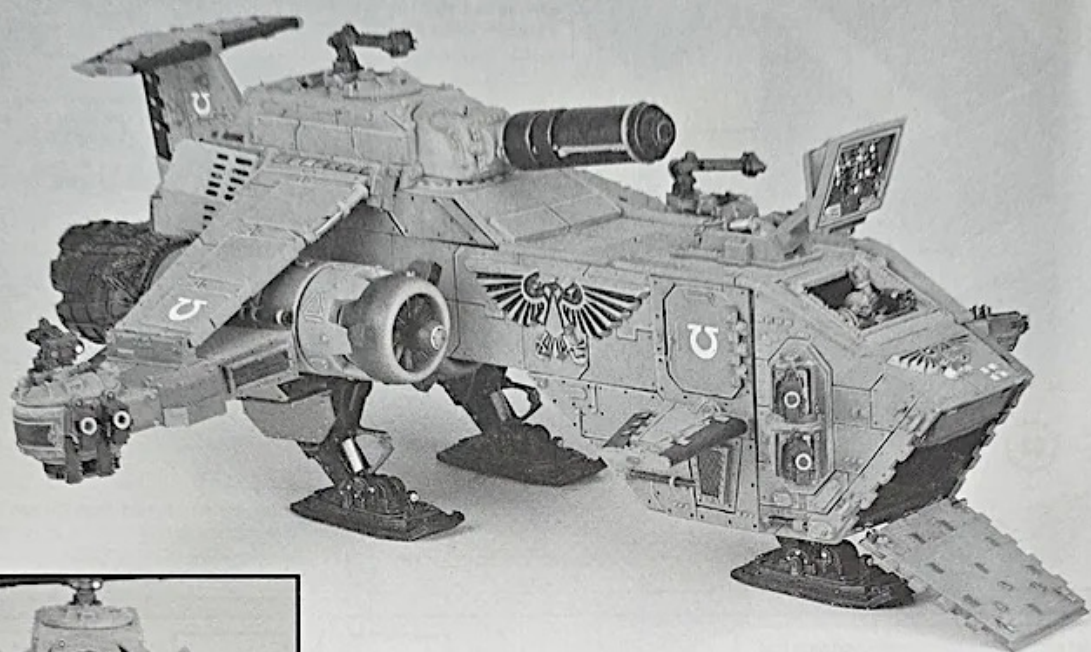


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Thunderhawk Gunship

• THUNDERHAWK GUNSHIP MODELLING INSTRUCTIONS •



Before assembling your Thunderhawk Gunship model, read through the instructions carefully. We strongly recommend that you do a 'dry-run' of each section before using any glue. To assemble this kit you'll need plenty of superglue and a sharp modelling knife. A pin vice will also prove very handy as we recommend that you strengthen a large proportion of components by pinning them with brass rod. Due to the casting process there may be excess metal left on each component so you will need to remove this with a modelling knife or a set of needle files, always remember to make cuts away from your body and fingers.

CABIN ASSEMBLY

1



1. Glue the two cabin sides C3 and the door C2 to the cabin base C1.

Then glue cabin front C4 onto the cabin sides C3 and cabin door C2.

Note: This should all be done at the same time so that you can keep the shape of the cabin before the glue dries.

NOTE. It is advisable to pin most of the pieces in parts 1 and 3 with brass rod as these pieces take quite a lot of weight.

2

CUNARD ASSEMBLY



2. Glue the two cunard flaps T1 and T2 into their respective positions (T2 fits in at an angle) on C5. Then repeat the process for the right cunard.

