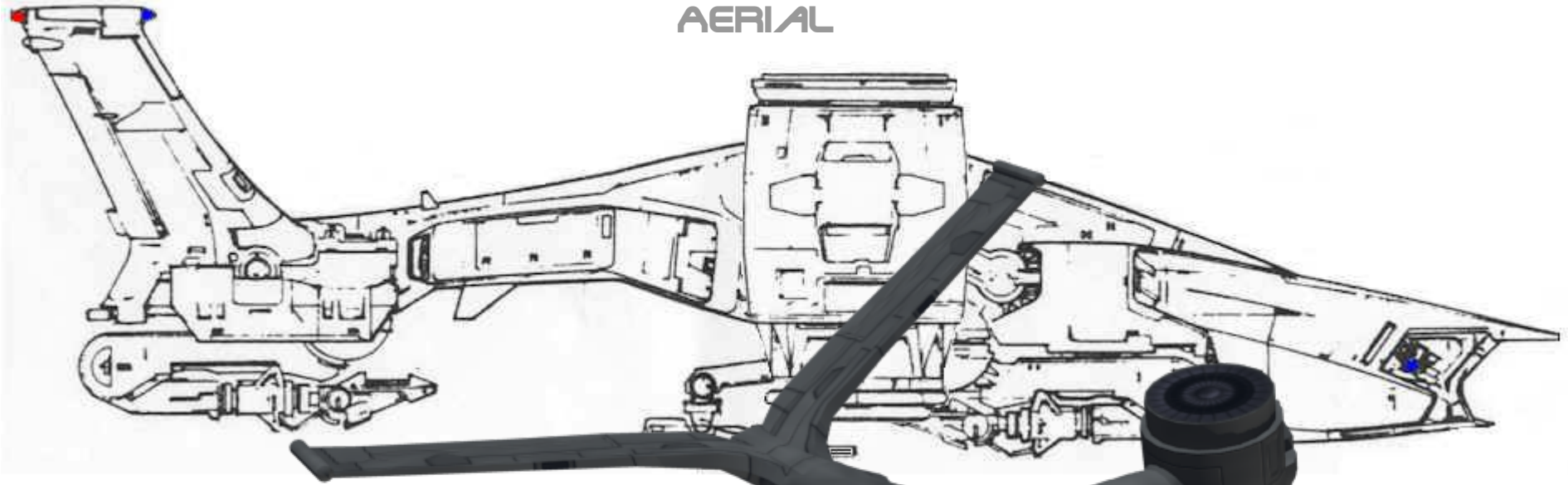



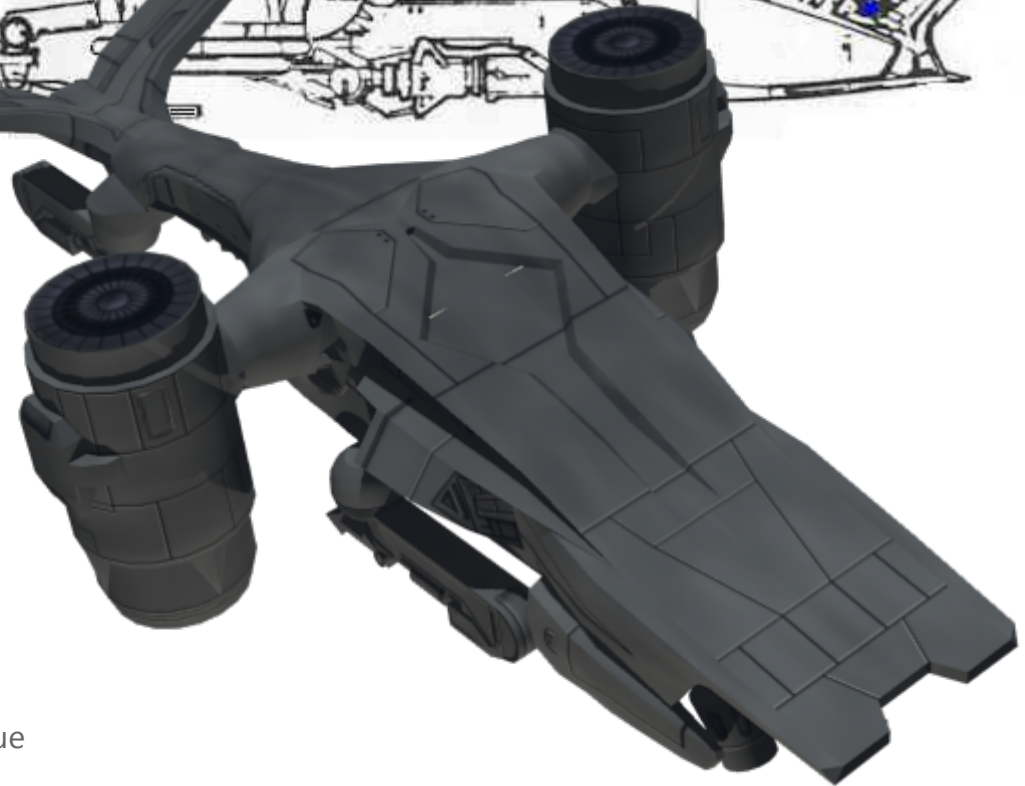
TERMINATOR HUNTER-KILLER AERIAL



- Some pieces can be very small, you can use scratch material instead,
- you can choose to keep engines, spotlights and gun free to move, so adapt your mounting this way.
- 425 parts – 429mm x 352mm x 128mm (Length x Wide x Height)
- + stand : 25 parts



 = Glue



MAIN BODY

The diagram illustrates the internal structure of a prosthetic arm. It shows a black outer shell with a yellow internal structure. The internal structure is composed of several segments, labeled F5, F7, F6, and F8. The segments are connected by joints, and the entire structure is supported by a base. The diagram also shows the internal structure of the hand, with labels for 'Inside' and 'Outside'.

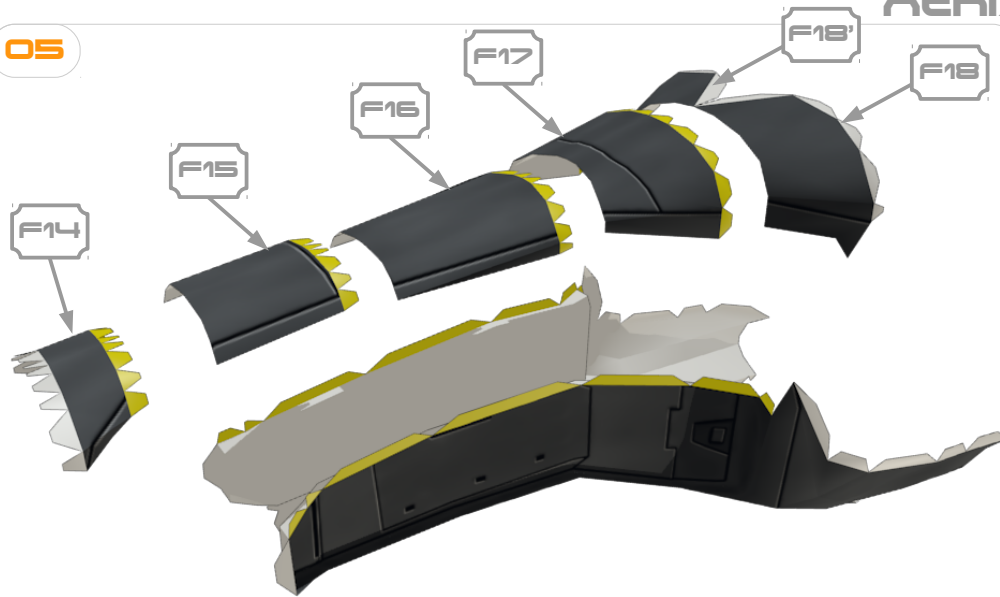
An exploded view diagram of a mechanical assembly. The central component is a long, dark grey, V-shaped part labeled F13. Above it is a smaller, yellow and black component labeled F11. To the right is another yellow and black component labeled F12. Arrows point from each label to its corresponding component.

This diagram shows the exploded view of the F9 and F10 components. The F9 component is shown in a light grey color, and the F10 component is shown in a dark grey color. The diagram includes callouts for the F9 and F10 components, and numbered callouts (01, 02, 03) indicating the assembly sequence. Cyan arrows point from the F9 component to the F10 component, showing the assembly path. The F9 component is shown in a light grey color, and the F10 component is shown in a dark grey color. The diagram includes callouts for the F9 and F10 components, and numbered callouts (01, 02, 03) indicating the assembly sequence. Cyan arrows point from the F9 component to the F10 component, showing the assembly path.

