

KONFLIKT '47



VOGELSPINNE

ASSEMBLY GUIDE



The scuttling Vogelspinne light walker is a perfect choice to range ahead of your Axis forces.

Whether hunting infantry or armour, it can strike quickly before withdrawing to safety. Often fielded as a scout, this nimble machine can be a real handful for the enemy!

ASSEMBLY GUIDE KEY



Assembly stage



Do not glue

22

Part number



Previous assembly stage



Special assembly instructions



Optional assembly



Drill part

Follow this simple guide to build your Axis Vogelspinne

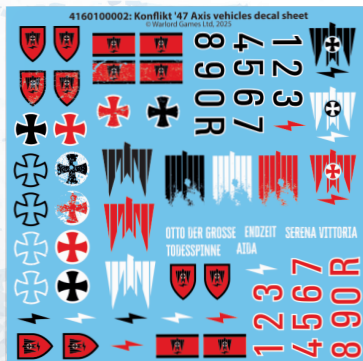
Carefully remove each component from the frame with clippers or a craft knife. Trim off excess plastic before assembling. Test fit all parts before applying glue.

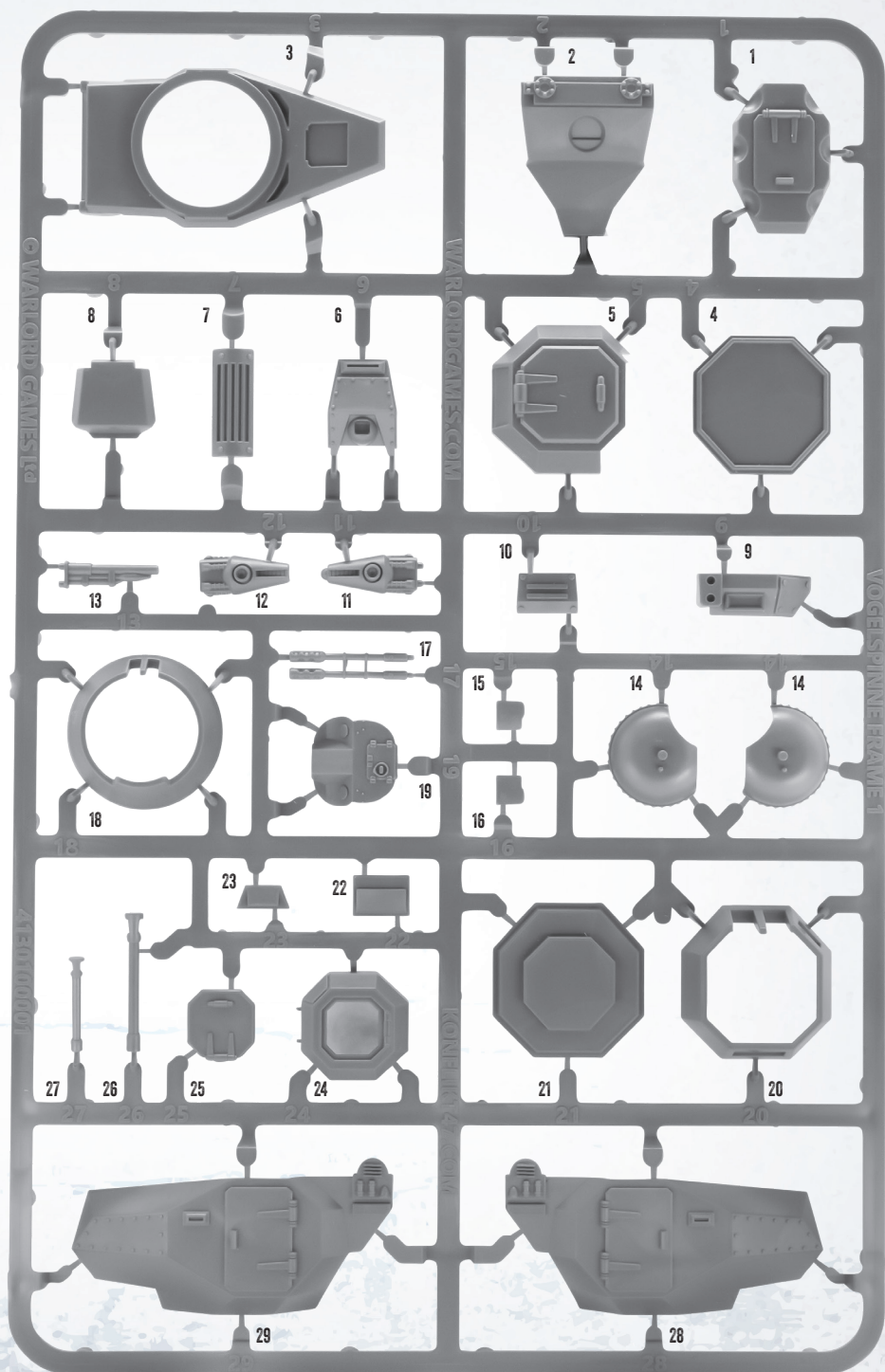
We recommend using polystyrene cement to assemble the kit, and to use this in a well-ventilated area.

Keep tools, glues, paints, and small components away from children. Warlord Games recommends this kit for ages 14 and over.