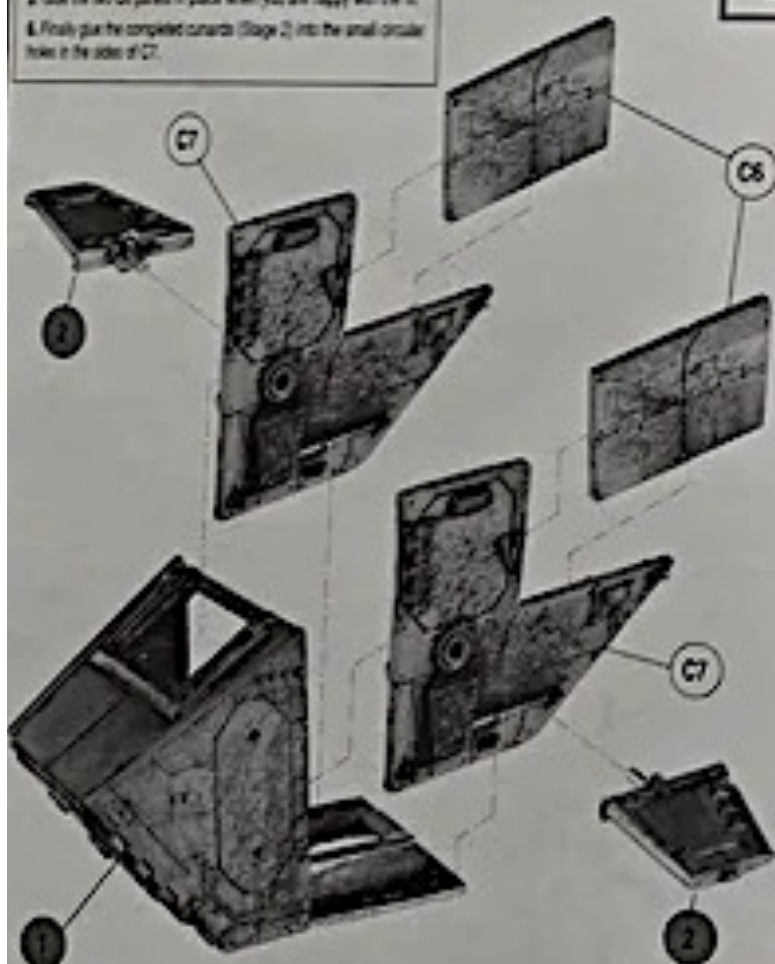
3

3. First glue the two parts C7 to the already constructed cabin front.

4. Next insert both C6 panels into both C7 panels using the square shaped holes in the pieces C7. Note the orientation of the panels.

5. Glue the two C6 panels in place when you are happy with the fit.

6. Finally glue the completed cunards (Stage 2) into the small circular holes in the sides of C7.



4

7. The backplate C8 should be glued on the diagonal edges of the two C7 pieces and cabin base C1. The diagram below shows the rear of the cabin with the backplate in place the correct way up.



5

SPONSON ASSEMBLY



8. To construct the left hand heavy boiler sponson, glue the two heavy boilers C9 to the heavy boiler mount C10. Then repeat for the right hand sponson.

Note: that there are two distinct pieces for the left and right hand sponson mounts.

6

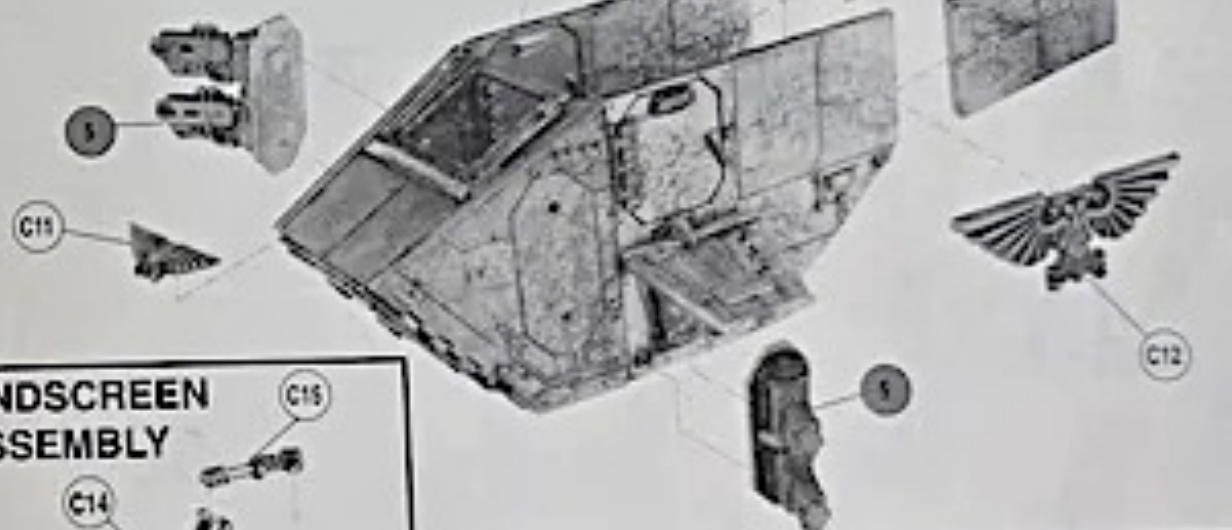
9. First glue the internal support H1 inside the cabin between pieces C6. Make sure that it is not too close to the edges as this is an internal support only and you may not be able to fit other pieces in place.

10. Then glue three C6(a) pieces next to each other onto the top of the cabin to form the roof.

11. Next glue the two C6(b) pieces on to the C6 plates which were placed in Stage 5. Another C6(a) roof piece must then be glued on top of the two C6(b).

12. The large Imperial Eagle (C12) is then glued to the side of the cabin, and the small Imperial Eagle (C11) is glued in place on the front of the cabin.

13. Finally, glue the two heavy boiler sponsons (Stage 5) to match to the two small locator holes in the pieces C3 so that the heavy boilers point towards the front of the Thunderhawk.