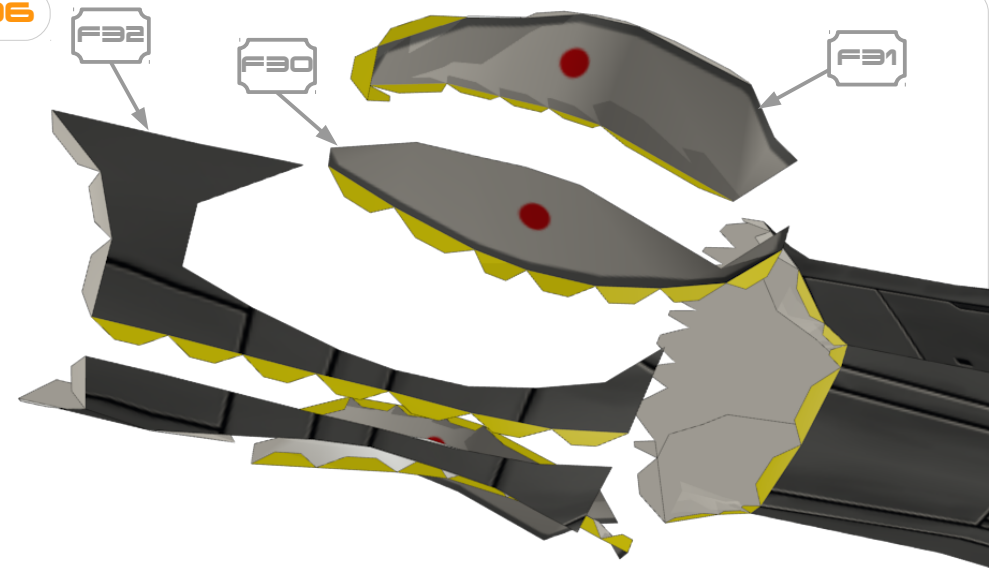
TERMINATOR HUNTER-KILLER AERIAL

MAIN BODY

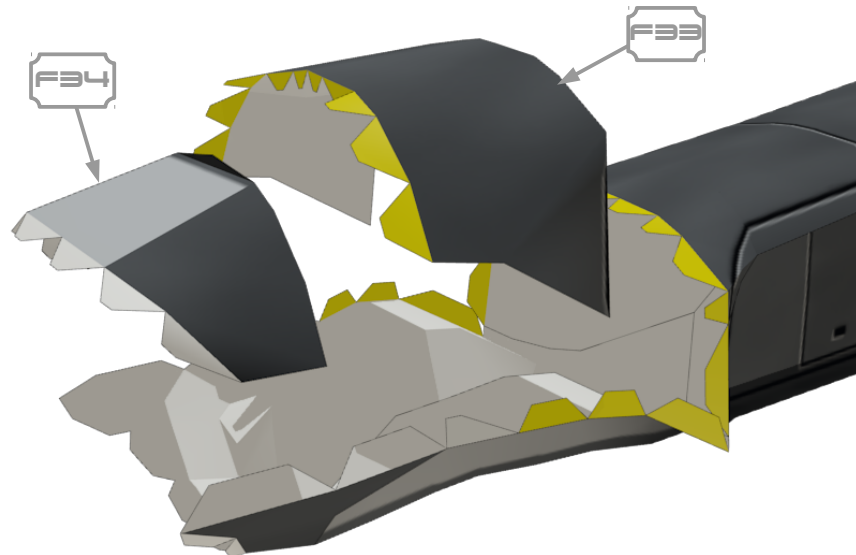
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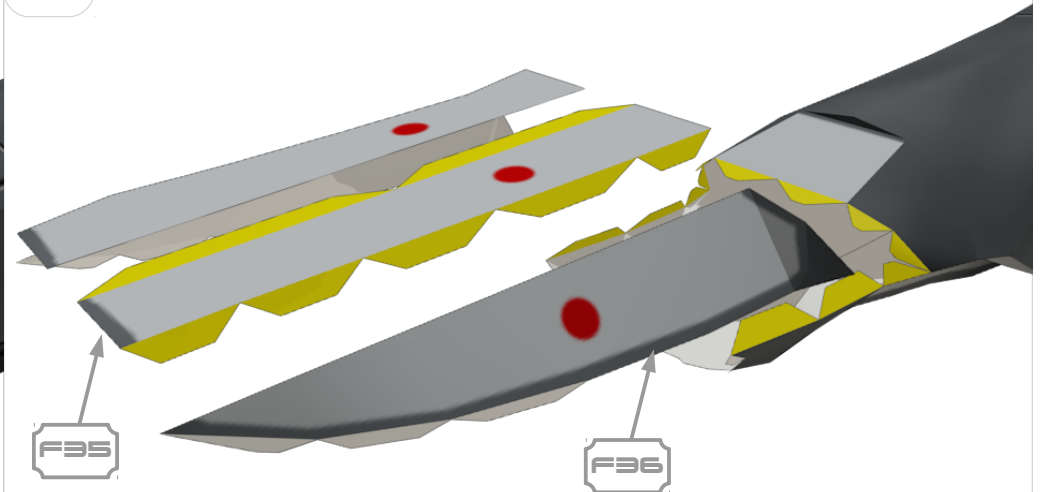
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07



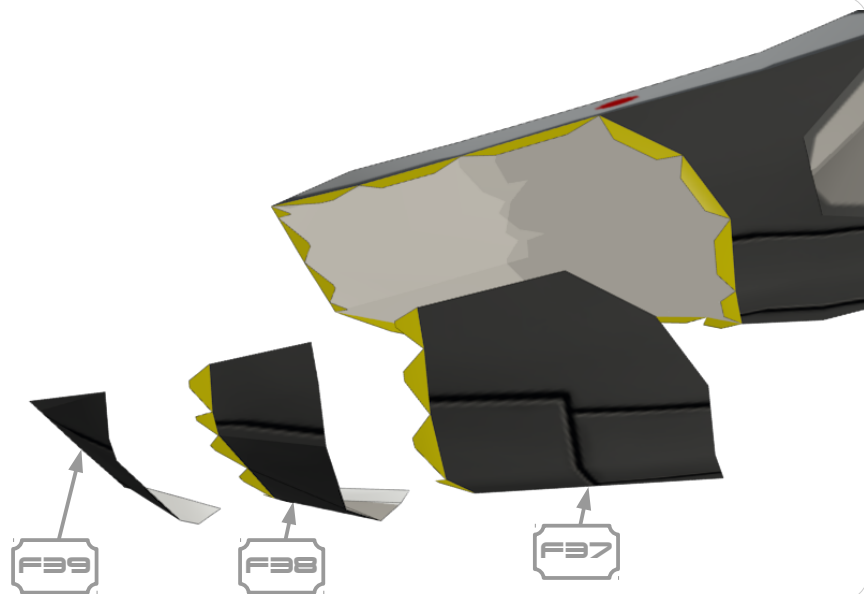
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TERMINATOR HUNTER-KILLER AERIAL

MAIN BODY

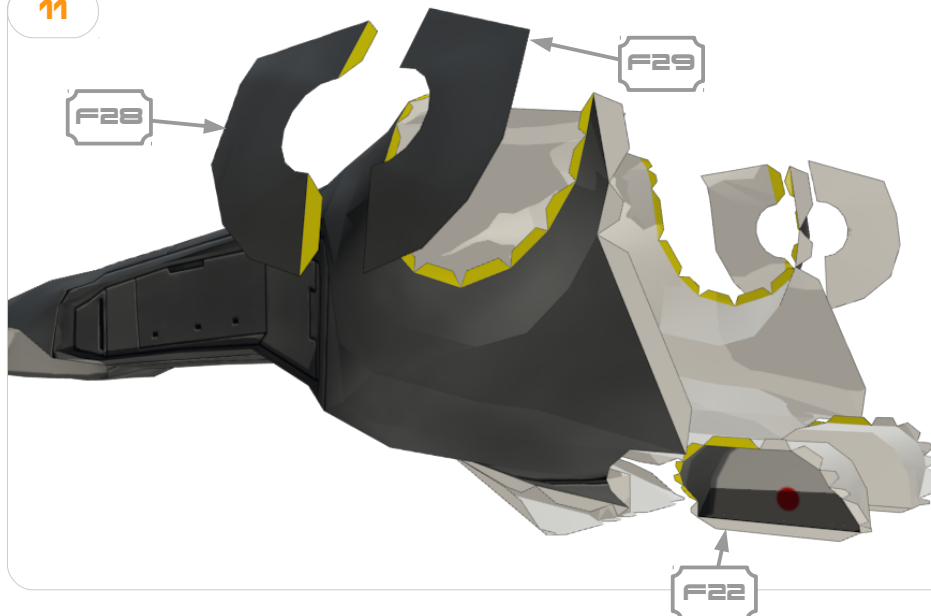
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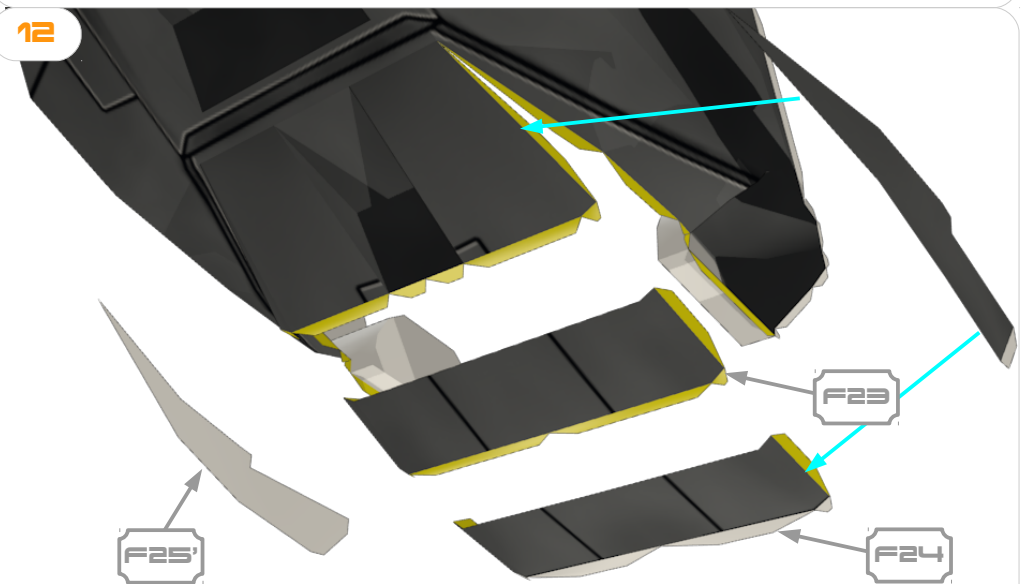
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11



