

# RHINO

## BUILDING INSTRUCTIONS

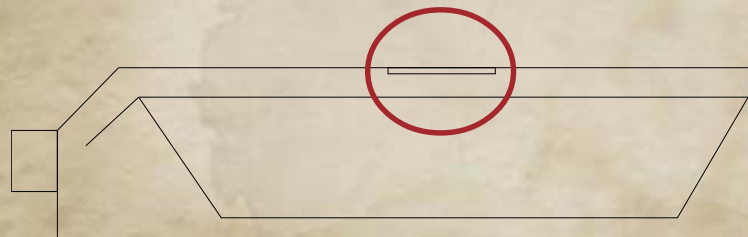
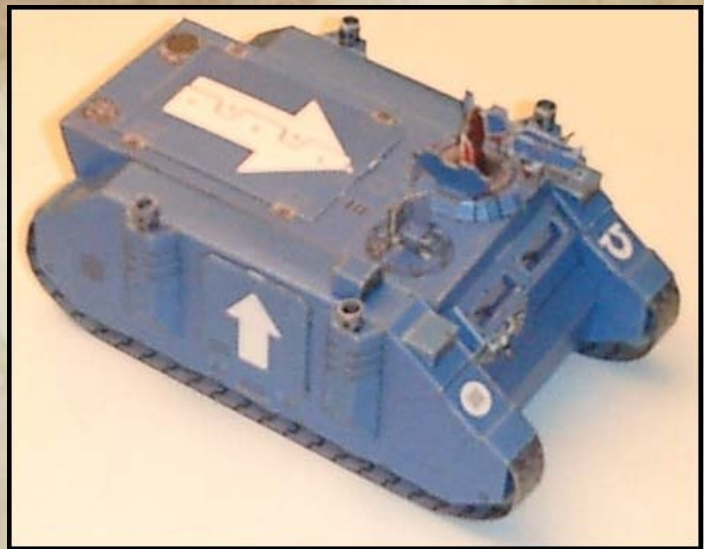


### **R**ight Body

**OPTIONS:** Open hatch (useful only for a "damaged" model), closed hatch, movable hatch.

Start with **part 1**, carefully back-scoring where indicated.

If you want to use the "movable hatch" option, remember the small cut on the top area:



If you plan to use the "closed hatch" configuration, you can proceed with the assembly, and completely ignore the hatch space (it will be covered), otherwise you will have to cut the area.

If you want to use the "open hatch" or "movable hatch" options, assemble **part 9**, paying attention to the back-scoring. **Part 9** must then be glued inside the hatch area of **part 1** before closing **part 1**.



You can then close **part 1**. Please note that there are two apparently missing glue tabs - it's on purpose, as those gaps will be used for the tracks.

Then assemble the wheels (**parts 2, 3, 4, 5, 6, 7, 8**), paying particular attention to **part 7** and **part 8**, which require back-scoring and careful assembly due to the small size. The completed wheels can then be glued to the assembled **part 1**.

Assemble the exhaust covers (**part 10** and **part 11**), paying attention to the small circular cut. Use a small pair of manicuring scissors for the hole.

Then the exhaust themselves (**part 12**) must be glued, and rolled on a small pencil or screw-driver to have them get the proper shape before inserting them in the holes in **part 10** and **part 11**.

**Part 13** and **part 14** are only useful if you are going to use the "closed hatch" or "movable hatch" solutions. If you are interested in the "closed hatch" you can remove the small central tab, otherwise it must be folded for insertion in the small cut in **part 1**.