WINDSCREEN ASSEMBLY



14. Glue the windscreen rod C15 and lever C14 into C16 making sure that the pieces are in the correct positions (perform a dry-run for this).

15. Glue the base of C16 to the top of the front C6(a) directly next to the cabin front C4 (see Stage 6).

16. You can now glue the windscreen C13 to the lever C14 either in an open or closed position. You can get more diverse positioning by moving the lever C14 and rod C15 to make a better fit.

17. Then glue the windscreen to the top of the cabin.

8



18. Glue four of the riveted strips C17 to the cabin roof to seal up the gaps left between the pieces C6(a), C6(b) and C6(c).

20. Glue the completed front leg into the undercarriage in the base of the cabin. The tops of L4 and L5 should glue to the undercarriage lip, whereas L1 should sit in the locator hole.

21. C18 should be glued under the back of the cabin so that the detail shows from underneath the Thunderhawk and the semi-circular engine locator is at the rear. Note that this isn't a very flattering view of C18 so be careful to use the correct piece.

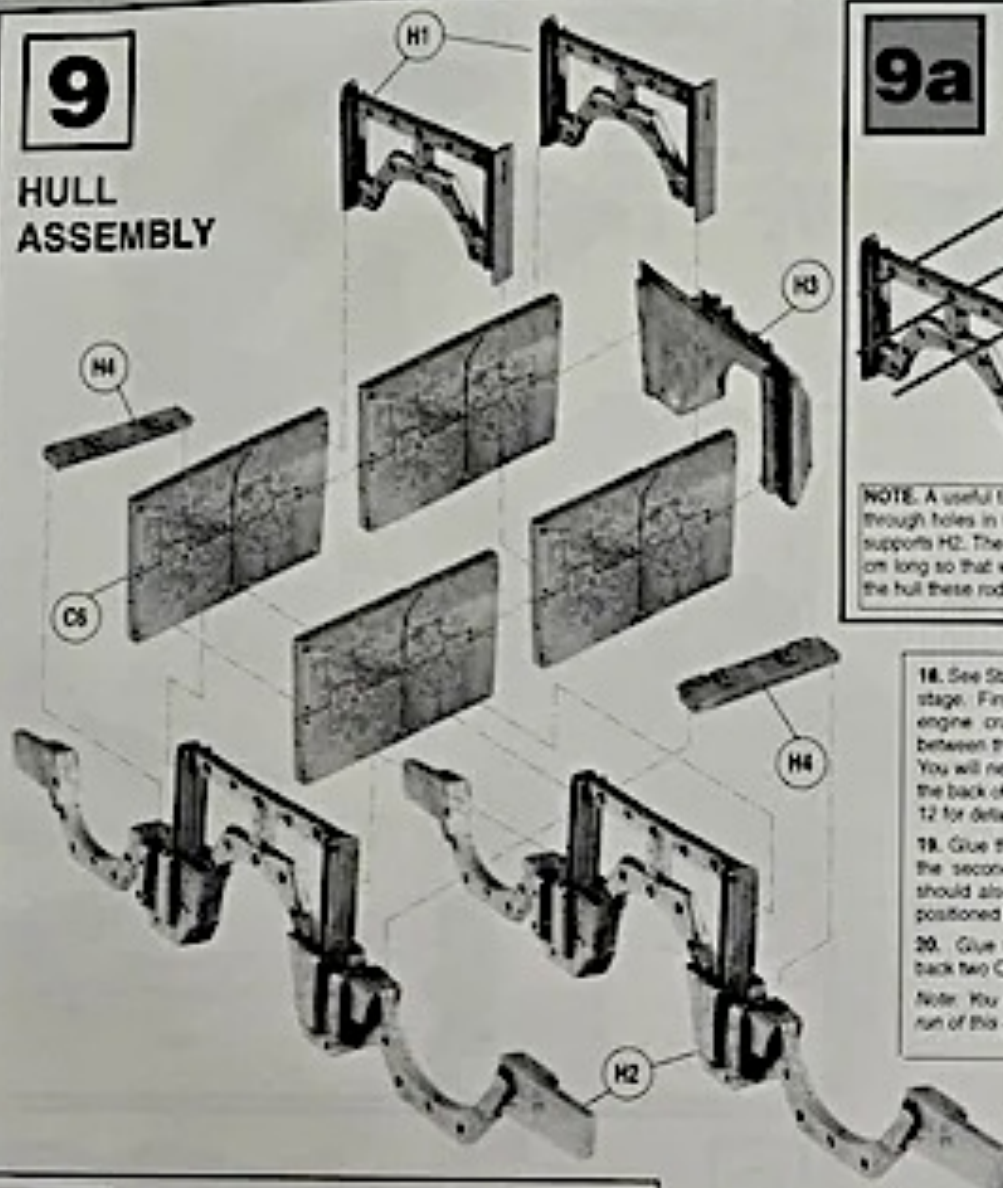
7



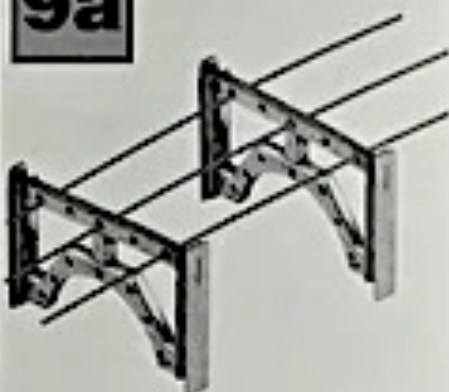
19. Glue L4 and L5 to each side of L1 at the base. Make sure that the tops of L4 pins to L5 through the cables of L1. Then glue the base of L1 to foot plate L2 which should then be glued to foot plate L3.

9

HULL ASSEMBLY



9a