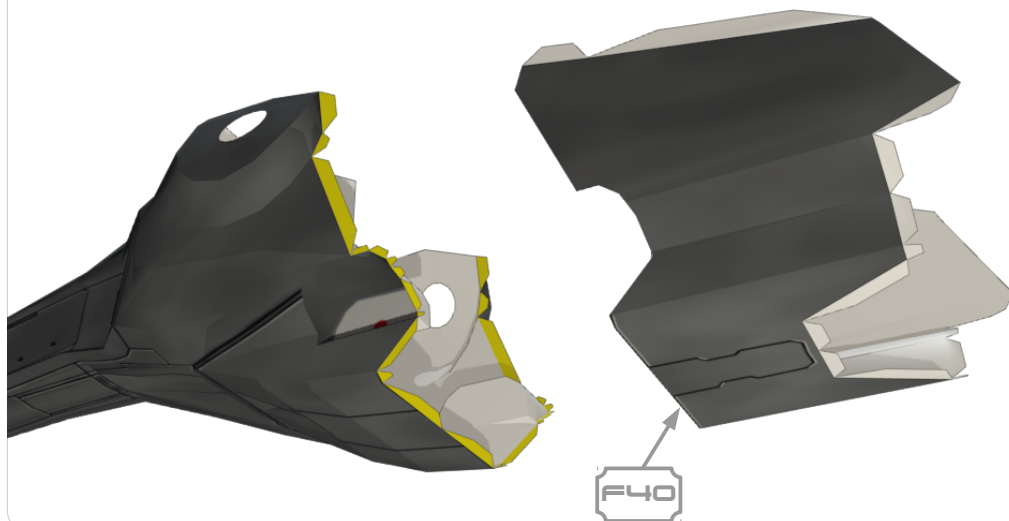
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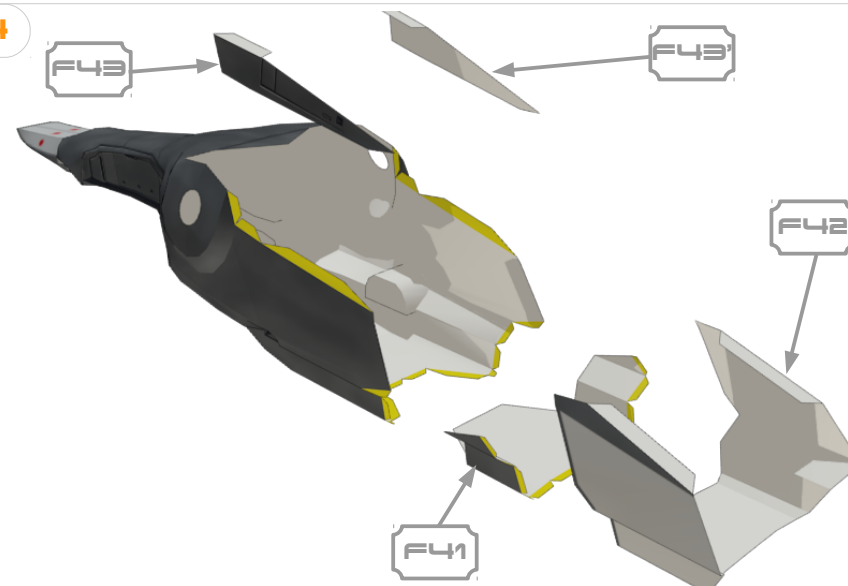
TERMINATOR HUNTER-KILLER AERIAL

MAIN BODY

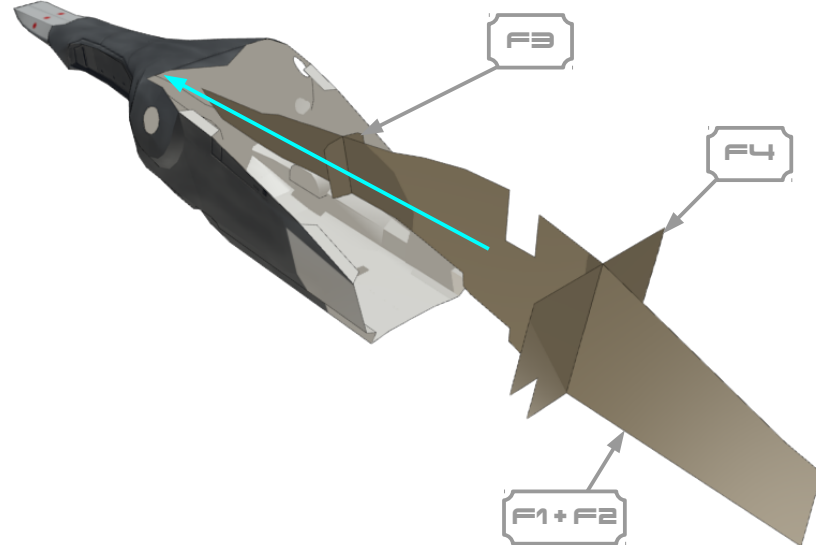
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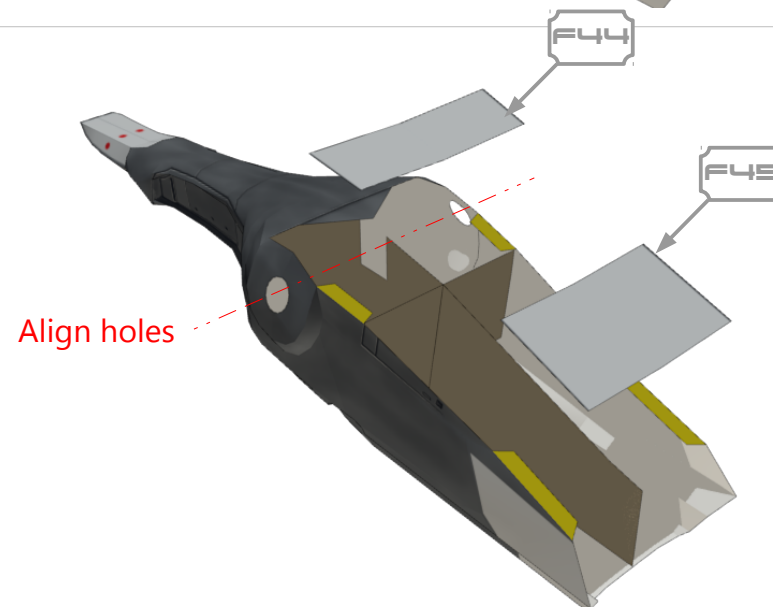
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15



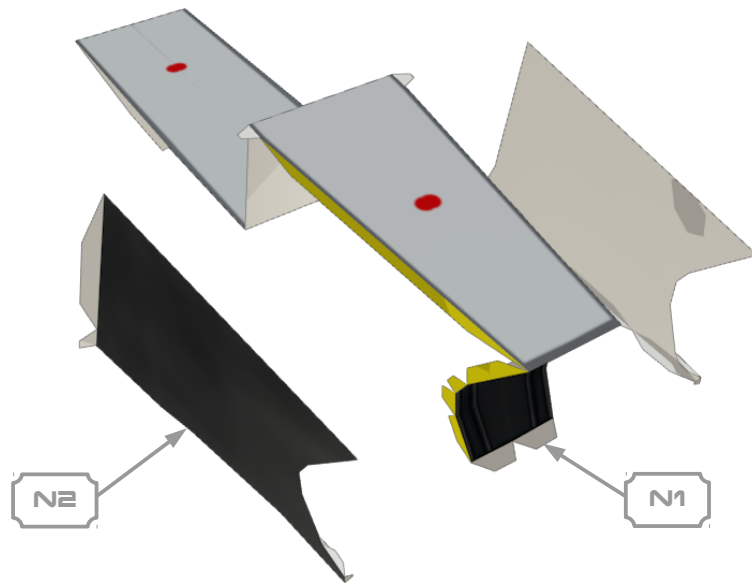
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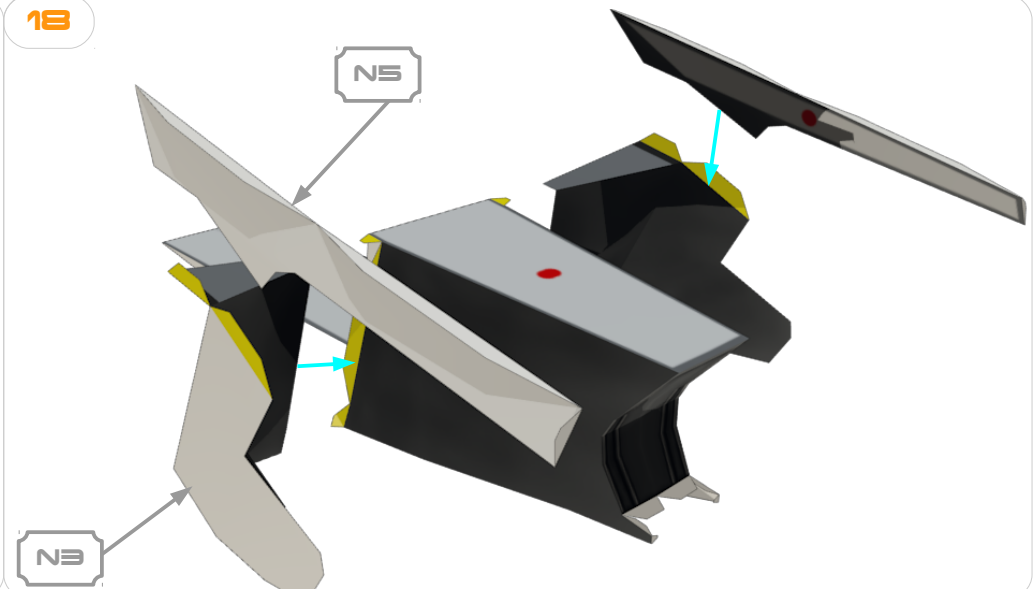
TERMINATOR HUNTER-KILLER AERIAL

NOZE

17



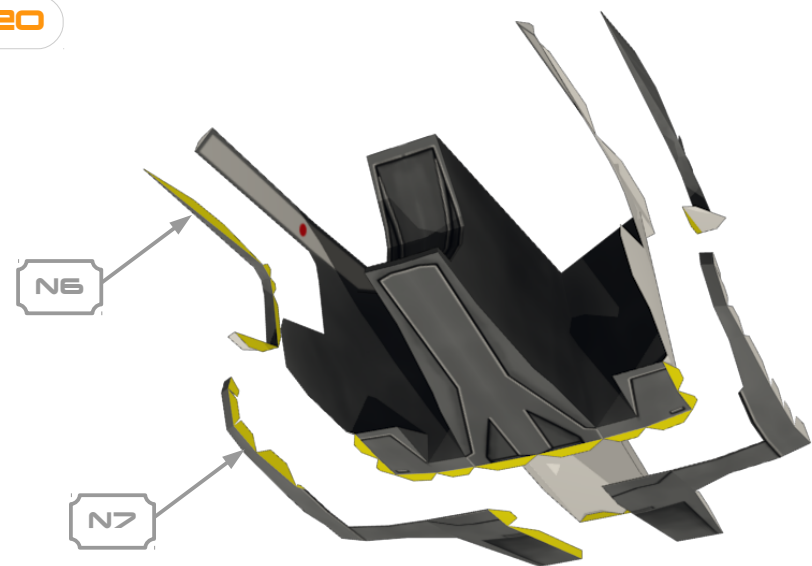
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19