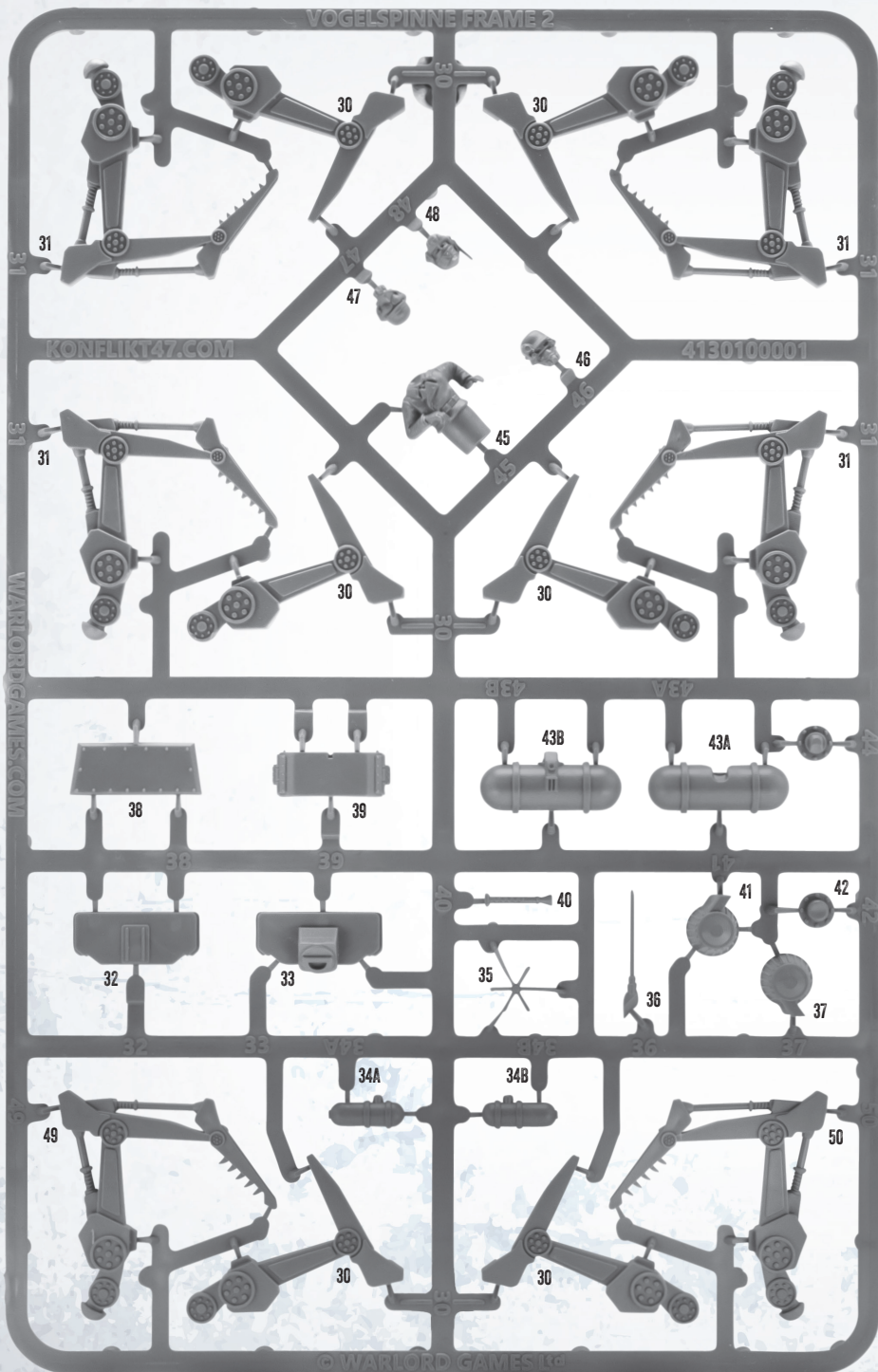
DECAL APPLICATION GUIDE

- Apply a coat of gloss varnish to the areas that will receive the decal and allow this to dry fully.
- Cut out a decal from the sheet and soak it in lukewarm water for 1-2 minutes.
- Once the design has started to separate from the backing paper, use tweezers or a wet paintbrush to slide the design into place on the model.
- Use a tissue to dab away any excess water from the model and allow to dry.
- Apply a coat of matt varnish to seal the decal in place.