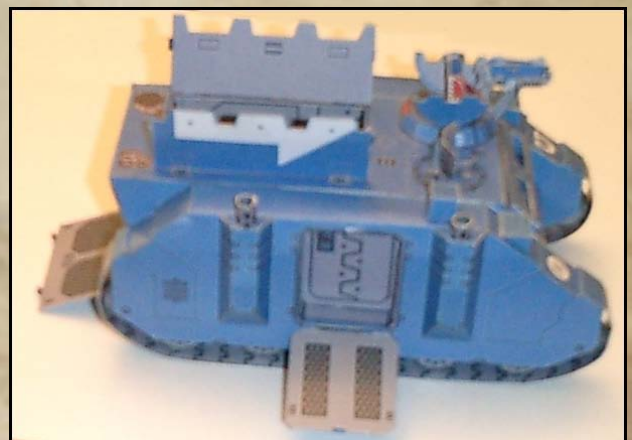
The chosen side door must then be glued (for the "closed hatch" configuration) to **part 1**, or (for the "mobile hatch" option) only the small bottom tabs must be glued, and the rest folded back.

Then assemble the lights (**part 15** and **part 16**). Note that a total of four lights (considering also **part 32** and **part 33**) have been provided instead of the normal two to allow different options (inner, outer, left, right lights). Only build what you need.

Finally, the tracks (**part 17**) must be folded in half, glued, and then glued to the underside of the wheels inserting the "excess" length into the two cuts remained open in **part 1**.

## **L**eft Body

The construction is identical, if mirrored, to the Right Body. The parts are numbered 18 to 34.





## entral Body

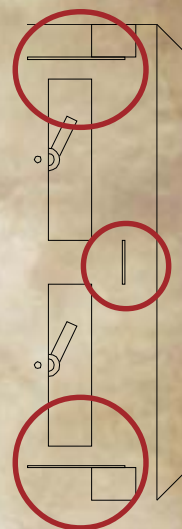
OPTIONS: Closed top, movable top, closed back, movable back.

The main part of the Central Body is **part 35**. It's a rather tricky part.

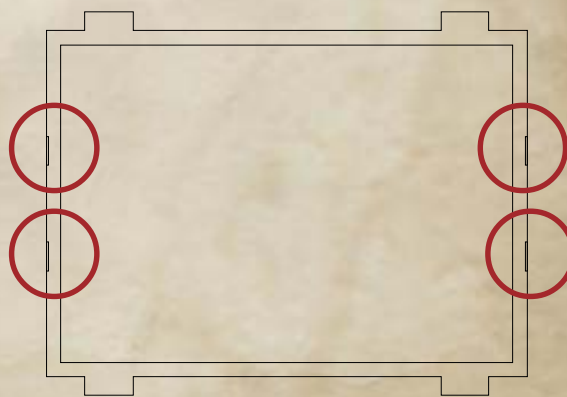
Before assembly, be sure to remember the three small cuts in the frontal part:

First, you must fold back and glue to the inside the two internal flaps, then back-score where indicated and fold the "back/inside" of the APC, glueing where indicated.

If you wish, **part 43** can be used as an internal support for the frontal part of the model. Just don't place it in the exact middle, otherwise it will block the central slit.



Before closing the roof, you must then assemble the internal seats (**part 36** and **part 37**) and glue them in place inside.



The next step is the roof - **part 44**.

If you are going to use the "movable top" option, cut away the underside of the roof, otherwise leave it in place.

The glue together the roob and fold and glue the back pylons.

If you're going to use the "movable back" option, remember the two cuts on the aft side of **part 44**, while if you are using the "movable top" option, you must also pay attention to the four small cuts on the top part:

The top hatch is available in two flavors: closed (**part 38**) and movable (**part 39** and **part 40**).

If you're going for the "closed top" option, just glue the top hatch to **part 44**.

For the "movable top" solution, you will have to assemble the two halves of the top hatch and glue the small tabs to **part 44** while folding back the two halves.



The same goes for the rear hatch (**part 45**).

For the "closed back" option it can be simply glued to the back of the model, otherwise only the bottom area must be glued and the rear hatch folded back.

Finally, the windshield cover (**part 46**) must be assembled and inserted into the areas previously cut on the front of the model.