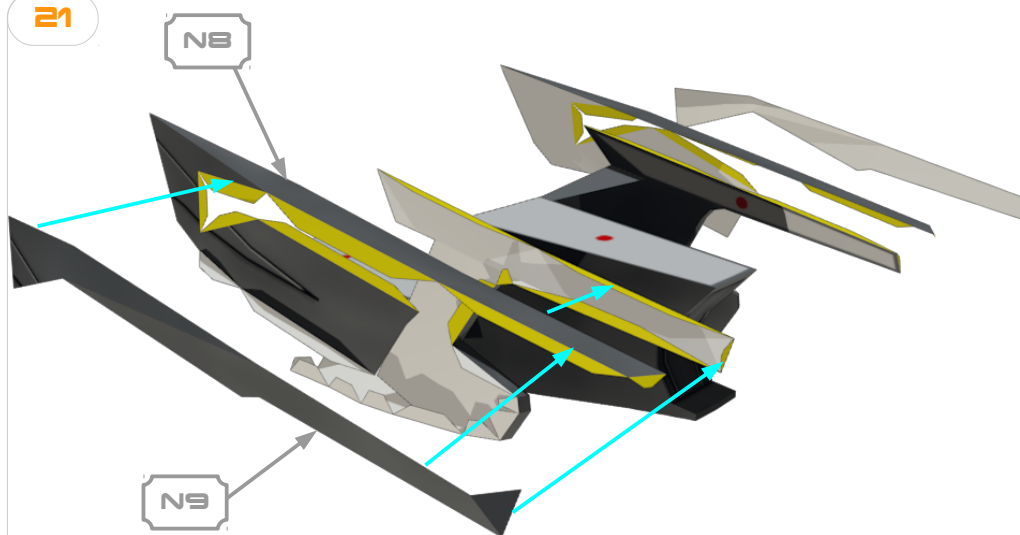
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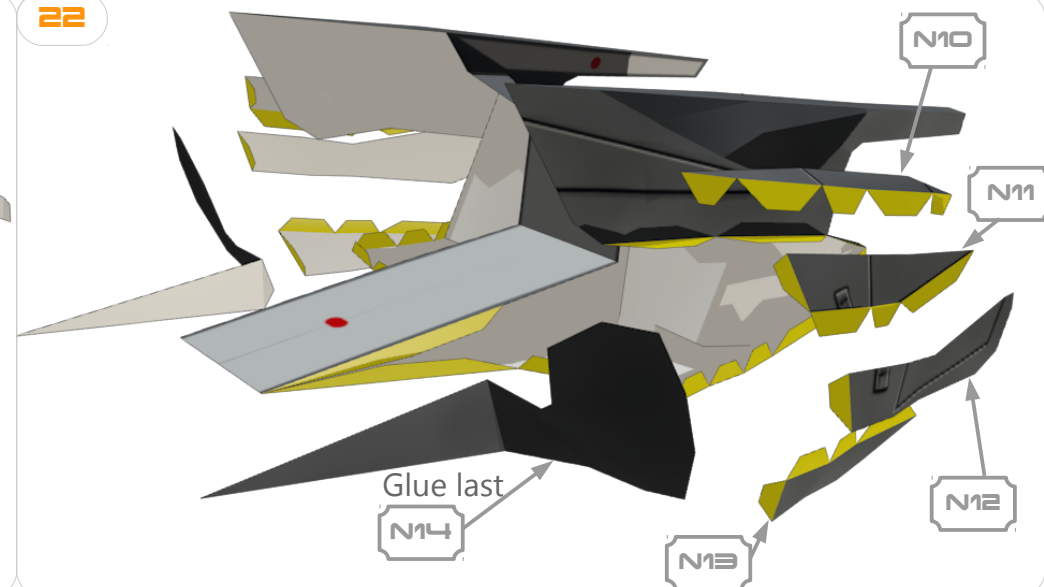
TERMINATOR HUNTER-KILLER AERIAL

NOZE / FRONT TOP

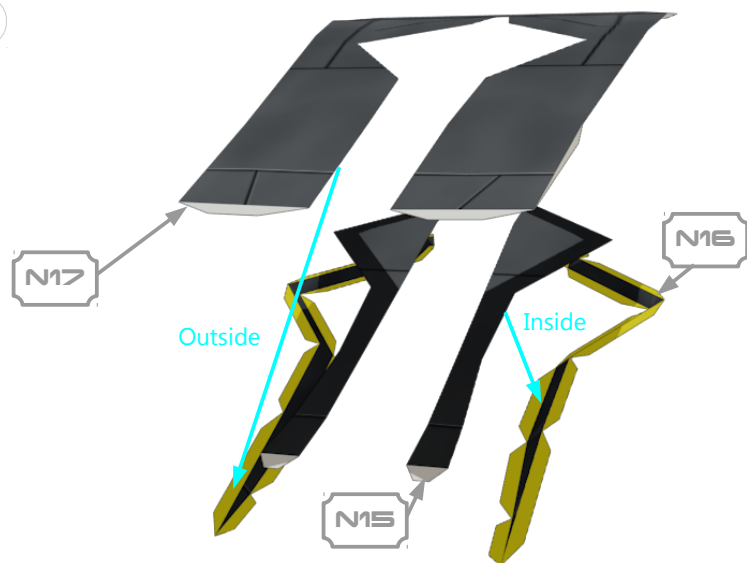
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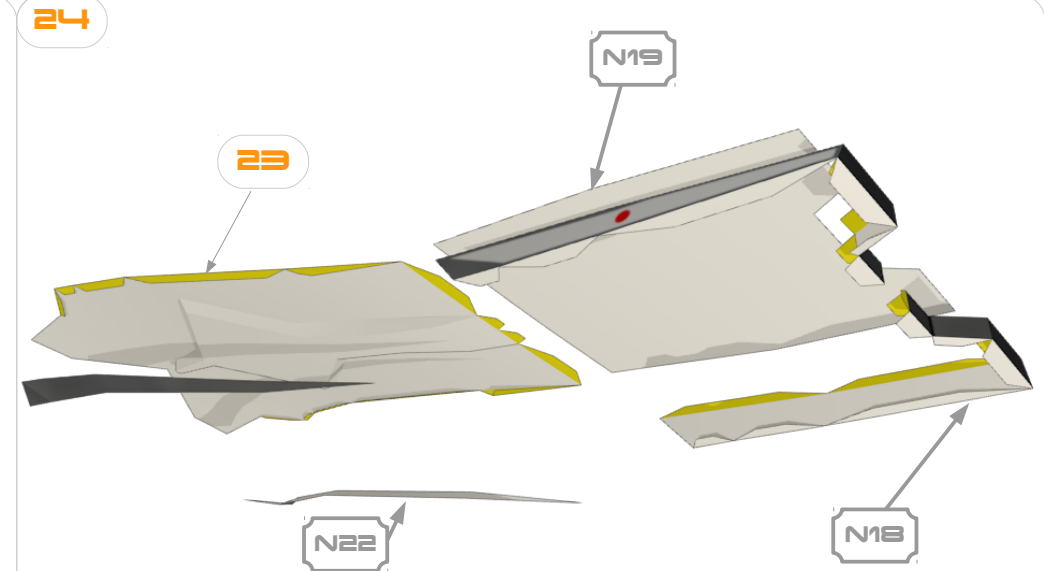
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23



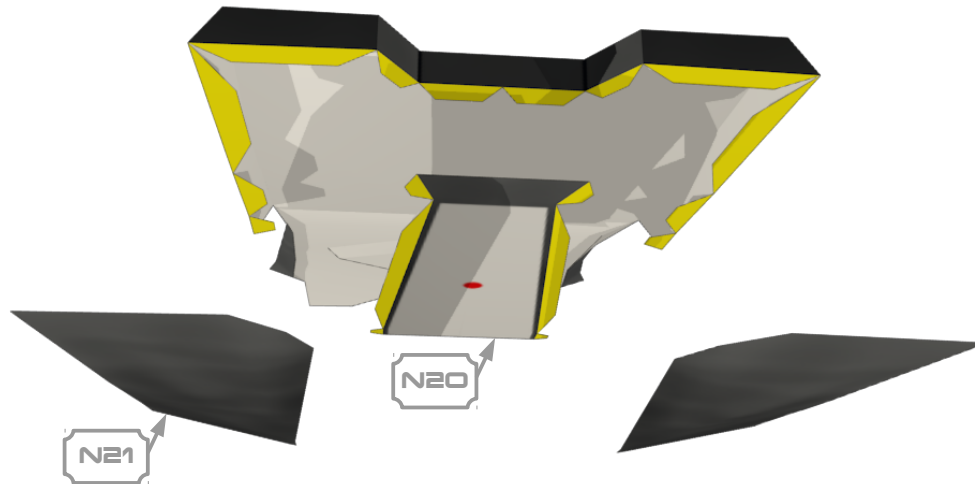
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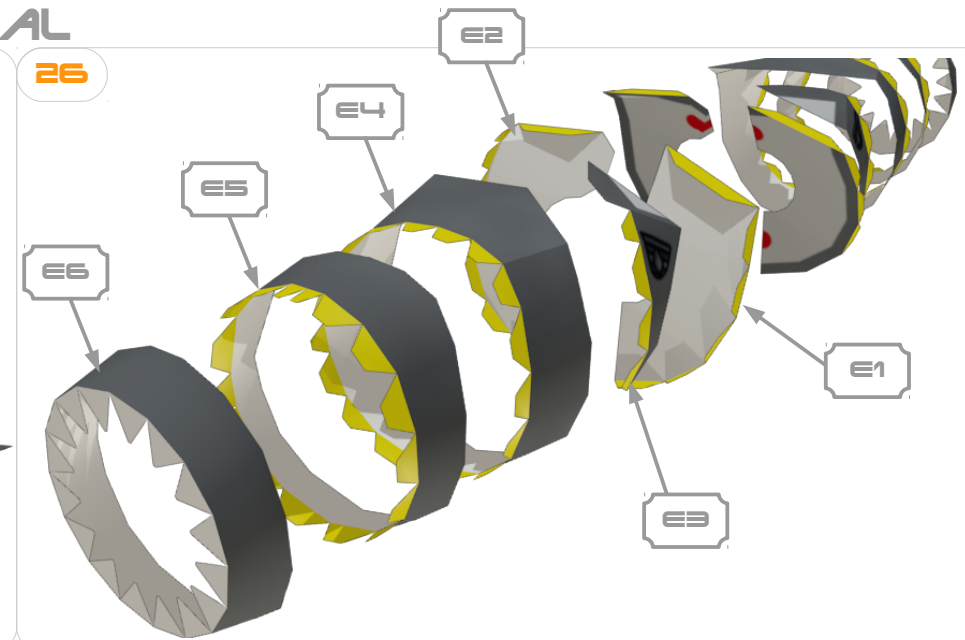
TERMINATOR HUNTER-KILLER AERIAL