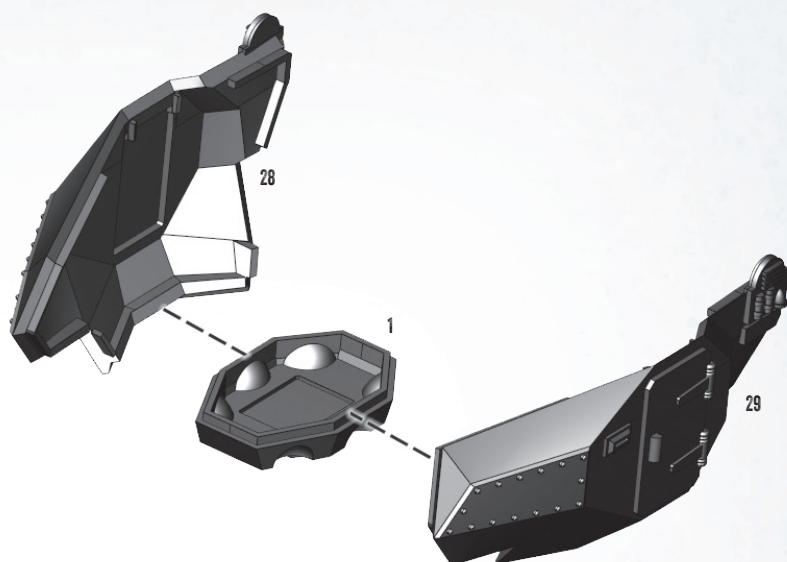




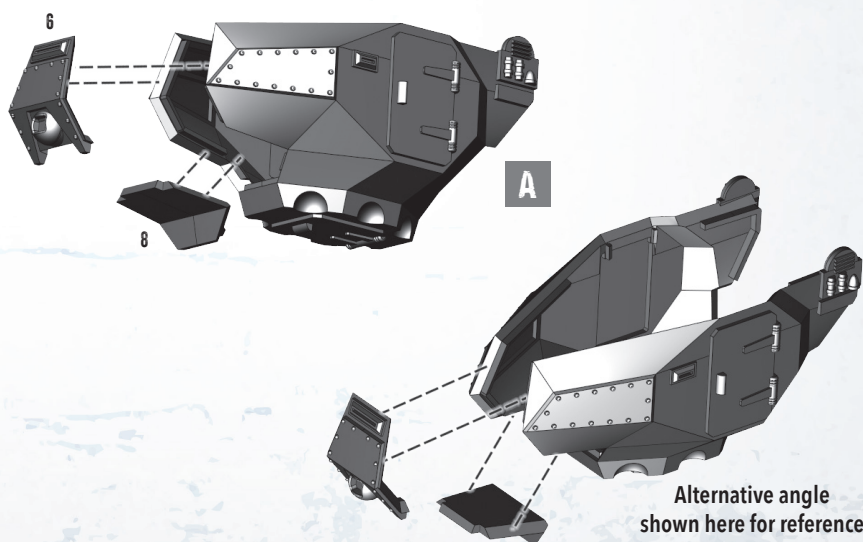
VOGELSPINNE FRAME 2



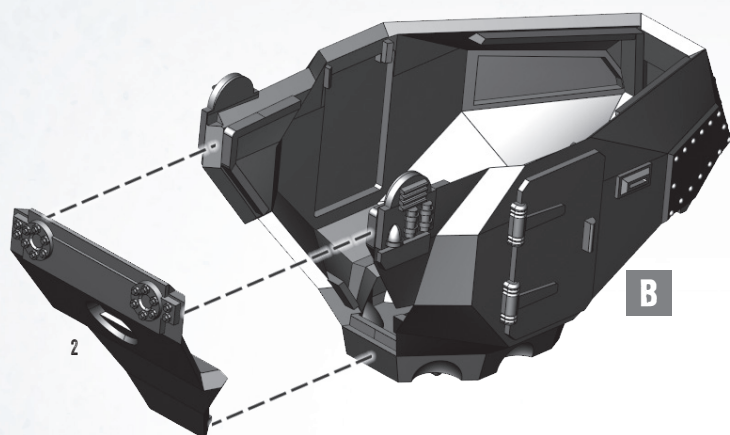
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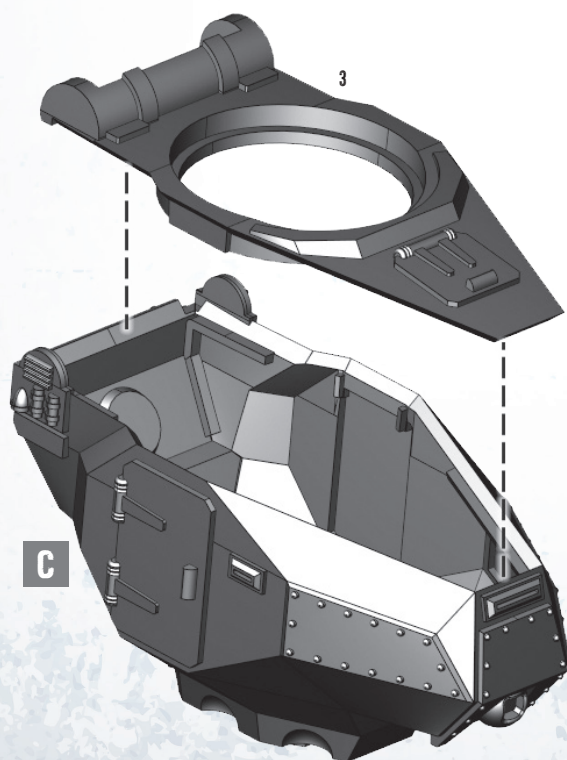
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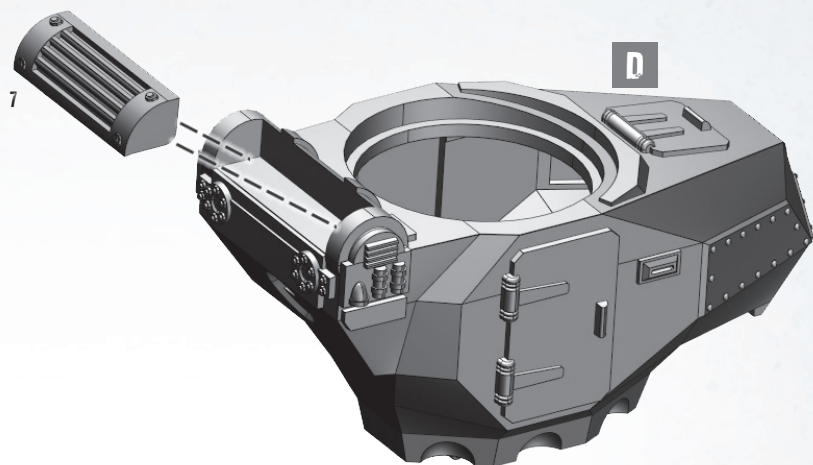
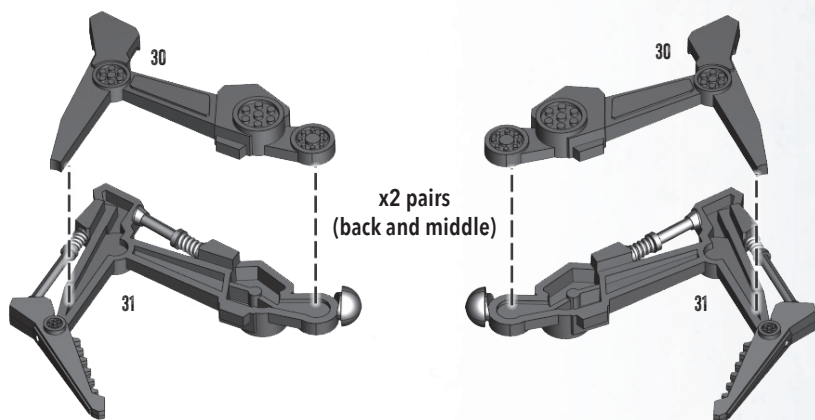
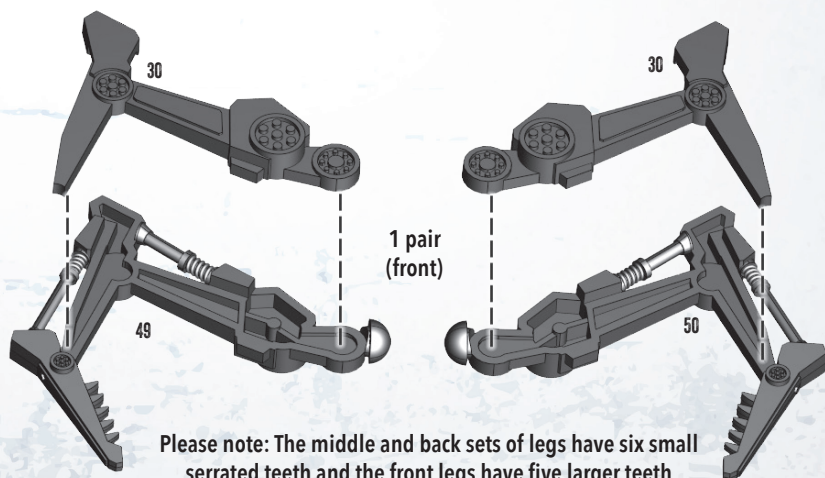


