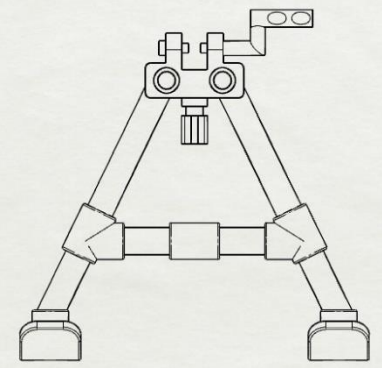
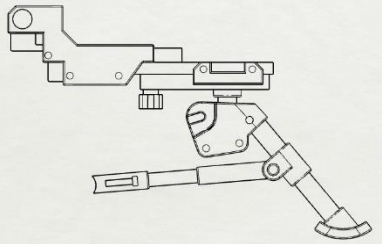
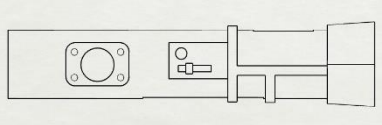






Part A (*kit components #1, 2, and 3*), Part B (*components #4 x2, and 5*), and Part C (*components #16 x3*)

The original GW kit allows you to make **no more than three** heavy weapons due to the restriction of parts that are required for all weapon types.

- Every weapon requires Part A, the bipod. There are only 3 Part A pieces included in the GW kit: *components #1, 2, and 3*. This, alone, limits the kit to making no more than 3 weapons.
- The three heavy weapons, Automatic Cannon, Laser Cannon, and Heavy Bolts, all additionally require Part B, the third leg of the tripod. There are three Part B pieces in the GW kit: *component #4* twice and *component #5* once.
- The Missile Launcher and Mortar weapons require Part C, half of the missile/mortar tube, in addition to Part A. There are three Part C pieces in the GW kit: *component #16* three times.

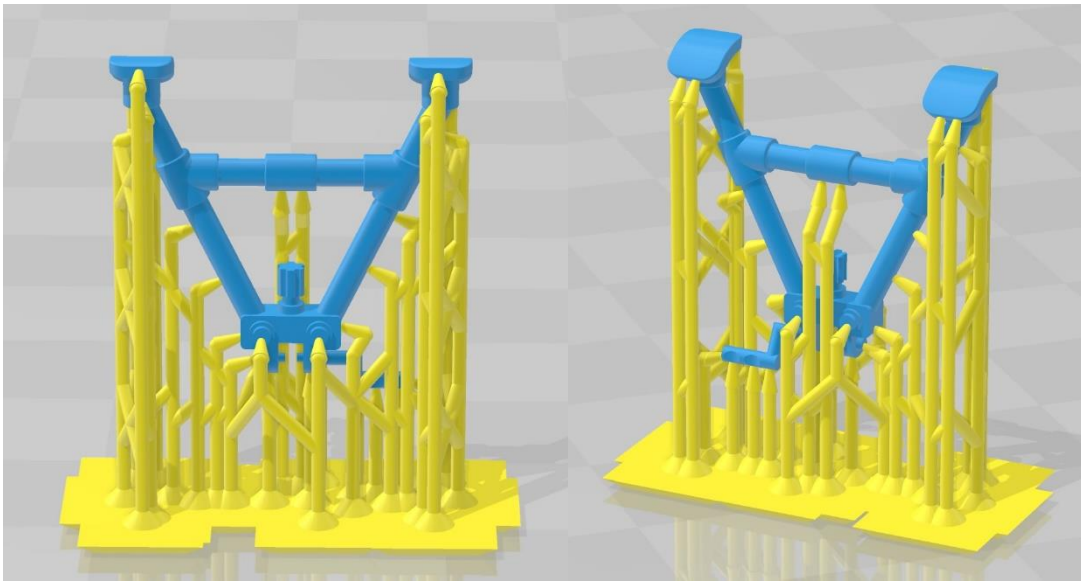
Weapon	Part A			Part B			Part C		
	#1	#2	#3	#1	#2	#3	#1	#2	#3
Automatic Cannon									
Laser Cannon									
Heavy Bolts									
Missile Launcher*									
Mortar									

*Note that the Missile Launcher construction requires the use of the kneeling or one-knee-down sets of legs. All of the other weapon sets can be set up next to standing models, but the Missile Launcher uses the kneeling model as a required structural component. (The guardsman is holding the launcher in his hands.) The GW kit comes with six weapon team miniatures, three of which have to be used with the Missile Launcher (due to the kneeling legs). You will need 24 additional guardsmen to crew your weapons, or 30 if you do not want to use the included models.