FRONT TOP / ENGINES

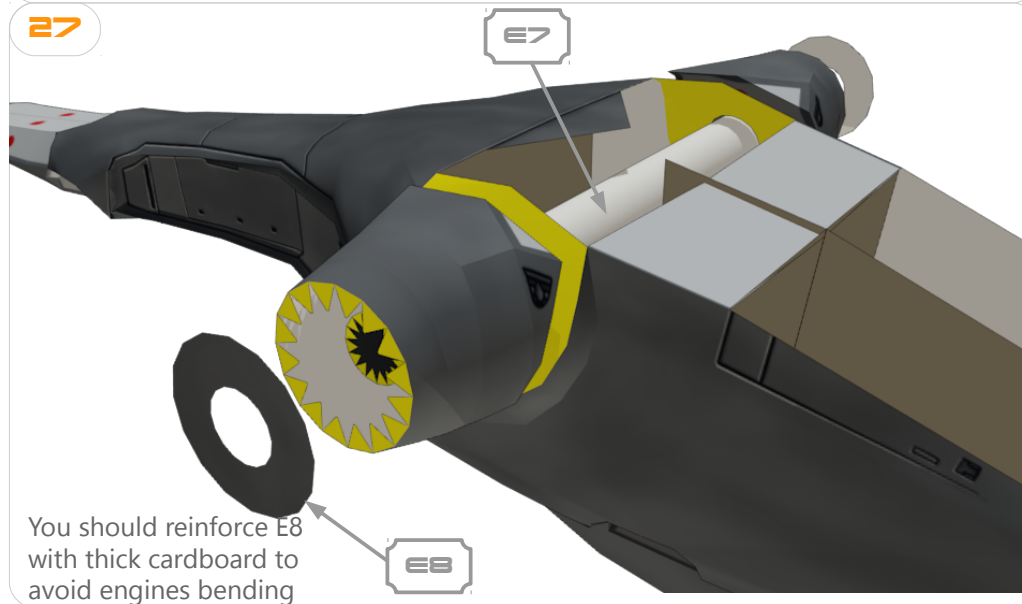
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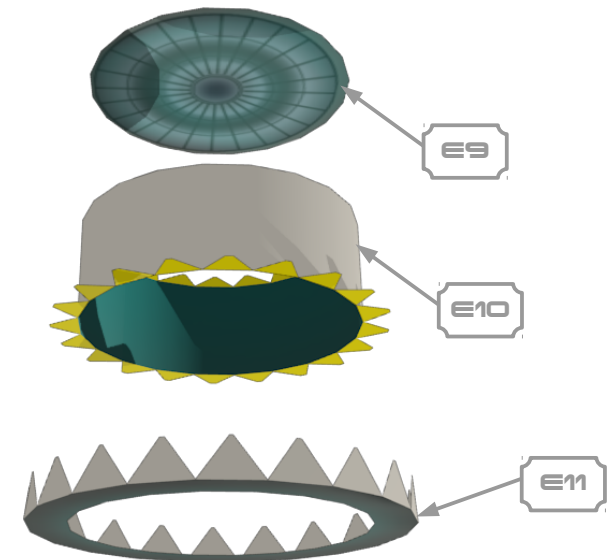
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27



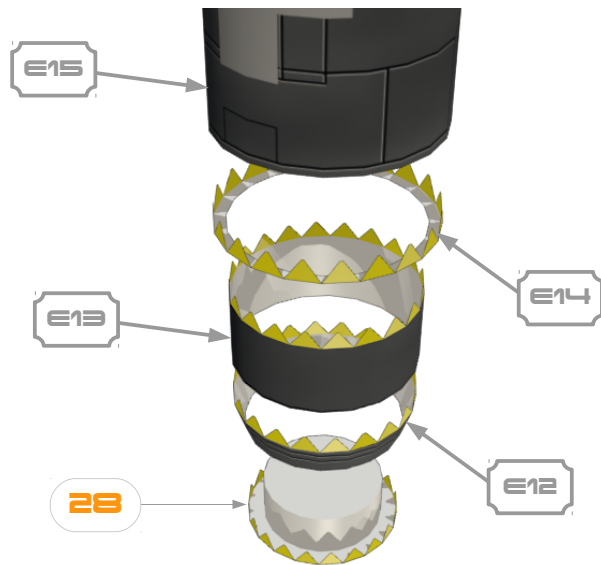
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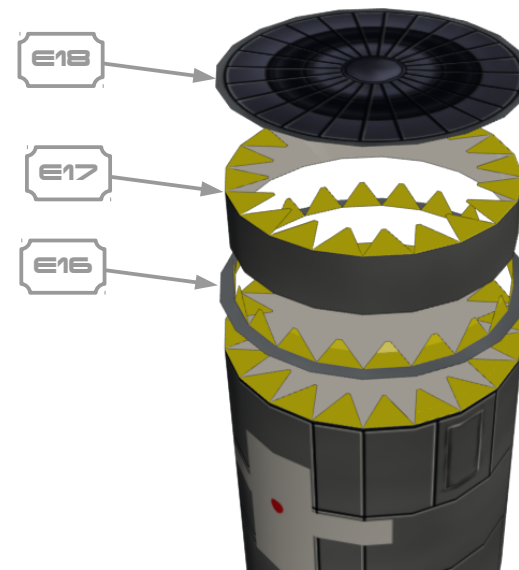
TERMINATOR HUNTER-KILLER AERIAL

ENGINES

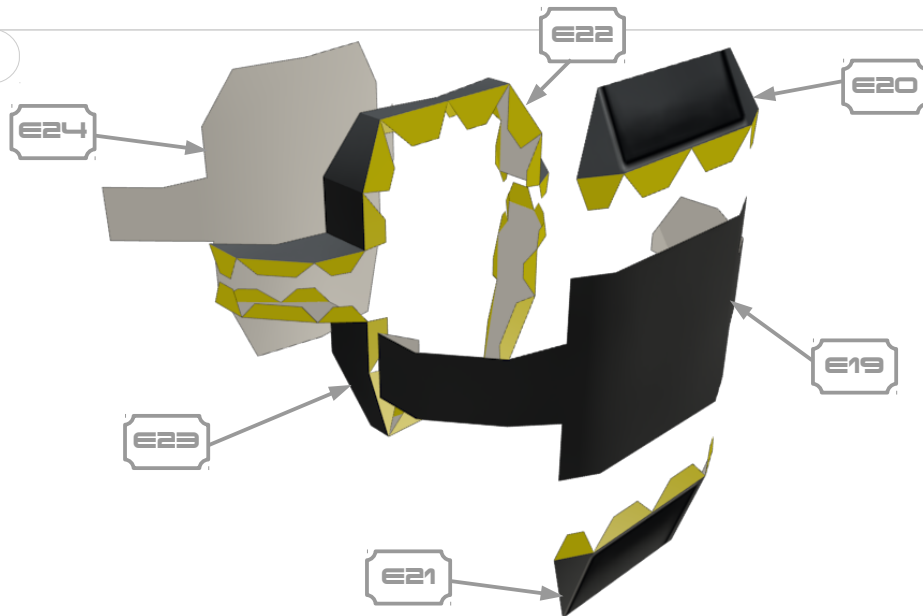
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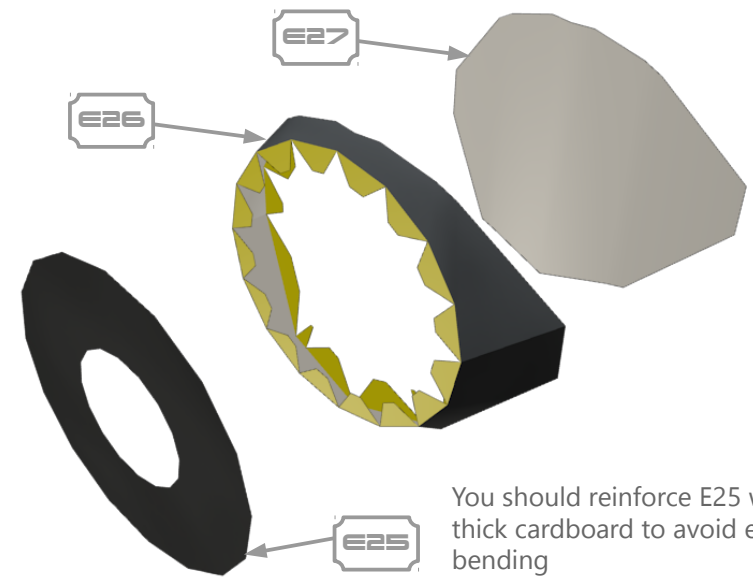
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31