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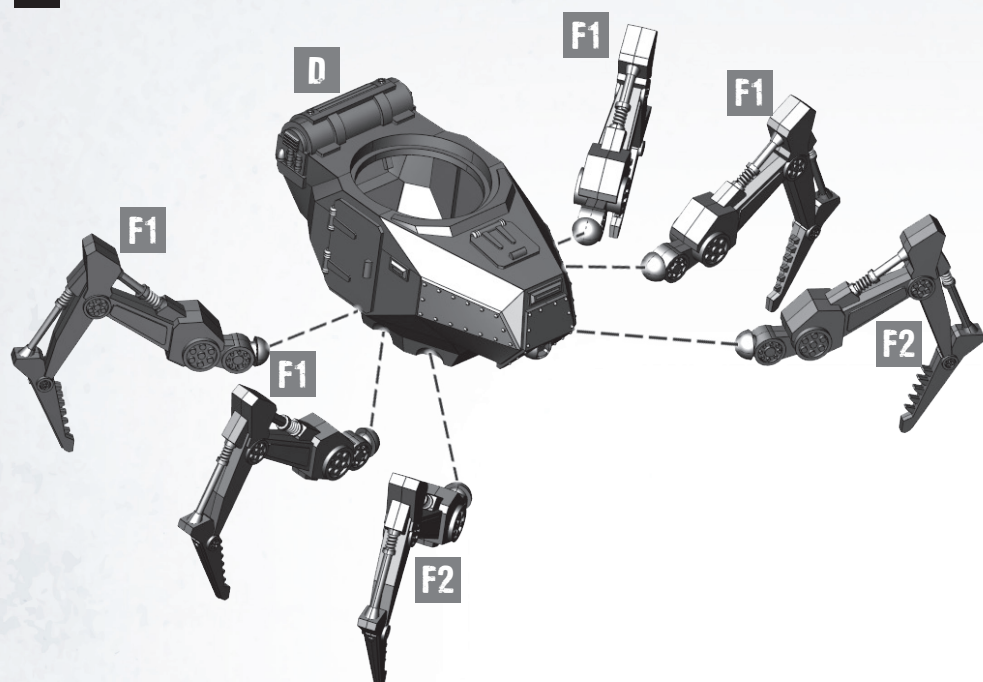
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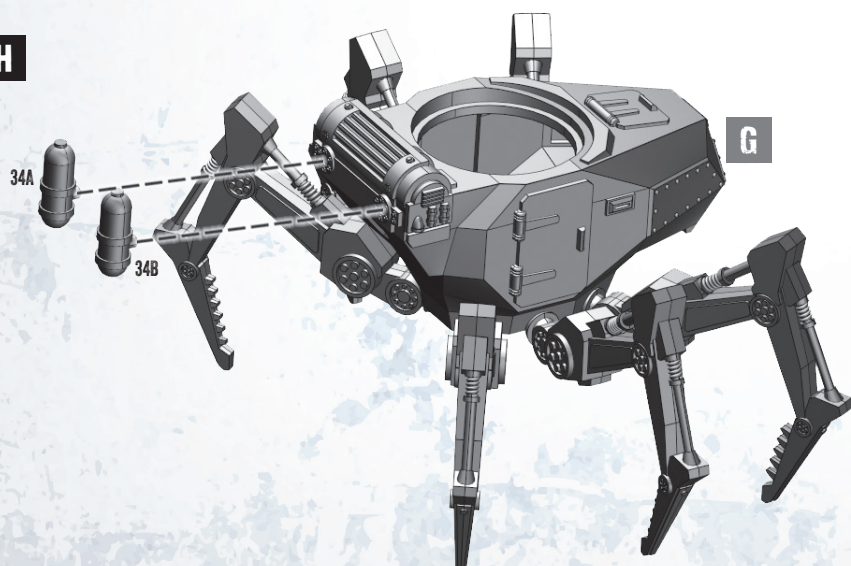
E**F1****F2**

Please note: The middle and back sets of legs have six small serrated teeth and the front legs have five larger teeth