NOTE: A useful tip at this point is to thread brass rods through holes in the internal support H1 and the wing supports H2. The brass rods should be cut to about 20 cm long so that when it is time to glue the cabin onto the hull these rods will help support the join.

18. See Stages 9a and 9b before attempting this stage. First position (but don't glue) the two engine cradles (H2), using H4 as a spacer between them, to the first of the four C6 panels. You will need to glue one of the H1 supports to the back of the first pair of C6 panels (see Stage 12 for details).

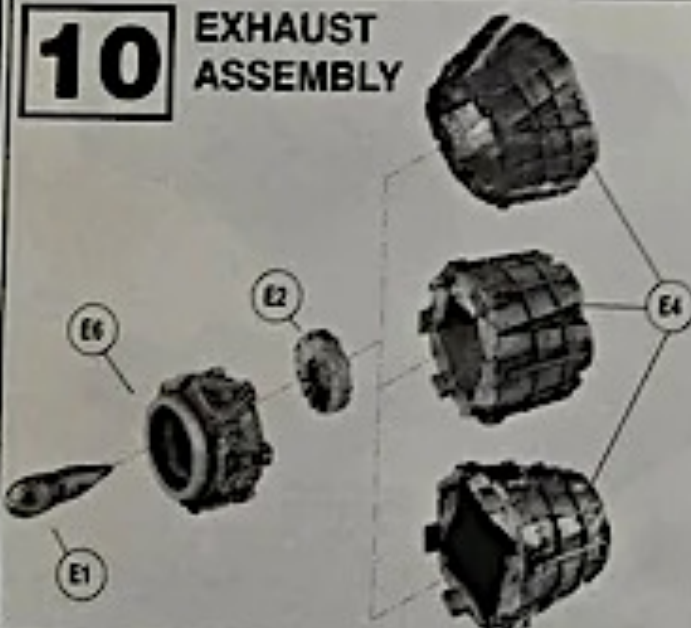
19. Glue the second H1 support to the back of the second pair of C6 panels. These panels should also be glued to the first pair of C6 as positioned in the previous paragraph.

20. Glue the engine rear support H3 onto the back two C6.

Note: You will definitely need to perform a dry-run of this construction!

10

EXHAUST ASSEMBLY

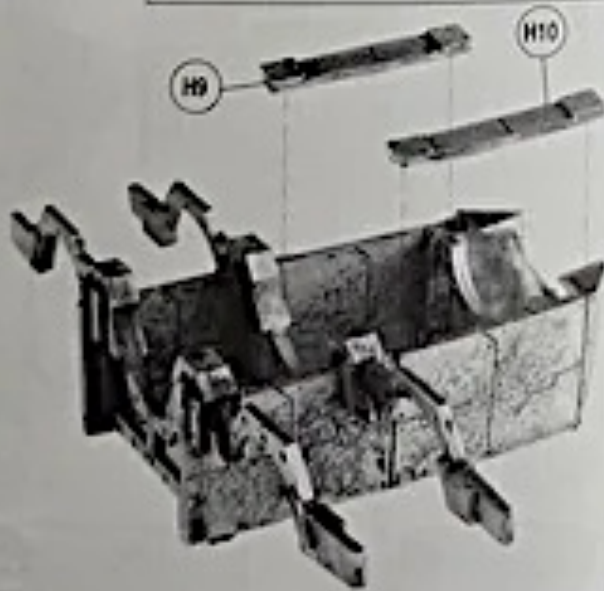


21. First glue the turbine E2 into the rear turbine housing E4. Then glue the turbine nose E1 into the hole in the middle of the turbine. Next glue one of the three different exhausts into the rear turbine housing. You will need three of these constructions, so simply repeat this step twice more!

Note: we have supplied three different exhaust variants for you to choose from. We advise you to use the same exhaust for all three engines.

