



Western Federation
Thunderbird Build-Guide.



Western Federation Thunderbird



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1. Lightning. Clear Resin. Painting Optional.
2. Resin Base. For gaming purposes glue resin base (2) onto MDF 140mm base (4).
3. Optional flying brass rod. Match colors on rod to holes on model.
4. 140mm MDF base.
5. Right wing.
6. Left wing.
7. Head.
8. Chest/Torso.
9. Waist/Legs.
10. Right Foot.
11. Left Foot.
12. Tail.



Use Instant Glue and Instant Set (accelerator) for ease of assembly.



Build entire Thunderbird model first, then it is suggested that you paint it before attaching to the rock base.

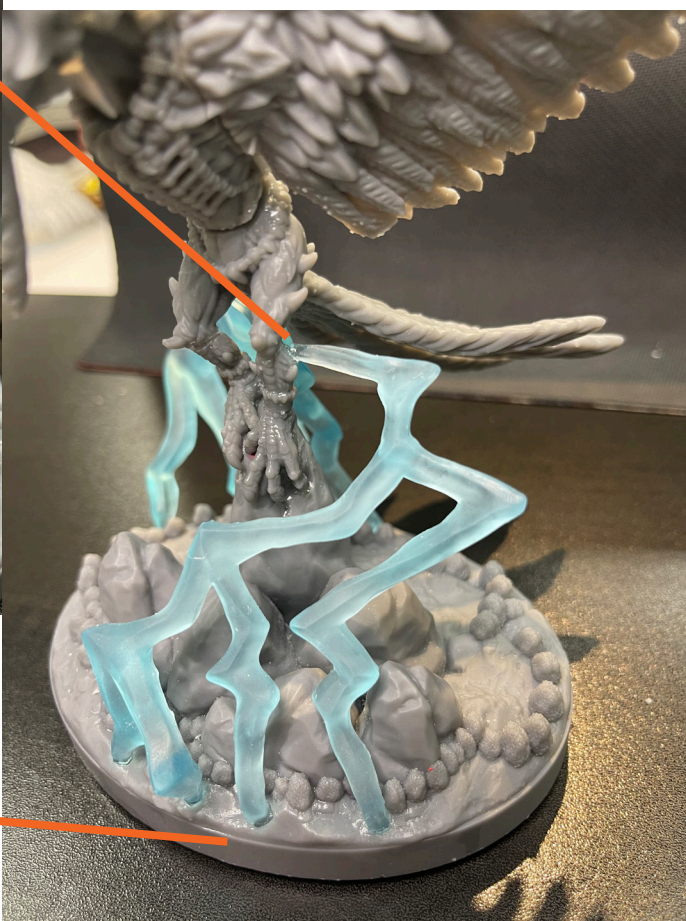
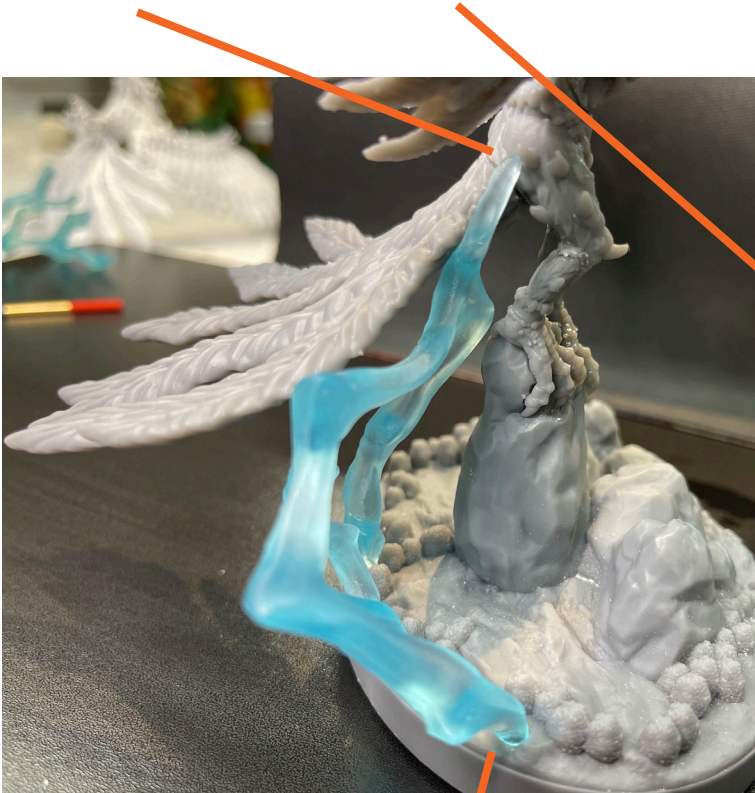
Use instant glue to adhere the feet onto the base. The feet fit neatly into presculpted area on rocks.

After gluing onto base (also suggested that the base is painted before attaching Thunderbird to it), ensure that model will have a strong bond on base by adding additional glue onto area between feet and rock.