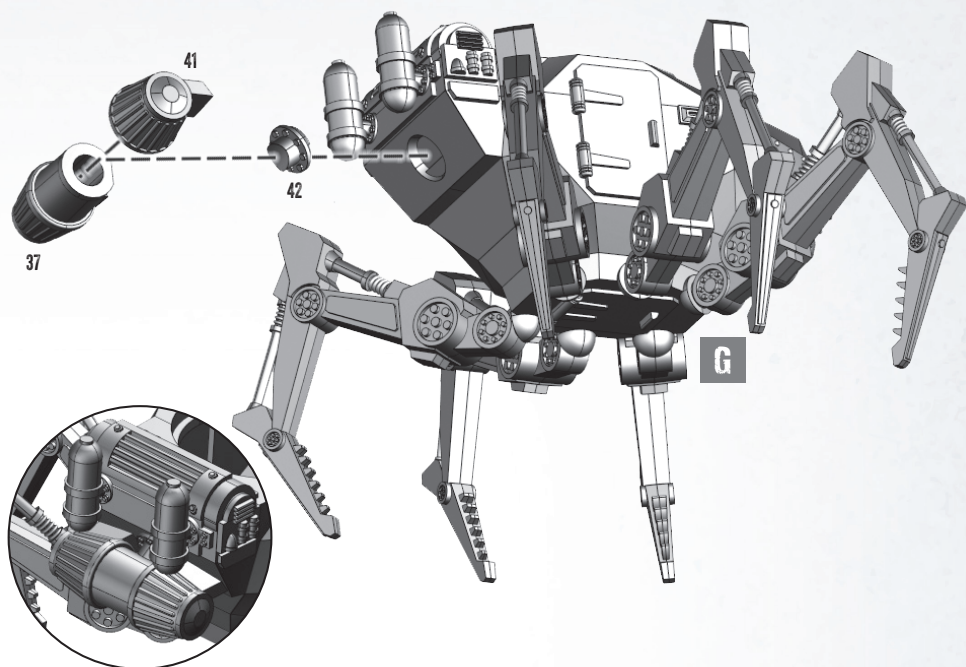
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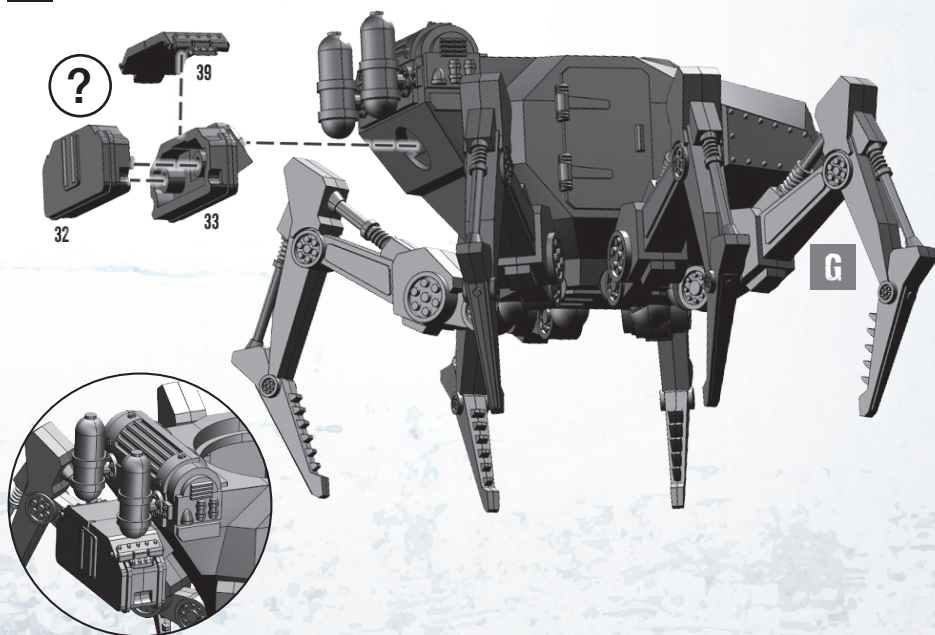
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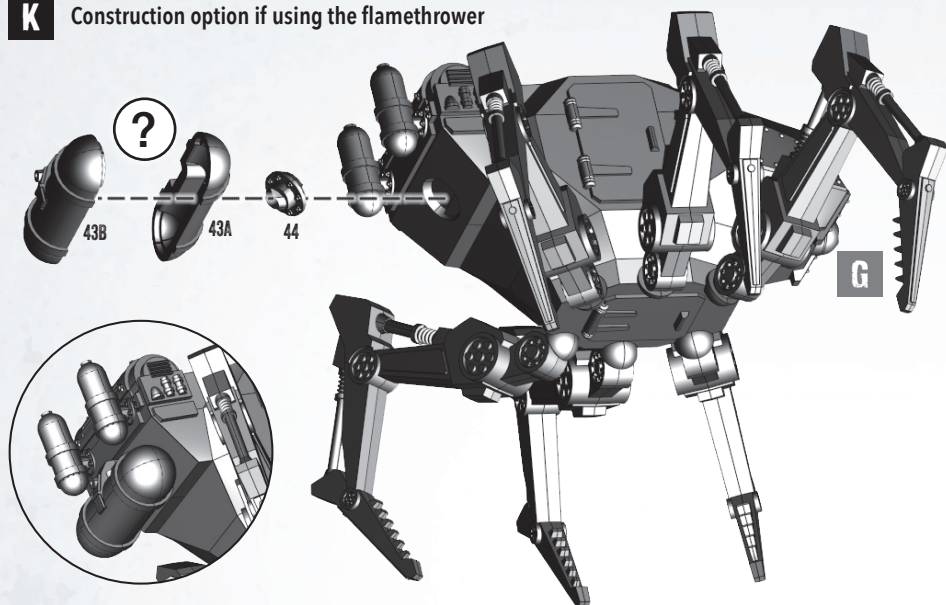
I Construction option if using the Maschinen Schwerer