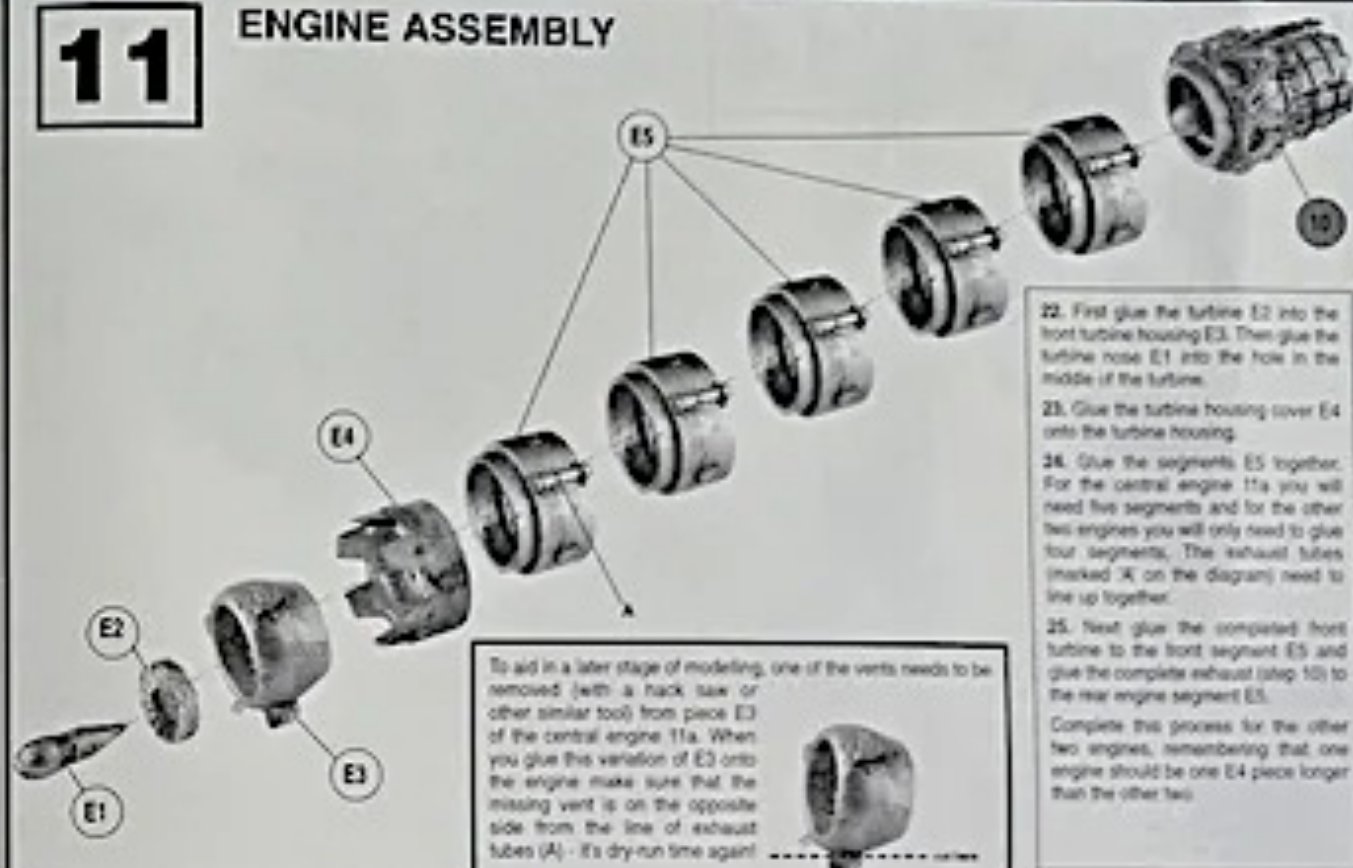
9b

Glue the plates H9 and H10 between the engine and the sides of the hull. There are small notches at the ends of H9 and H10 that fit onto the wing supports from Stage 9 and H3. Now you can glue the wing cradles in position using H9 and H10 to space them.



11

ENGINE ASSEMBLY



22. First glue the turbine E2 into the front turbine housing E3. Then glue the turbine nose E1 into the hole in the middle of the turbine.