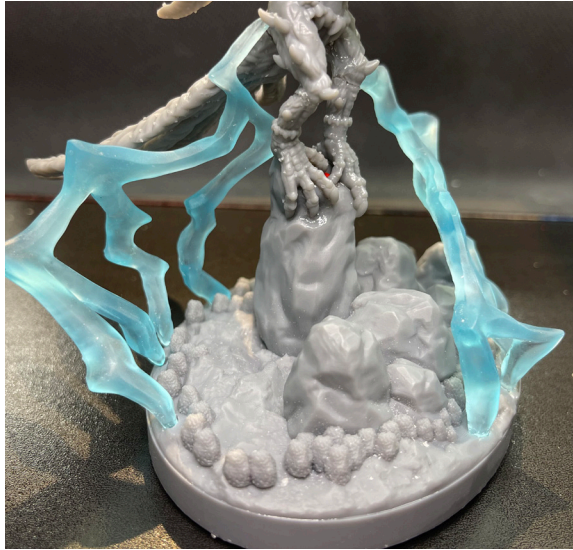




Points on the lightning also connect to the Thunderbird so as to provide additional support for the model. Glue those touch points as well.



Lightning pieces fit into pre-drilled areas on the base.

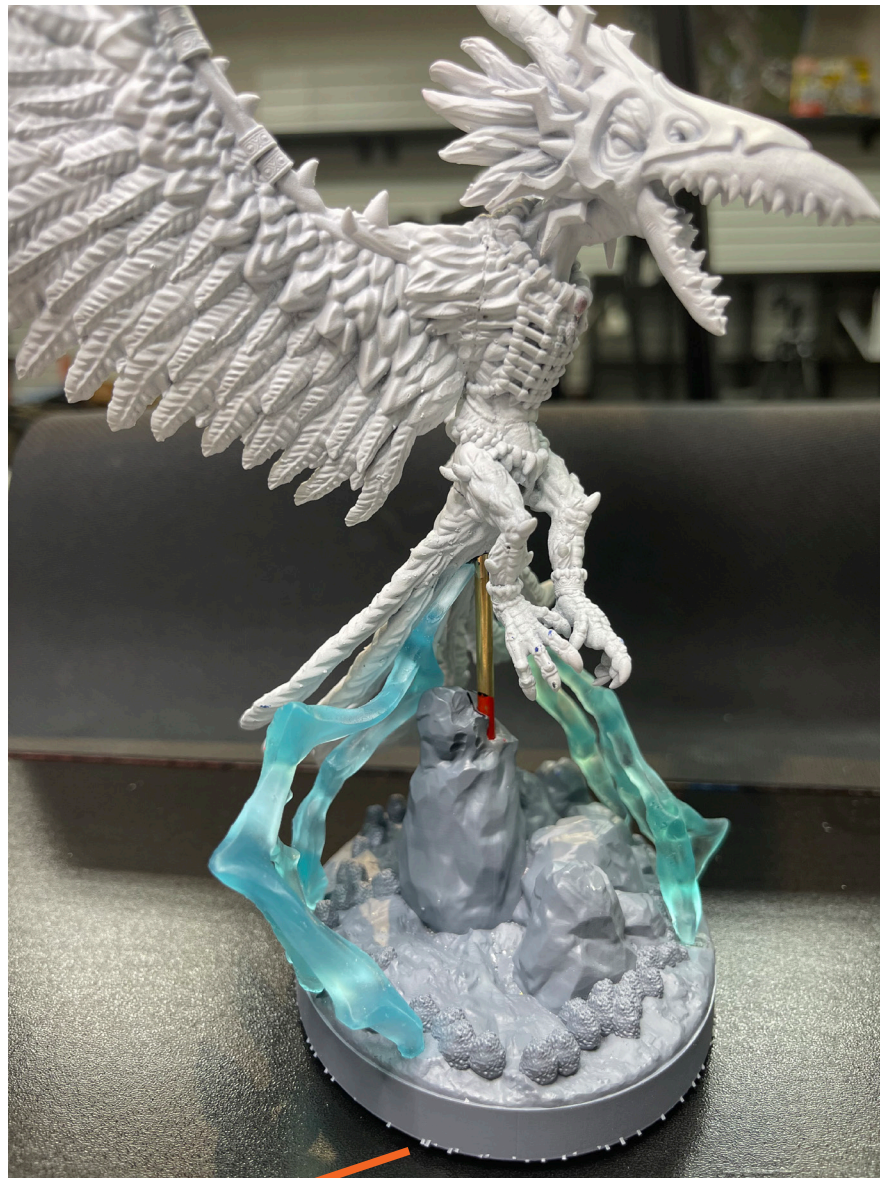


Thunderbird on base with lightning bolts.

Optional Build. A brass rod is provided so that you can build your Thunderbird in flight. Match the colors on the rod to the pre-drilled holes on the model.



As with the non-flying base option, it is recommended that you paint the bird and the base separately before connecting to each other for final assembly.



“Flash” Or extra bits of resin material maybe present on the model. This is part of the manufacturing process and can be easily removed with a hobby knife or mold line remover.



As with the non-flying base option, the upper points of the lightning connect to the bird or the brass flying rod, depending on your preference.



Make sure to position the lightning upper ray in between the two left feathers of the Thunderbird as shown on this photo.