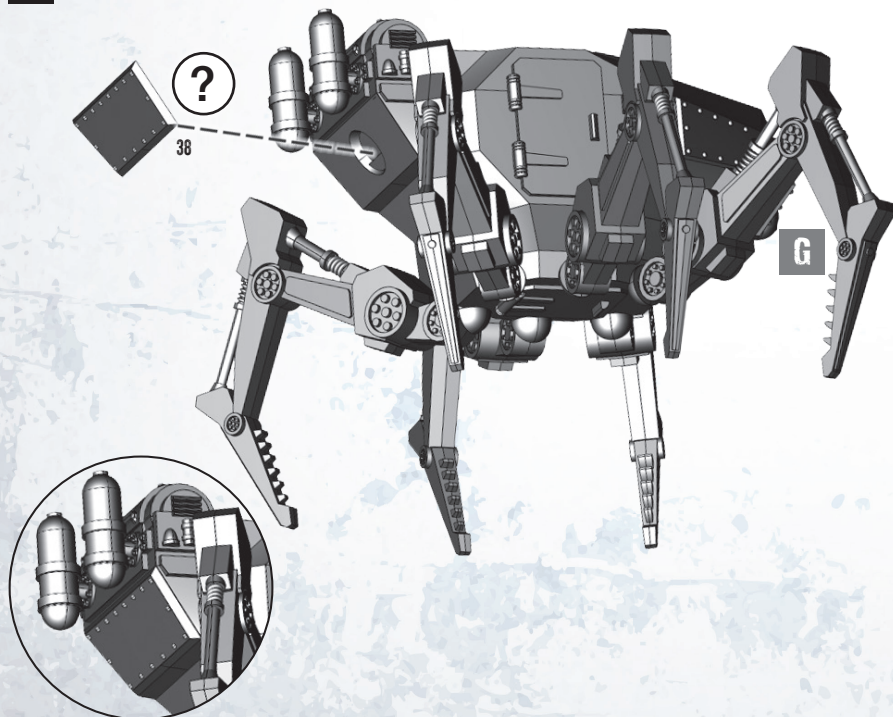
J Construction option if using the twin light autocannon

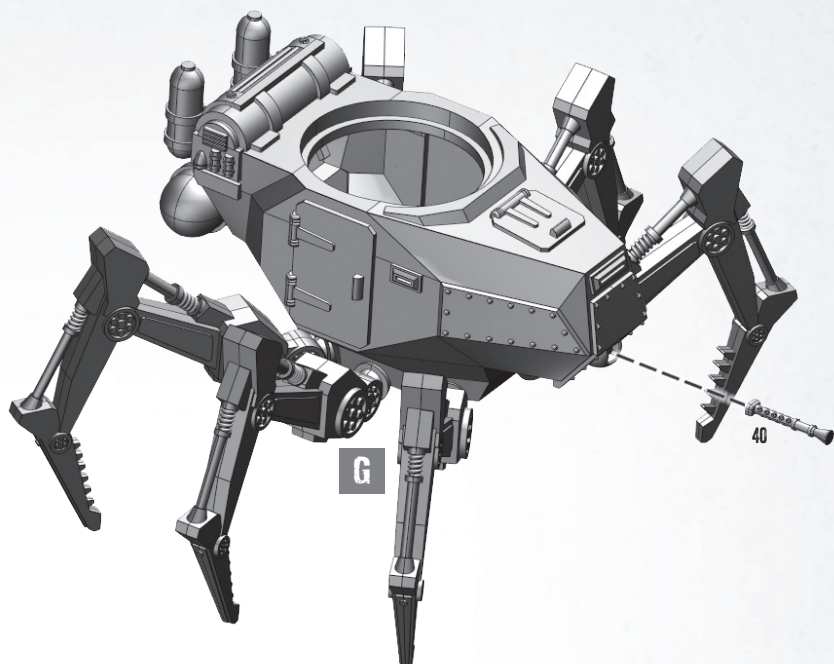


K Construction option if using the flamethrower

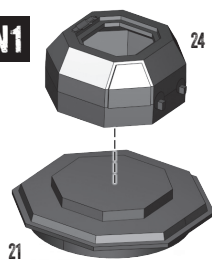
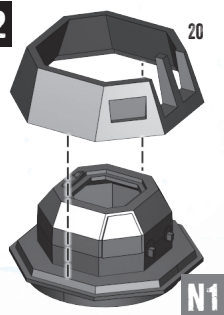
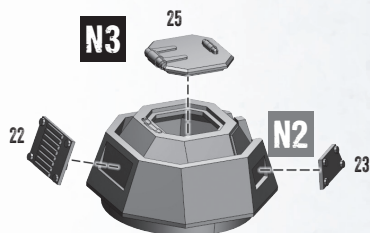


L Construction option if using the light anti-tank gun with co-axial light autocannon

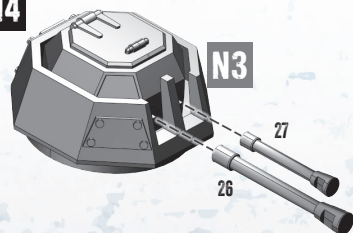


M**N**

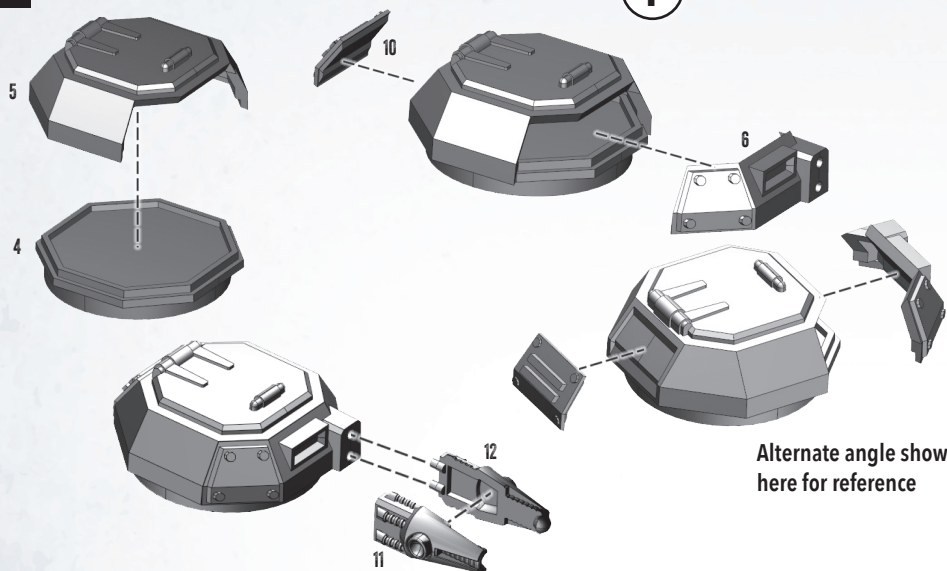
Construction option for the turret for the light anti-tank gun with co-axial light autocannon