## Turrets

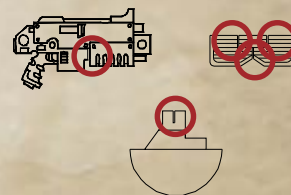
OPTIONS: Quite a lot!

The model has four possible turrets, of which any two can be fitted to the APC.

**Part 57** is the simplest one. It can be used alone (essentially, a closed manhole) or by glueing the searchlight (**part 61**) or the smoke launcher (**part 41** or **42**) on top of it.

**Part 58** is a support turret. It cannot be used by itself, but has two possible options: bolter and radar dish.

For the "bolter" option, **parts 53, 54, 55, and 59** must be assembled, paying VERY careful attention to the small cuts which will make possible the assembly:

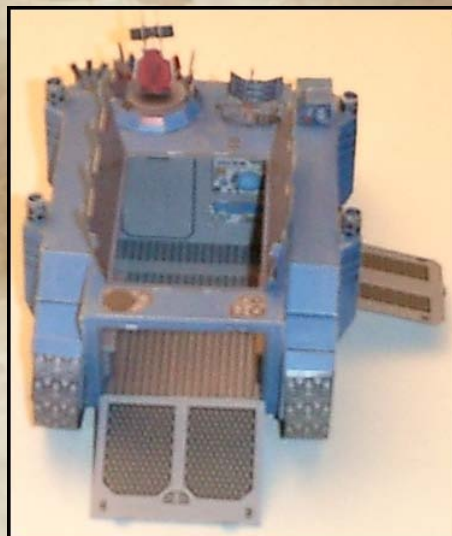


First, glue **part 59** to **part 58** so that the pintle passes through the cut-out

cross on **part 58**. Then slide **part 55** on **part 59**, then lock in position the two bolters (**part 53** and **part 54**) by sliding them on **part 55**.

For the "radar dish" option, first assemble **part 63**, being careful to back-score and fold back the two "striped" tabs before glueing the part. Then glue it to **part 58** so that it passes through the cross cut-out (it won't pass straight through, you will have to twist it a bit). Finally glue the dish itself (**part 64**) to the support.

**Part 47** and **part 48** are the bigger and more complex turrets.

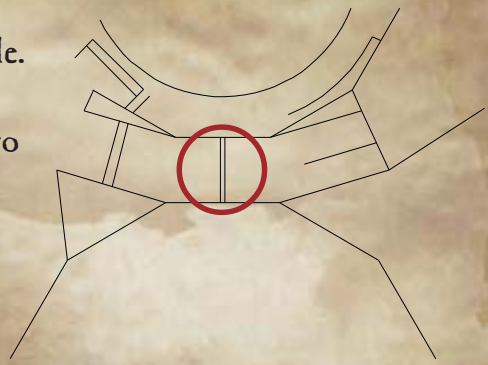




Both can be used with closed manhole or movable manhole.

The "closed manhole" option uses **part 49** and/or **part 50** to be glued on the turrets.

On the other hand, the "movable manhole" solution uses **parts 51** and/or **52** to be glued to the edges of the turrets and then folded back.



Furthermore, **part 48** allows for the assembly of a forward gun emplacement, using **parts 53, 54, 55, and 56**, with the very same instructions as the "bolter" option above.

Just be sure to remember the small cut in **part 48** if you are going to slide in **part 56**:

On the other hand, the "movable manhole" solution uses **parts 51** and/or **52** to be glued to the edges of the turrets and then folded back.

If you go for the "open manhole" solution, **part 65** (the pilot) can be used with **part 47** and **part 66** (the techmarine) with **part 48**.