32



You should reinforce E25 with thick cardboard to avoid engines bending

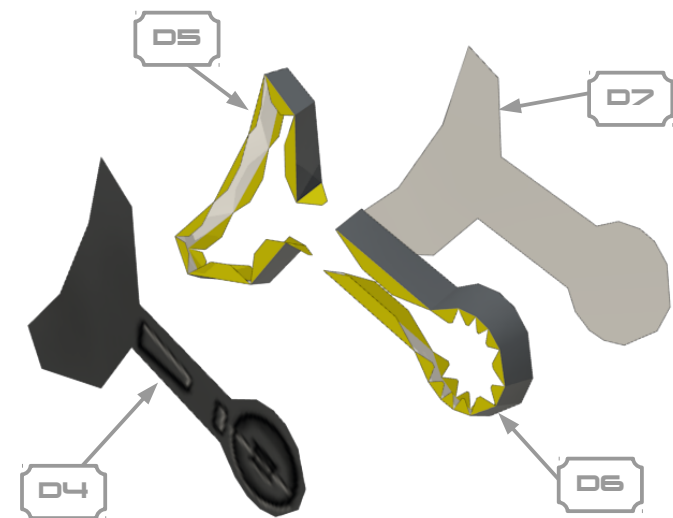
TERMINATOR HUNTER-KILLER AERIAL

ENGINES / DETAILS

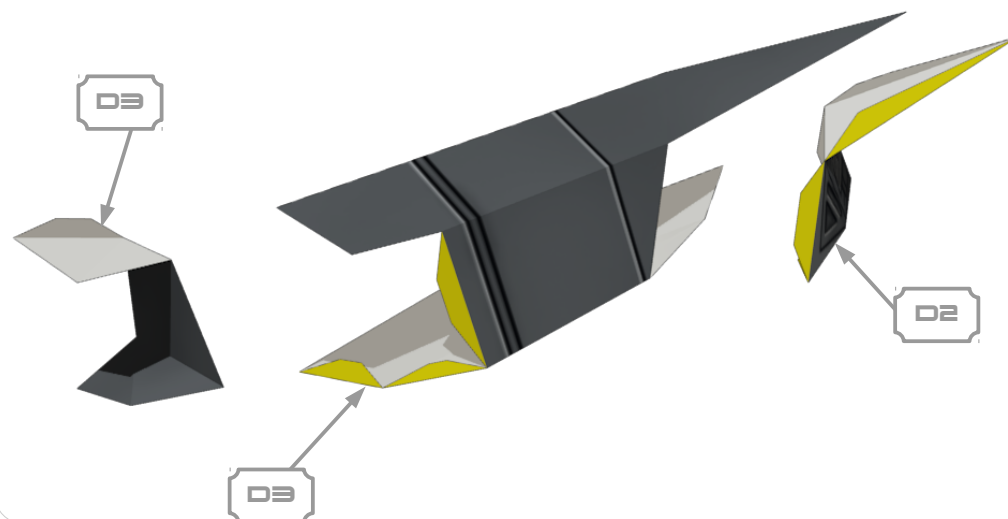
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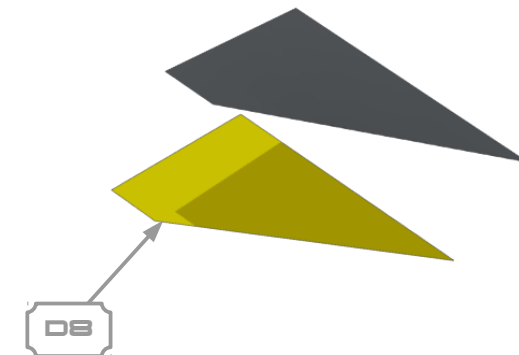
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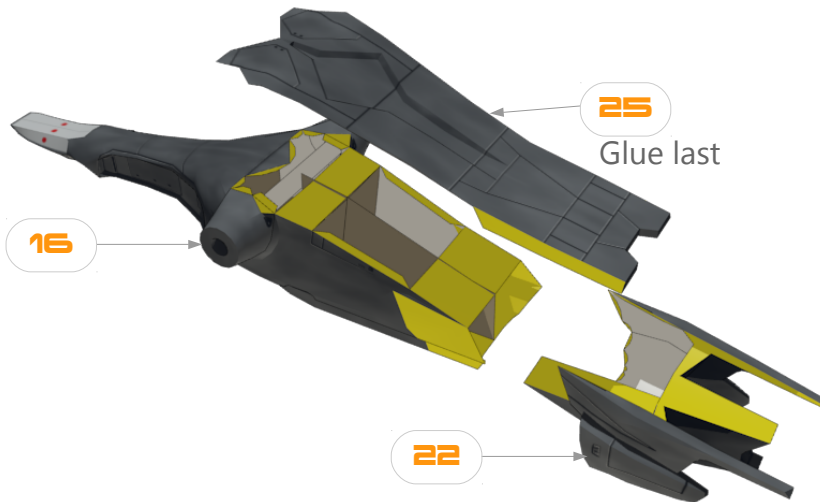
36



TERMINATOR HUNTER-KILLER AERIAL

ASSEMBLY / WINGS

37

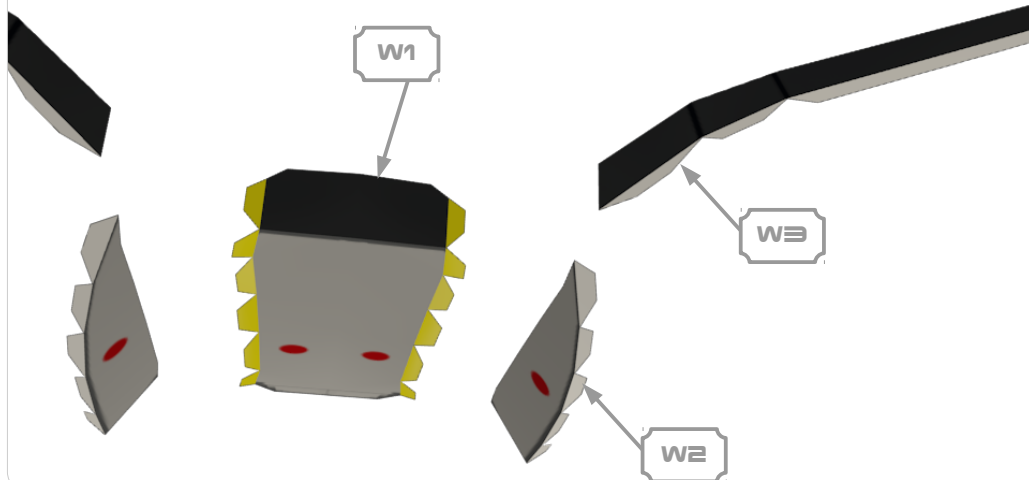


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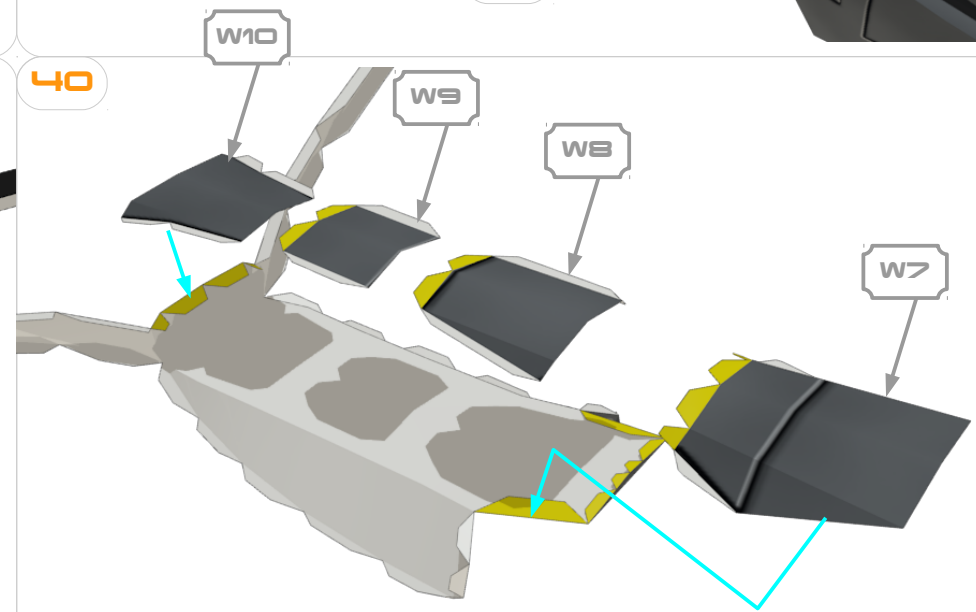