?**N1****N2****N3**

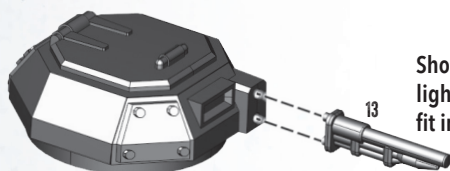
Please note: Hatch can be fixed open or closed

N4

0 Construction option for the turret for the Maschinen Schwerer

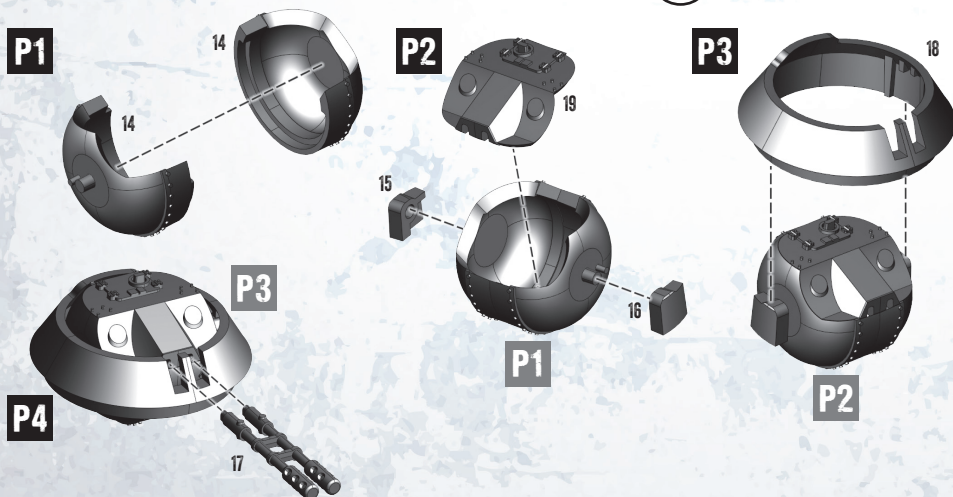


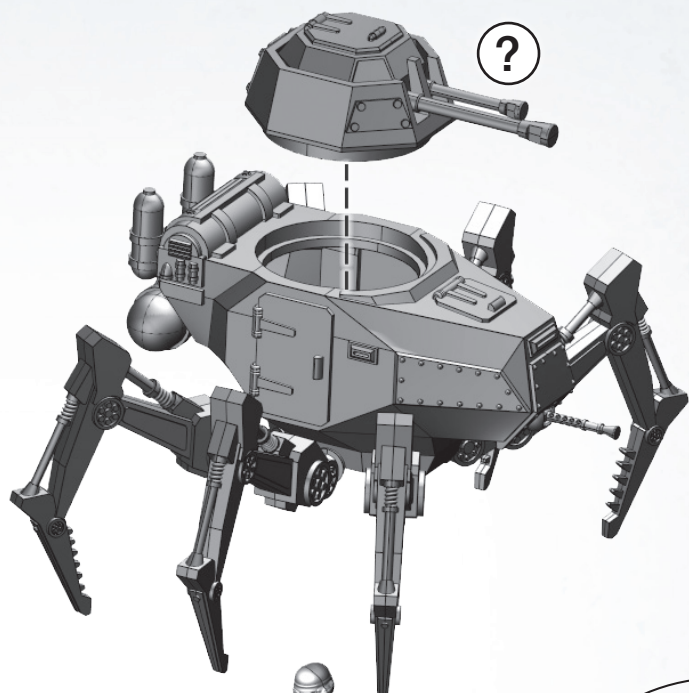
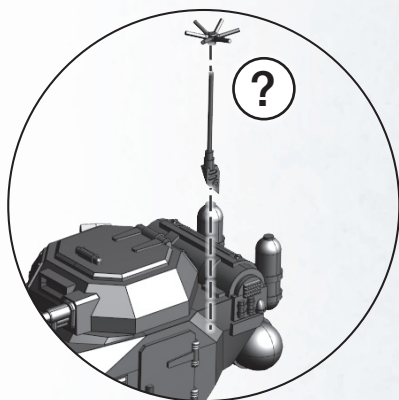
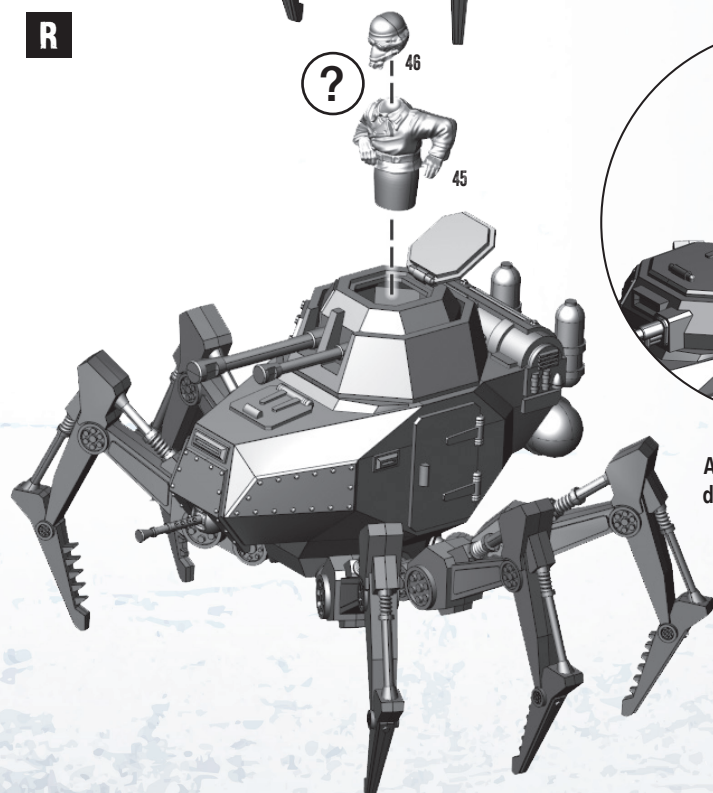
P For the flamethrower, simply use the same turret construction but with the flamethrower instead