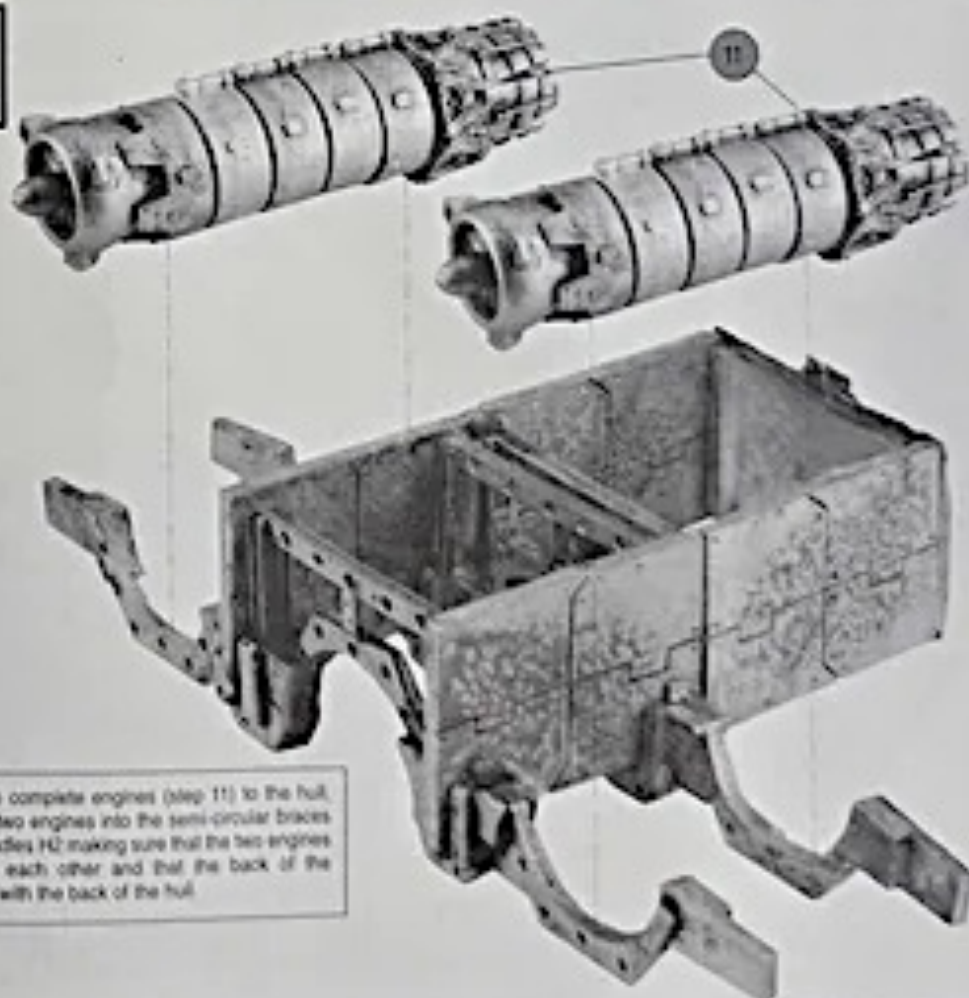
23. Glue the turbine housing cover E4 onto the turbine housing.

24. Glue the segments E5 together. For the central engine 11a you will need five segments and for the other two engines you will only need to glue four segments. The exhaust tubes (marked 'X' on the diagram) need to line up together.

25. Next glue the completed front turbine to the front segment E5 and glue the complete exhaust (step 10) to the rear engine segment E5.

Complete this process for the other two engines, remembering that one engine should be one E4 piece longer than the other two.

12



26. To attach the complete engines (step 11) to the hull, glue the shorter two engines into the semi-circular braces on the engine cradles H2 making sure that the two engines are in line with each other and that the back of the exhausts line up with the back of the hull.

13



27. To construct the rear undercarriage glue L3 and L7 to each side of L1 at the base, so that the tips of L3 point to L7 through the cables of L1.

28. Glue the base of L7 to foot plate L2 which should then be glued to foot plate L3.

29. Construct the second rear leg in the same way. Then glue the pin L6 to the top of L1 on both legs in opposite positions to each other (see Stage 14 for the orientation needed for each of these).

14



30. First turn the hull upside down so that you can get at the underside.

31. Next glue the plates H1, H2 and H7 to the engine cradles so that they cover up the underside of the engine and supports. H7 should be glued on the longer diagonal slope, not wards from the hull and H1 to the shorter diagonal slope. A small gap should be left between plates H1 and H2 so the landing gear hatch H8 can be glued into it, check that there is enough room for H8, but whatever you do don't glue it yet!

32. Next glue the completed rear undercarriage (step 13) into place between the two engine cradles. The top of the undercarriage should be able to fit to the C3 panel - make sure you have the correct side!

33. Glue the landing gear hatch H8 into the gap between H1 and H2 once they have dried.

34. Repeat the above steps for the left hand side with the left hand rear undercarriage.

15



NOTE: there is a recess between two sets of hydraulic pistons on component E1. This is where the Tail Fin base (Stage 23) is located!

35. Glue the completed central engine (Stage 11) into the central arches of the hull so that the exhaust is fully behind the hull but the joint between the exhaust and the engine is covered by the arch of H3 (Stage 6).

The front turbine housing (E2) with the cut off vent (from Stage 11) needs to fit into the top of the arch.