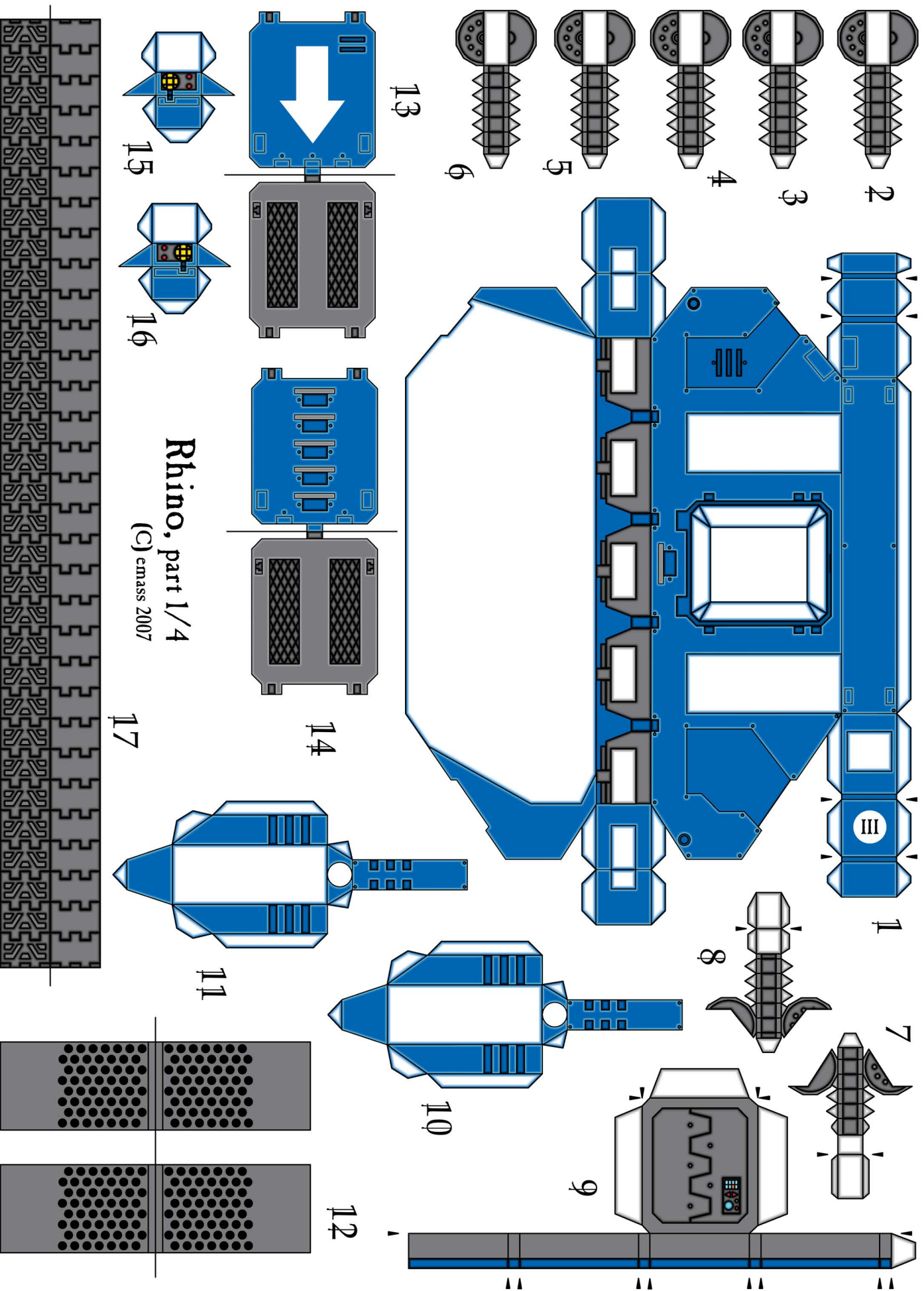
## ecorations

If not previously used on a turret, the searchlight (**part 61**) can be glued basically anywhere on the model.