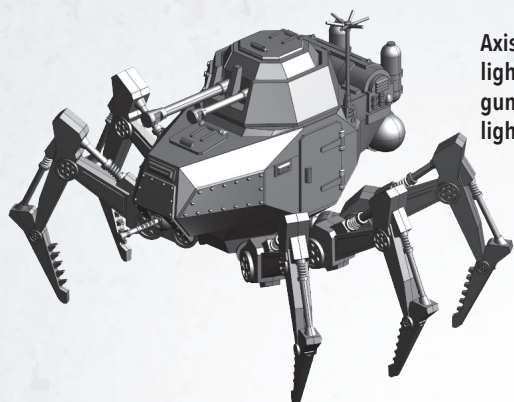
Should you wish, the twin light autocannon can also fit in this position

P Construction option for the turret for the twin light autocannon

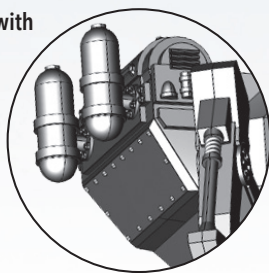


Q**R**

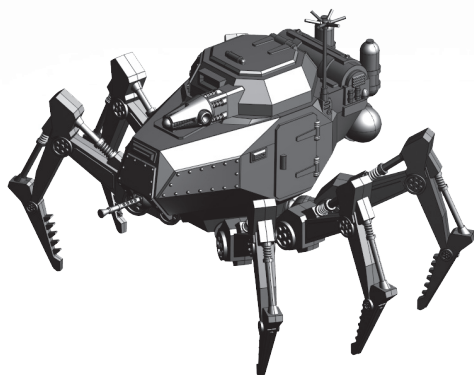
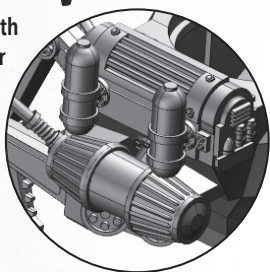
Antenna can be fitted to
denote the model being
a command vehicle



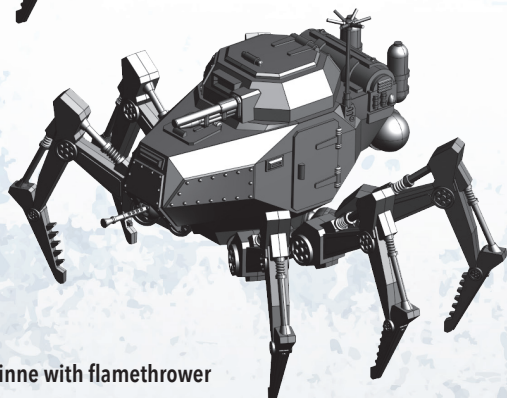
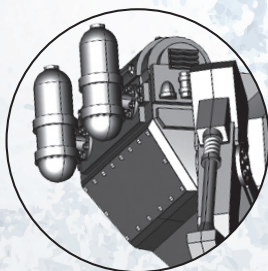
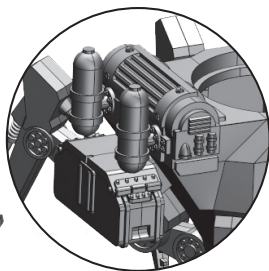
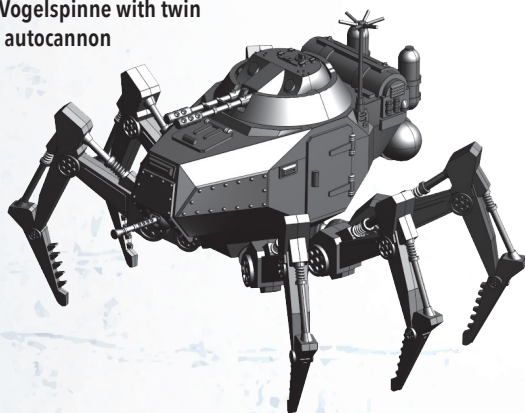
Axis Vogelspinne with
light anti-tank
gun and co-axial
light autocannon



Axis Vogelspinne with
Maschinen Schwerer



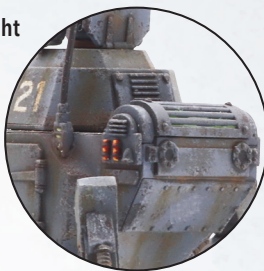
Axis Vogelspinne with twin
light autocannon



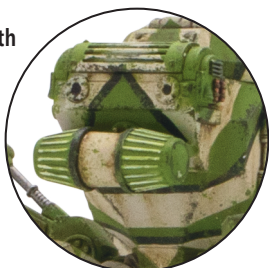
Axis Vogelspinne with flamethrower



Shown here with light anti-tank gun with co-axial light autocannon



Shown here with Maschinen Schwerer



Shown here with twin light autocannon



Shown here with flamethrower





KONFLIKT '17

**THIS IS NOT WAR.
THIS IS THE END.**

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Component code: **4170100002**