

# **ELDAR REVENANT TITAN** WITH PULSARS

## COMPONENTS LIST

- 1. Head Crest
- 2. Head Mask
- 3. Cockpit
- 4. Short Decorations (x4)
- 5. Long Decorations (x4)6. Holo-Fins
- 7. Primary Exhausts (x4)
- Right Primary Engine
   Left Primary Engine
- 10. Collar
- 11. Right Shoulder
- 12. Left Shoulder
- 13. Torso
- 14. Upper Arm (x2)15. Shoulder Rings (x2)16. Right Pulse Laser
- 17. Left Pulse Laser
- 18. Pulse Laser Cables (x2)

- 19. Abdominal Plate
- 20. Tertiary Exhausts (x2)
- 21. Hips
- 22. Pulse Laser Barrels (x2) 23. Leg Guards (x2) 24. Right Thigh

- 25. Left Thigh
- 26. Secondary Engines (x2) 27. Rear Guard
- 28. Pelvis
- 29. Front Guard
- 30. Knee (x2)
- 31. Leg Engines (x2) 32. Lower Leg (x2) 33. Heel Engine (x2)
- 34. Heel (x2)
- 35. Foot Arch (x2) 36. Toe (x2)

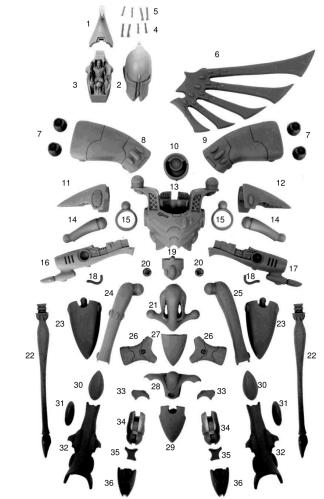
This kit contains all the pieces required to build the Eldar Revenant Titan
To glue the resin pieces together and to plastic kit parts
use Citadel Super Glue.

NOTE: We have cast this kit using the most advanced techniques
and the best quality resin, but due to the nature of the casting process your
model may contain very slight air bubbles. These can easily be filled with
model filler or super glue. Any slight warpage of thin parts can easily be
corrected by immersing the part in hot tap water for about 1 minute then
carefully bending it back into shape.

THIS IS NOT A TOY

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Not suitable for children under 15 years of age. WARNING: Resin dust can be harmful if inhaled. Always wear a dust mask or respirator when sanding or sawing resin parts.



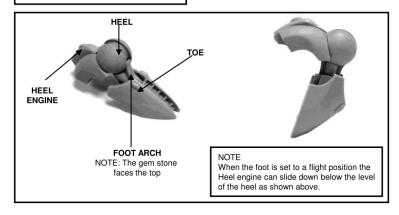
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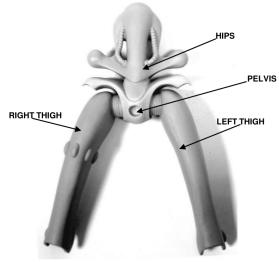
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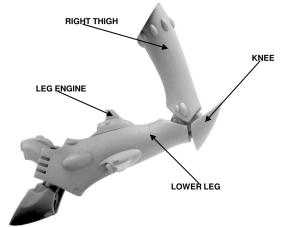
Forge World, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK. Tel. 0044 (0)115 916 8177

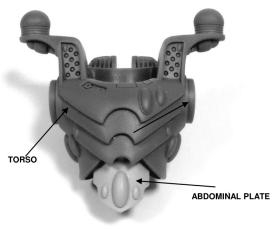
### NOTE

When constructing your Revenant Titan it is worthwhile to have the pose you want the Titan to be in decided before you begin. We recommend starting construction with the legs and working up.

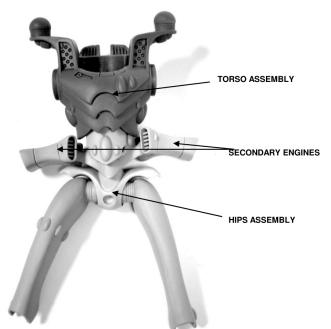


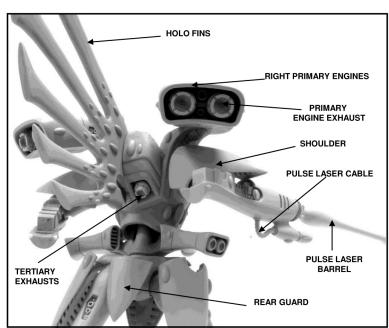


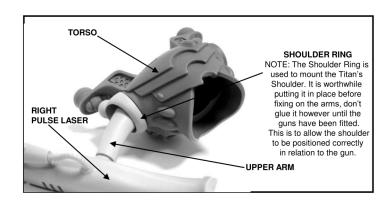


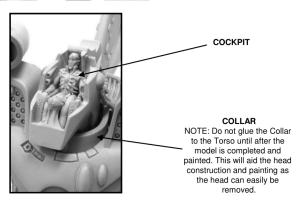


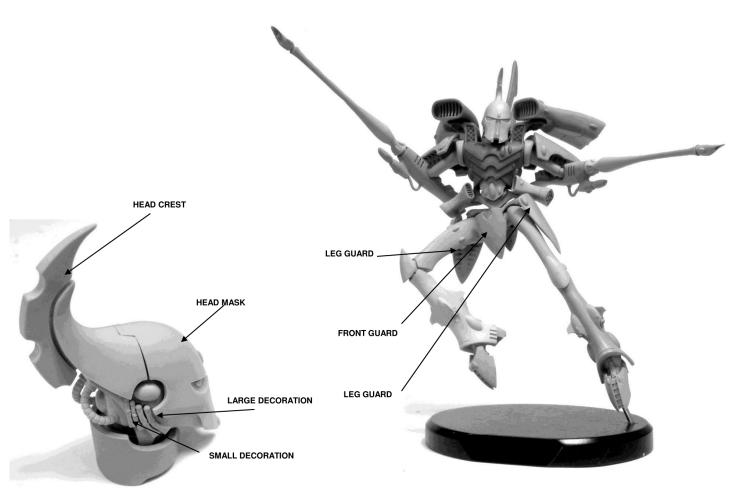
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DECORATIONS

These are a great way to represent movement on the head. They can be bent in to shape by holding with tweezers and gently heating with a hairdryer. Once heated bend to the desired shape that matches the direction of motion that the model has been posed in. The head shown above demonstrates backwards movement.