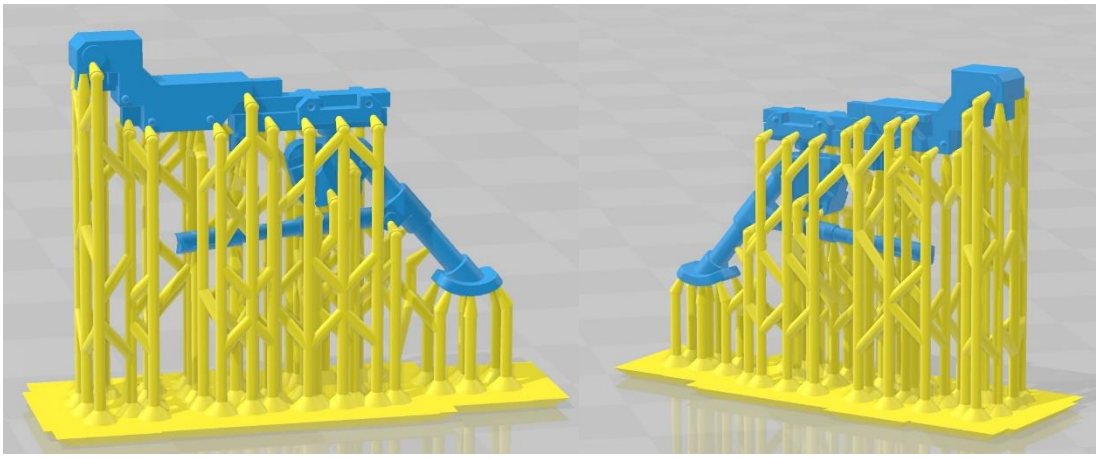
Our kit comes with:

- 12 x Part A (4x three A sprue, each A has the crank in a different position)
- 6x Part B (2x three B sprue, 2x plain and 1x with canteen strapped to leg)
- 3x Part C (1x three C sprue)
- A practice sprue containing 1 Part A, 1 Part B, and 1 Part C.
- 12x 50mm round bases

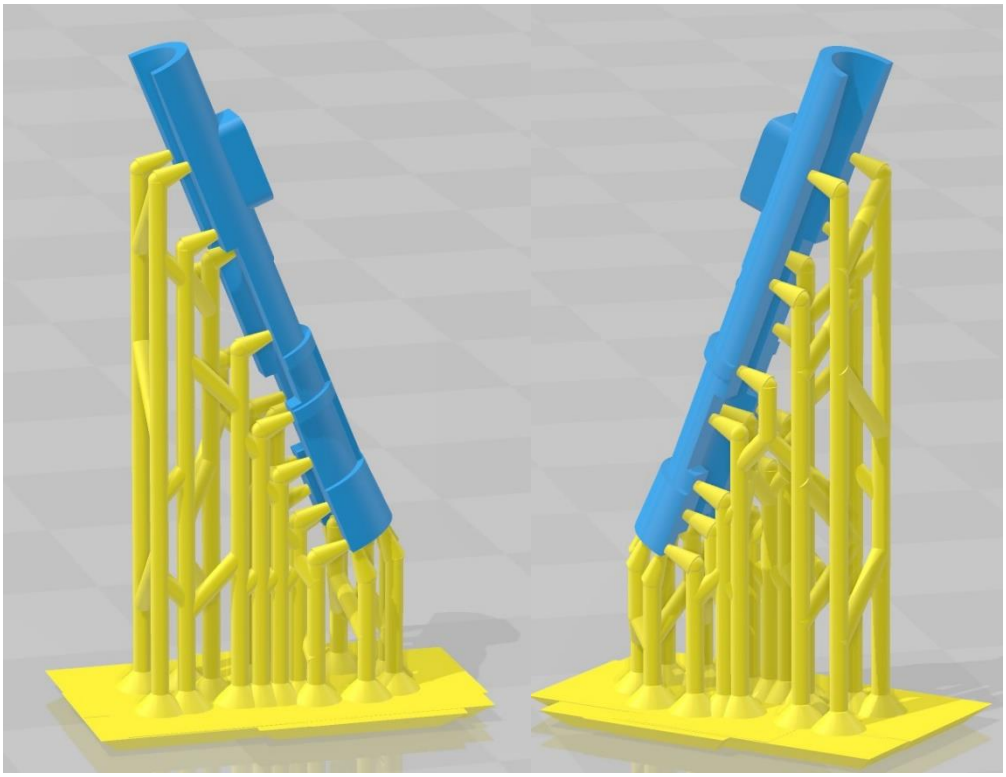
They have been printed in clear resin and cleaned in Isopropyl Alcohol. They have not had a finishing, final curing applied. We have found it much easier to remove the supports from the parts when they are still a little soft. Use a sharp knife or clippers. Once the supports are removed, place them under an appropriate curing lamp (~405 nm black light) or in the sun for a minute or two. You want them to turn the slightest bit yellow. The darker they are, the more brittle the part will be. If they turn brown, they will be so brittle, they will break easily. Once they are cured, you can use sand paper or files to remove all support artefacts.



Color render of Part A (blue). Remove the supports (yellow).



Color render of Part B (blue). Remove the supports (yellow).



Color render of Part C (blue). Remove the supports (yellow).