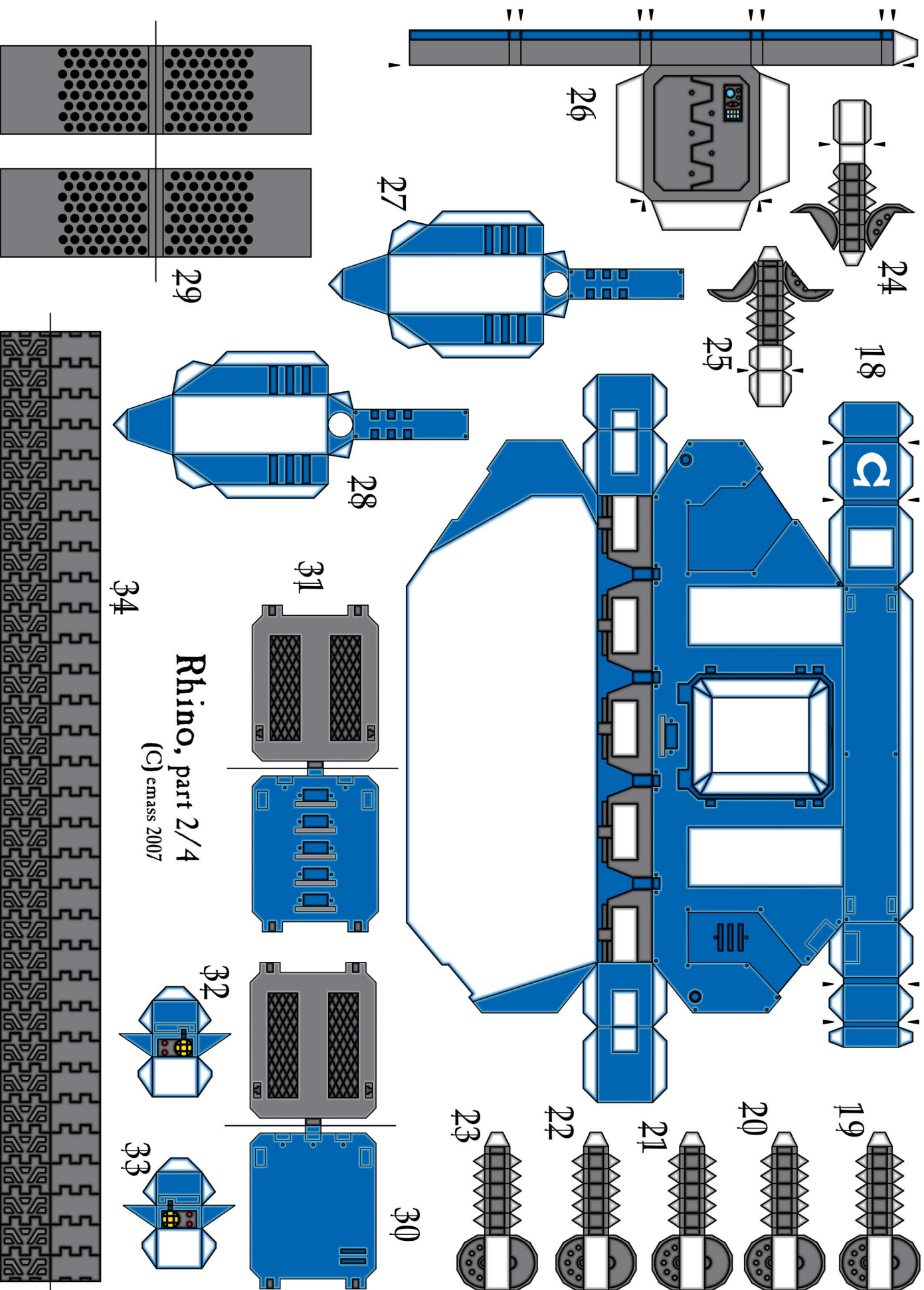
The same holds true for the smoke launchers (**parts 41 and 42**).