39

You should reinforce W3 with thick cardboard to avoid wings bending

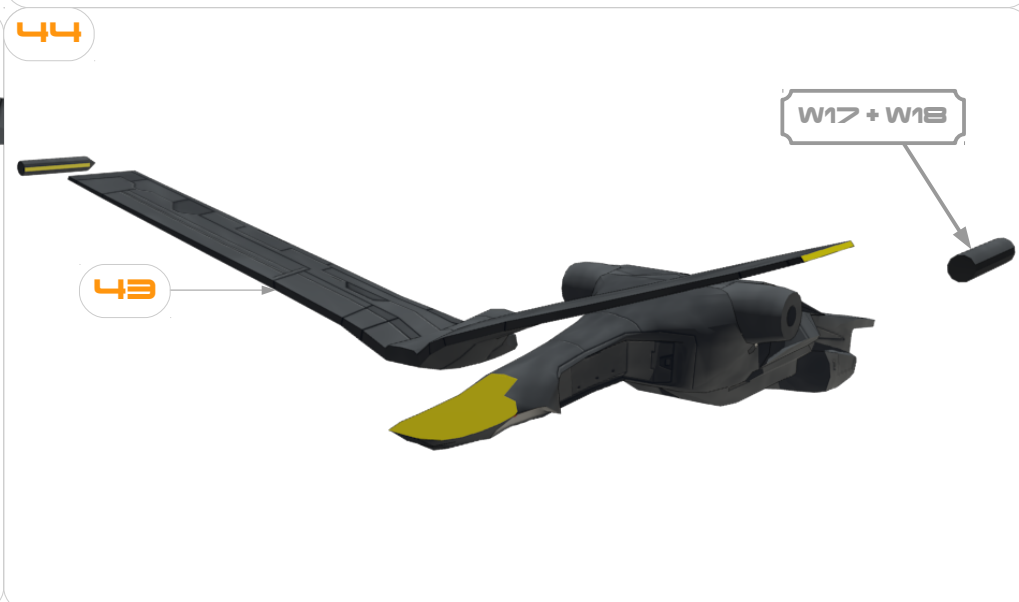
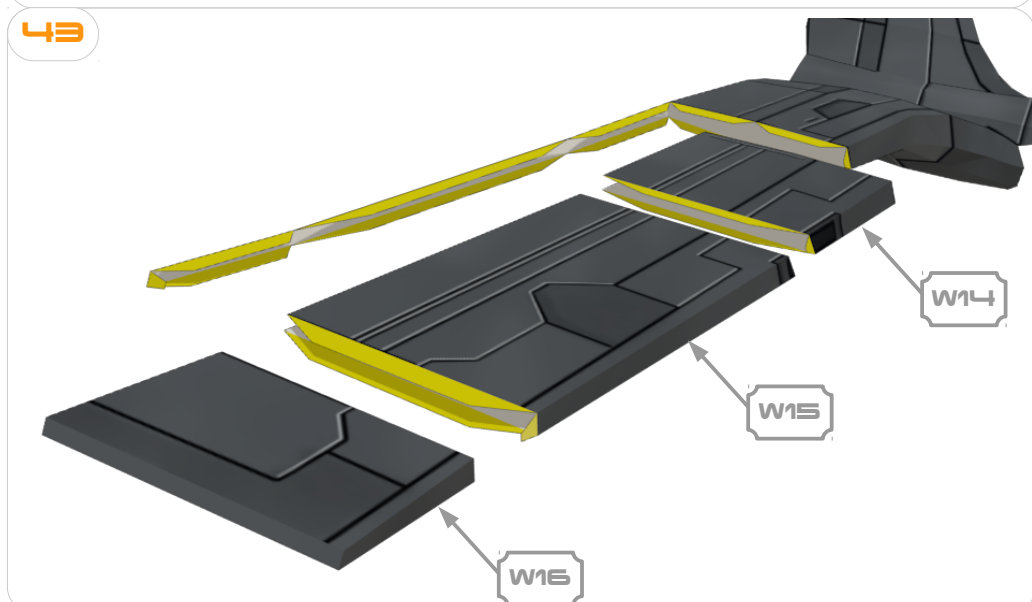
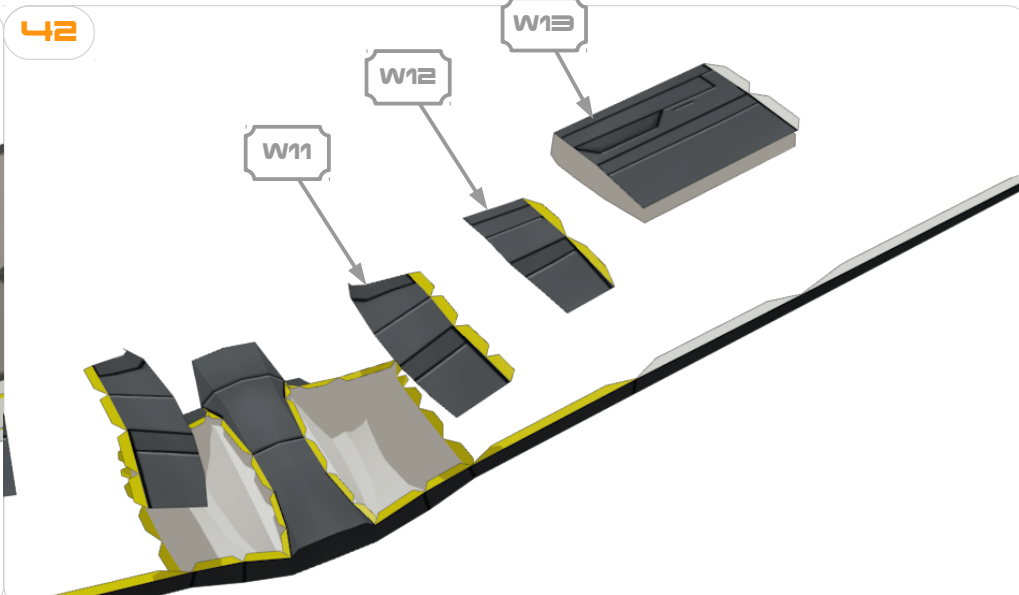
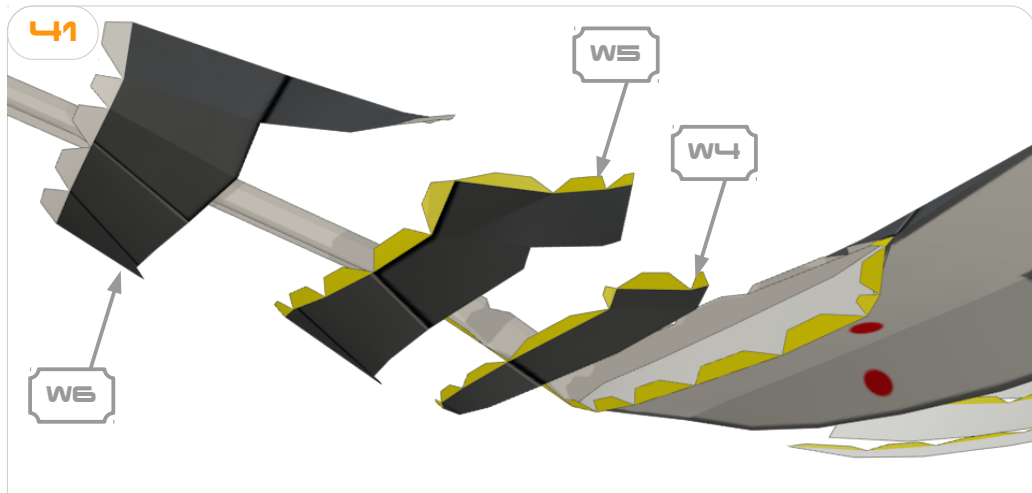


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TERMINATOR HUNTER-KILLER AERIAL

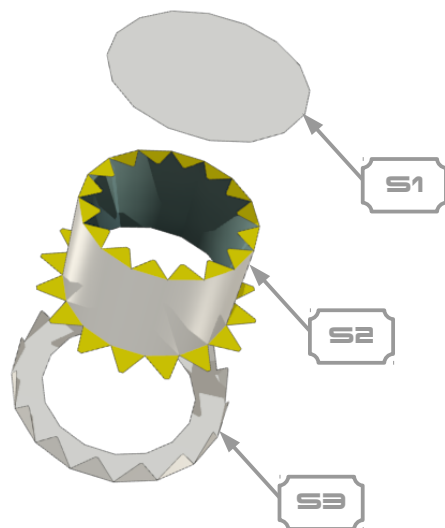
WINGS



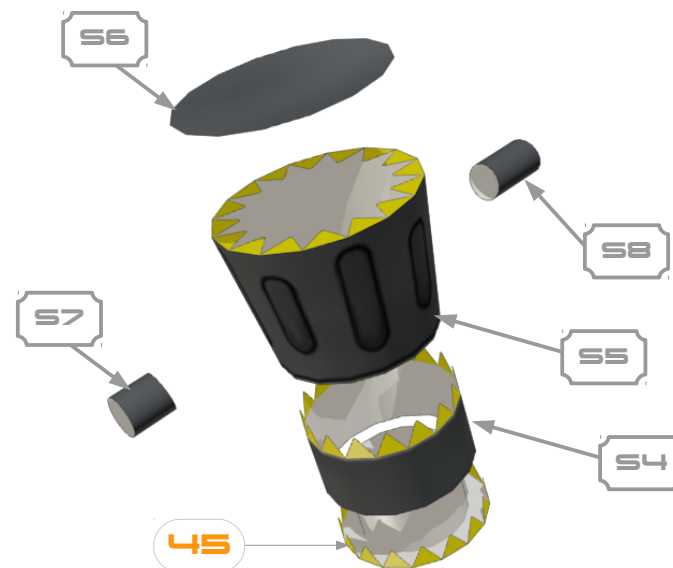
TERMINATOR HUNTER-KILLER AERIAL

LIGHT SPOT / GUN

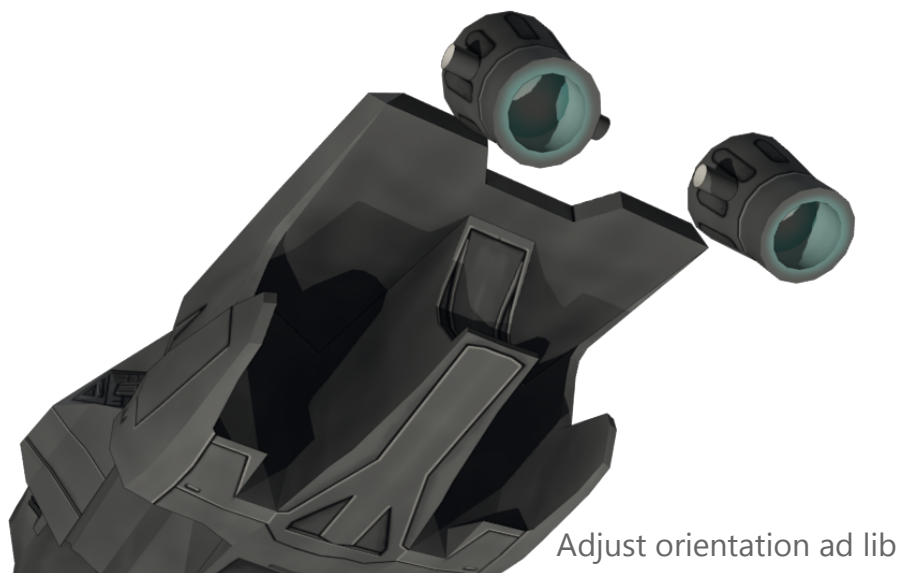
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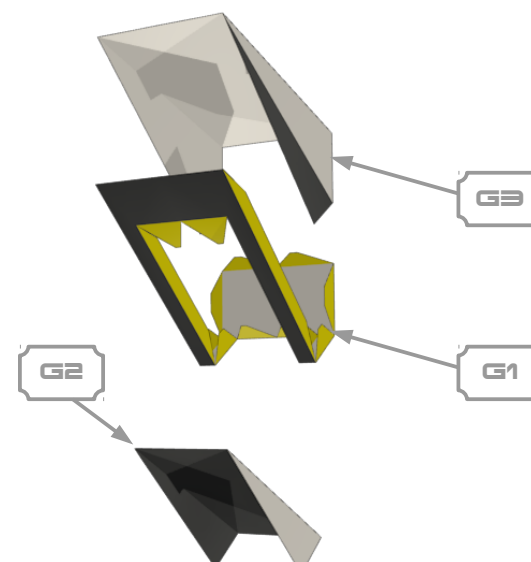
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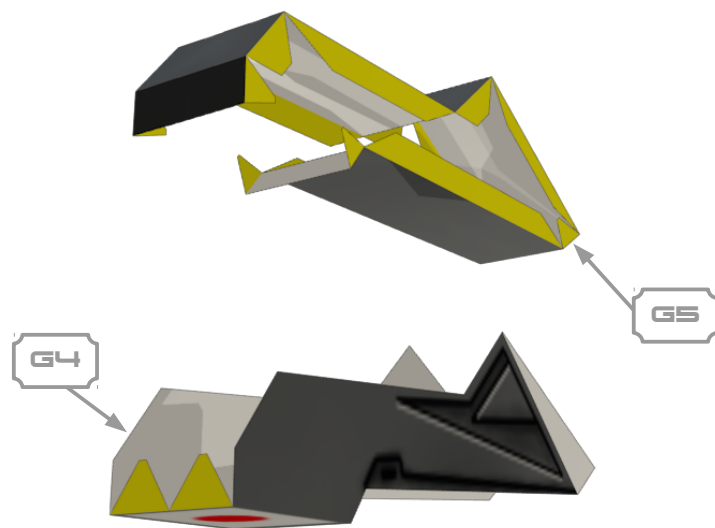
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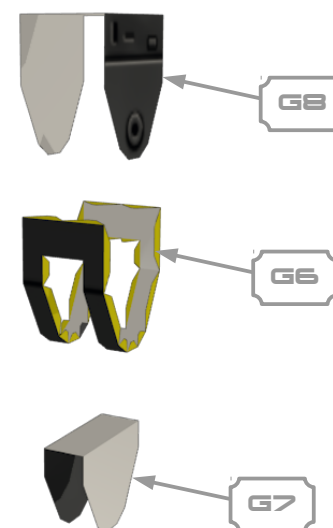
TERMINATOR HUNTER-KILLER AERIAL