16

TURRET ASSEMBLY



37. First glue the turret sides T1 and T4 to the sloping ends of turret sides T2 and T3. This needs to be done simultaneously as this helps support all four pieces at once while the glue dries.
38. Once this is dry next glue the turret ring T5 to the top edge of T1 and the small square to the turret sides T2 and T3 with the flat edge of the turret circular turret ring facing forwards as shown.
39. Glue the turret base roof T7 onto the top edge of the turret sides T2, T3 and the end piece T4.
40. Glue the two turret flaps T10 to fit the gaps between the turret ring T5, the turret sides T2 and T3 and the turret base roof T7. The gap is for the sides of the turret ring flaps, as the actual piece that the turret ring is mounted to. The gap also has a sloped edge which should fit nicely with the sloping of the turret sides T2 and T3.
41. Next glue the two wing support mounts T6 to the sides of T2 and T3 so that one of the sides is flush with where you have positioned T11 and does not cover up the engine access detail on T2 and T3 (see Stage 14 for details).
42. Using the air brake levers T10 you can position the air brakes T8 and T9 as you like, either closed, fully open or half open. Glue the levers on the air brakes T8 and T9 into the indent on the turret sides T2 and T3. If you want to glue the air brakes closed then they cover up the engine access detail completely.

18

BATTLE CANNON



43. Glue the two halves of the battle cannon T19 and T20 together and then glue together the two halves of the battle cannon mount T21 and T22.
44. Next glue the Battle Cannon to the mount.

19



17

GUNNER CONSOLE



45. First glue the cannon and T10 to the sloping front of the turret sides T12 and T13 and the rear turret panel T14 to the sloping edge of the rear of the turret sides T12 and T13. This needs to be done at the same time as this helps support all four pieces at once while the glue dries.
46. Next glue the turret roof T16 to the gunner console as shown.
47. Then glue the Space Marine gunner T17 into the hole in the turret roof T16 so that it is facing directly forwards. Some savings may need a little skewing around the hole to make it slightly wider may be necessary. The targeter T18 should then be glued into the rectangular locator behind the Space Marine gunner.
48. Glue the Battle Cannon (Stage 18) onto the turret ring (stage 16). You can glue it at an angle to the side, but some extra modeling and filing will be necessary.
49. Glue the gunner console (stage 17) to the top of the turret base (stage 16) so that the cannon and (stage 17) sit over the Battle Cannon mount (stage 18).

20

WING ASSEMBLY



98. Glue the upper half of the wings W1 and the bottom half W2 together. Then glue the wing flaps T2 into position as shown. Complete this procedure for both wings.

21



99. To construct the heavy roller pod glue the top panel W4 to the pod body W5. Next glue the Space Marine gunner T17 and the targeter T18 as before. We think it looks better if the Space Marine is facing the direction as the heavy rollers.
100. Glue the heavy rollers W6 to the mount W5. They can face up or down.
101. Glue the heavy roller mount to the upper ribbed edge (see Stage 20) of the pod body. Glue the ammo belts W8 to the underside of the heavy rollers and the bottom ribbed side. Repeat for the other wing pod.

22



102. Glue the Heavy Roller pods (Stage 21) to the end of the wings (Stage 20). Pinning is strongly advised to secure this part!