Finally, the eagle (**part 60**) and the scroll (**part 62**) can be glued to the model for flavor. Optimal positions are: on the front, just under the windshield, on the rear hatch, or on one of the side hatches.

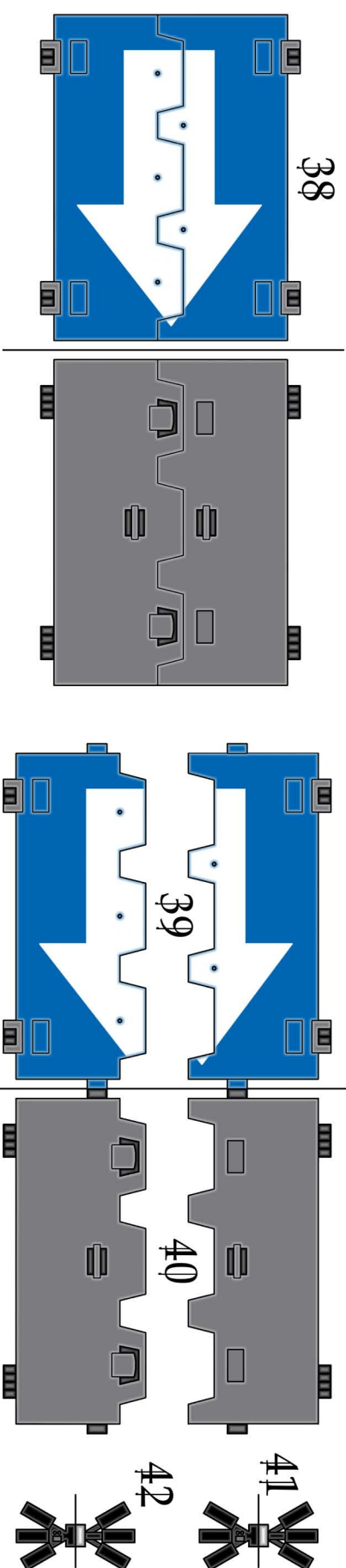
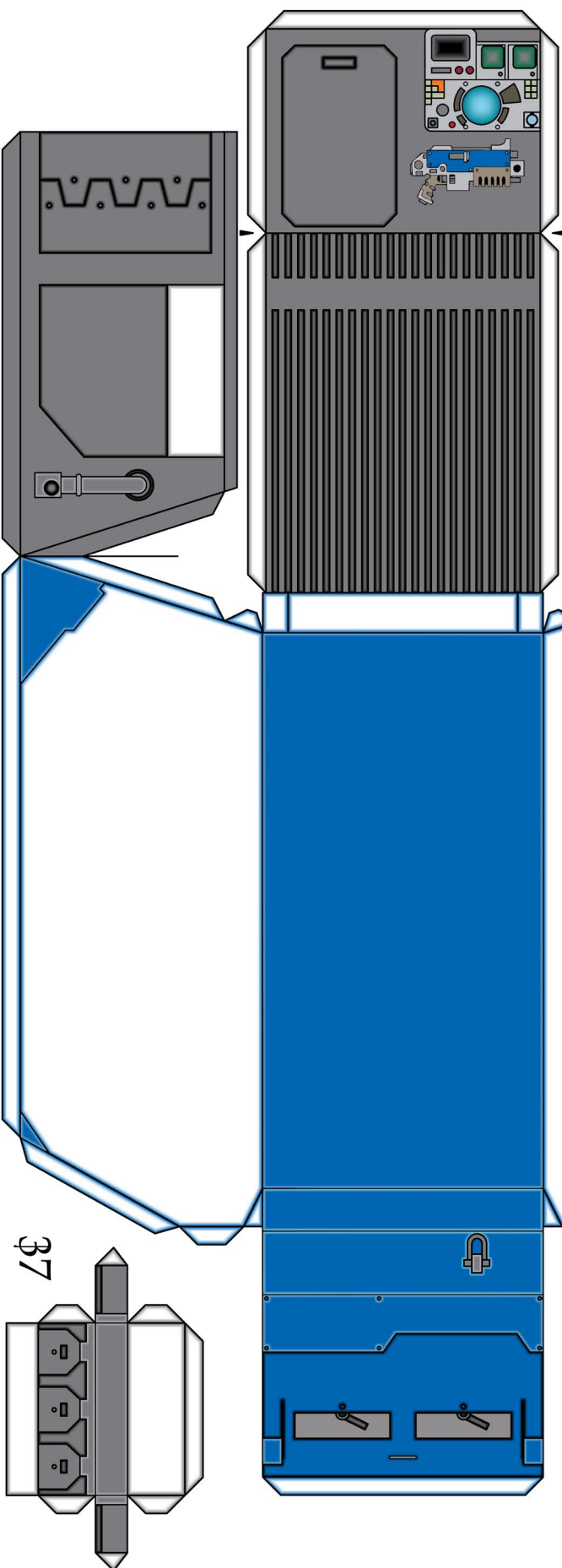
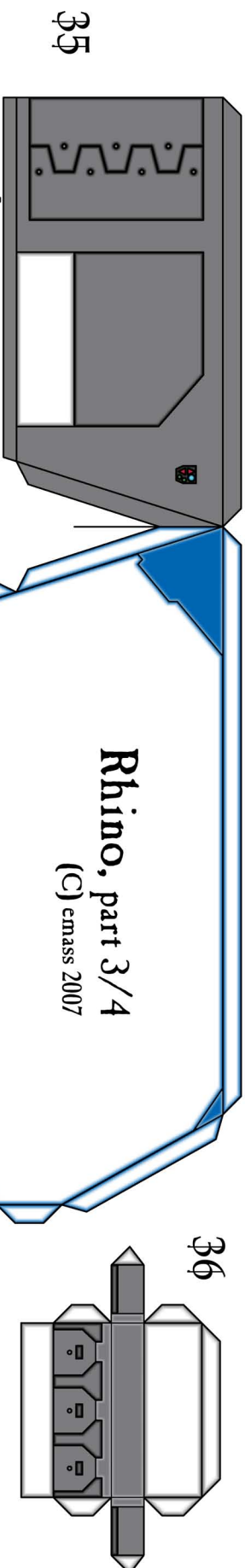




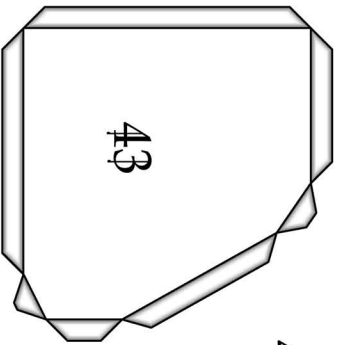




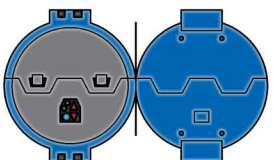
**Rhino, part 2/4**  
(C) cmass 2007



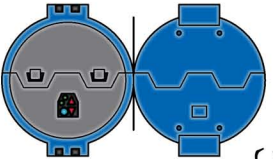




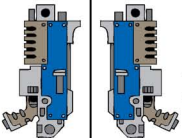
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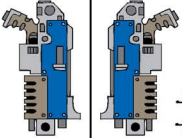
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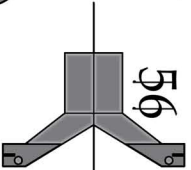
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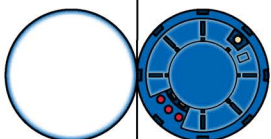
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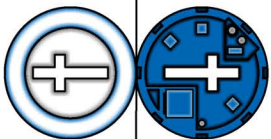
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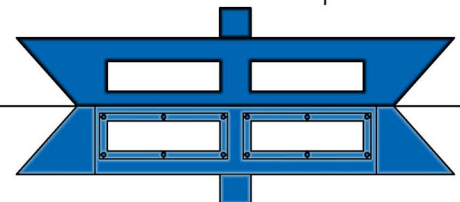
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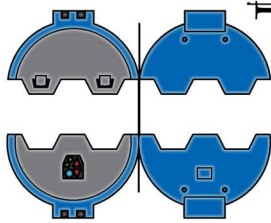
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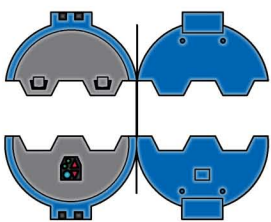
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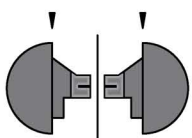
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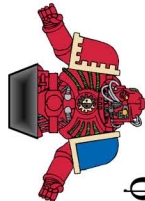
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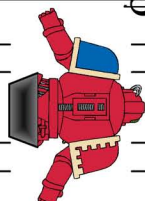
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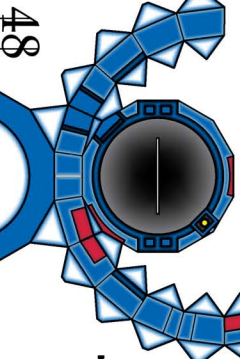
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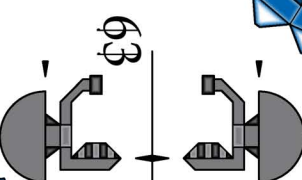
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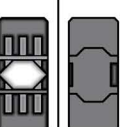
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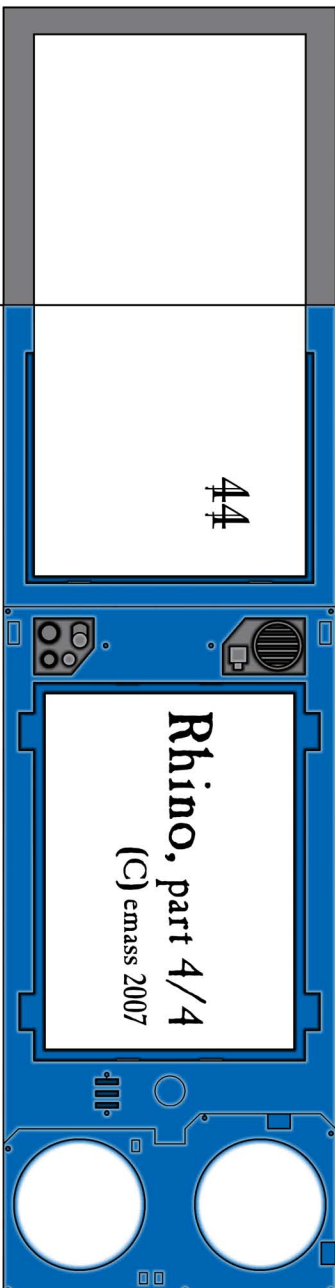
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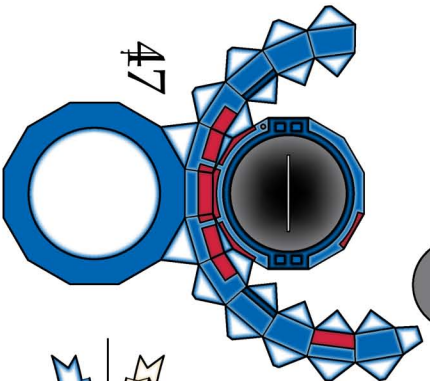
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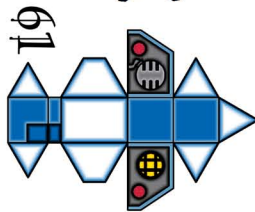
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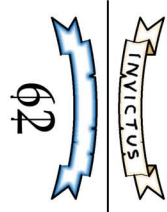
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