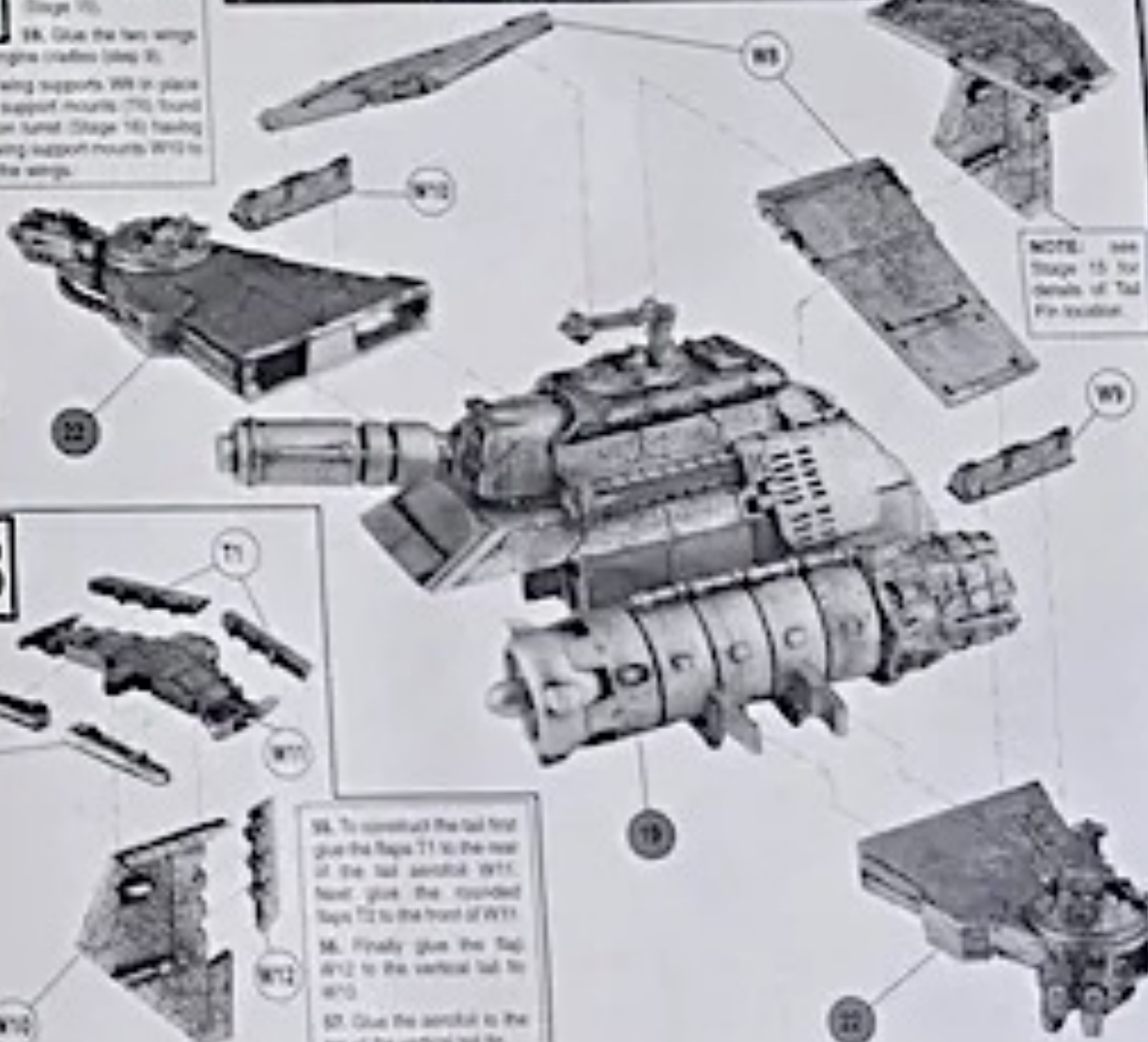
24

103. Start by gluing the battle cannon turret (Stage 19) to the hull (Stage 18).

104. Glue the two wings (Stage 22) to the engine cradle (step 9).

105. Then glue the wing supports W9 in place on the upper wing support mounts (T10) found on the battle cannon turret (Stage 18) having located the lower wing support mounts W10 to the top surface of the wings.

106. Finally glue the tail (Stage 23) into the vertical groove on the rear of the battle cannon turret.



NOTE: see Stage 15 for details of Tail Fin location.

23



107. To construct the tail first glue the flaps T1 to the rear of the tail section W11. Next glue the rounded flaps T2 to the front of W11.
108. Finally glue the flap W12 to the vertical tail fin W13.
109. Glue the section to the top of the vertical tail fin.

42. To complete the construction of the incredible Thunderhawk Gunship (if you've got this far without suffering a nervous breakdown give yourself a pat on the back!) glue the completed cabin (stage 7) to the completed hull (stage 24). If you used the brass rods in stage 8 (if not - why?) to secure the joint so that it will actually take the weight of over five kilograms of lead that constitutes this monstrous model. These brass rods should go through the same holes in the internal supports in the cabin as they did in the hull in stage 9.

It is strongly recommended (in fact we insist!) to join these two constructions together and that a lot of glue should be used as both halves of the Thunderhawk are very heavy and a lot of stress will be put onto the joint.

All you've got to do now is paint it!



• HOW TO APPLY CITADEL TRANSFERS •



1
First carefully cut round the design with a sharp craft knife. Take your time and be careful not to damage the other designs (or your fingers!)



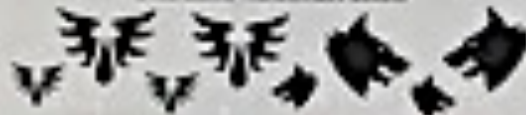
2
Soak the transfer for thirty seconds in a shallow bowl of tepid water. Transfers are ideal for removing the transfer from the water.

Finally, use a craft knife or a paintbrush to gently slide the transfer onto the surface of the miniature.



As each Thunderhawk Gunship is unique we'll leave the location of the various transfer to you!

BLACK MARK THUNDERHAWK GUNSHIP



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ULTRAMARINES



1 (skull)



1 (II)



1 (U)

BLOOD ANGELS



1 (BA)



1 (4)



1 (BA)



1 (BA)

DARK ANGELS



1 (DA)



1 (DA)



1 (DA)

SPACE WOLVES



1 (SW)



1 (SW)



1 (SW)



1 (SW)

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