GUN

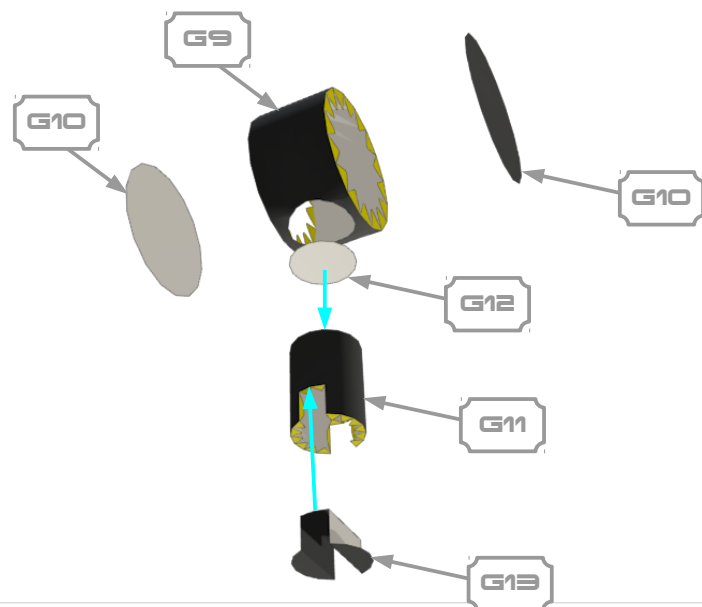
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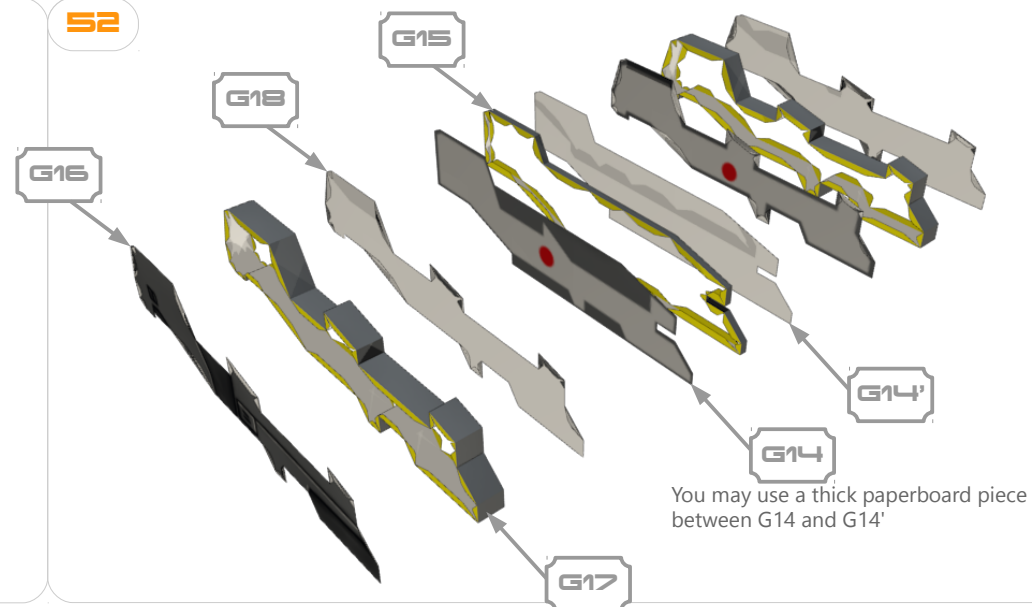
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51



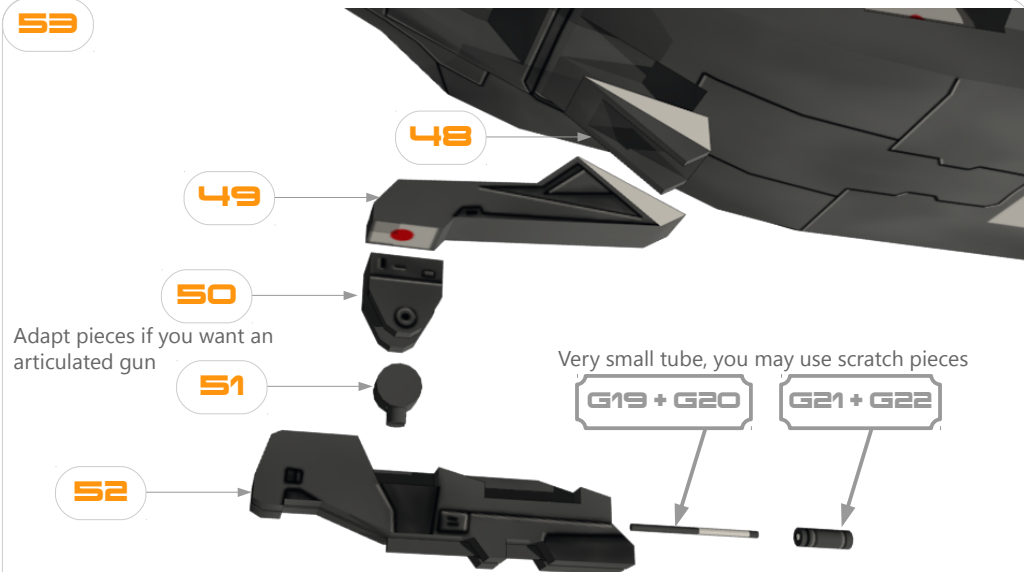
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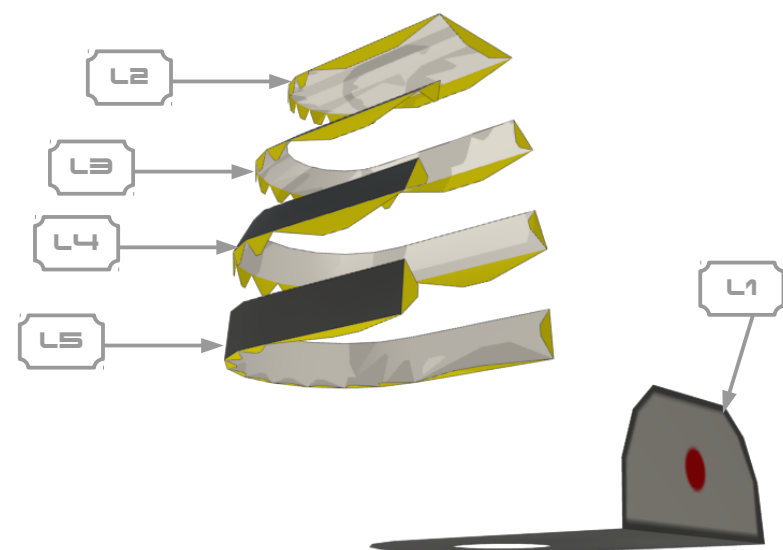
TERMINATOR HUNTER-KILLER AERIAL

GUN / ARMS

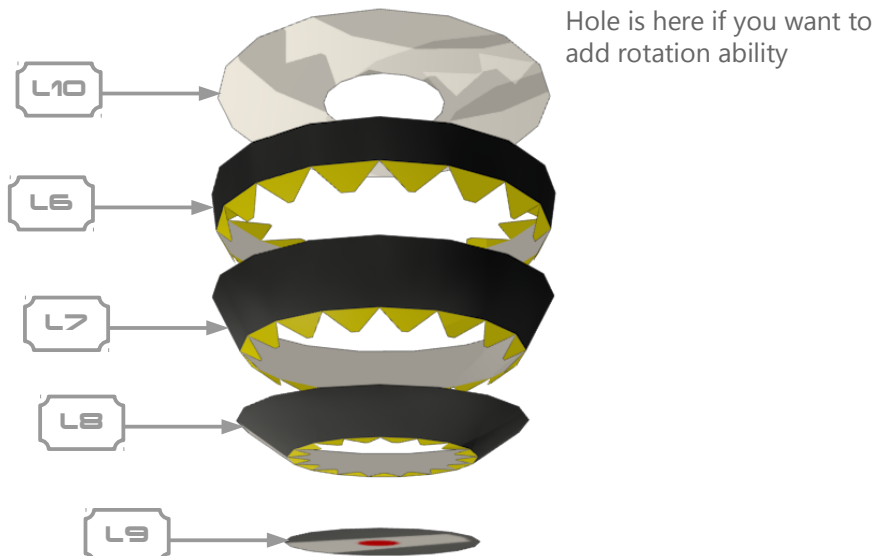
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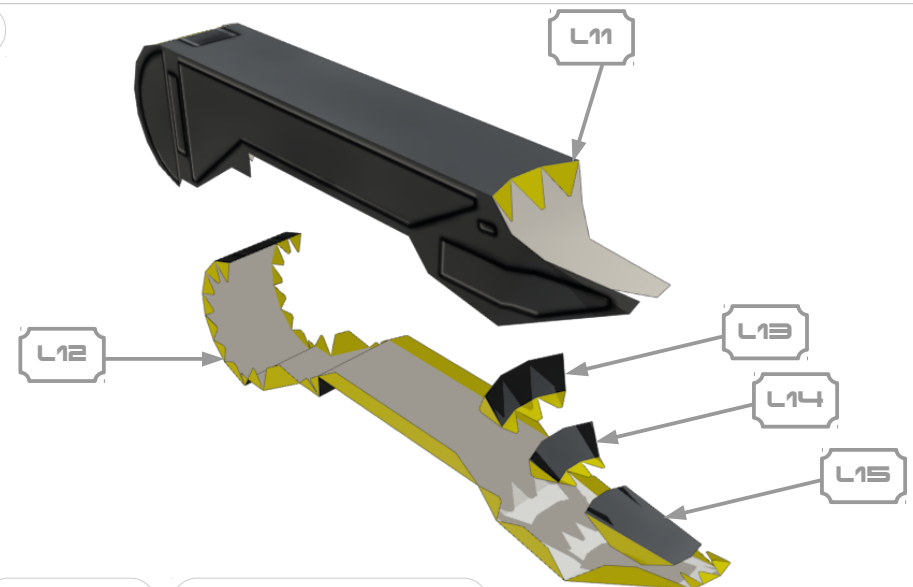


55



55 BIS = same with L41 to L45

56

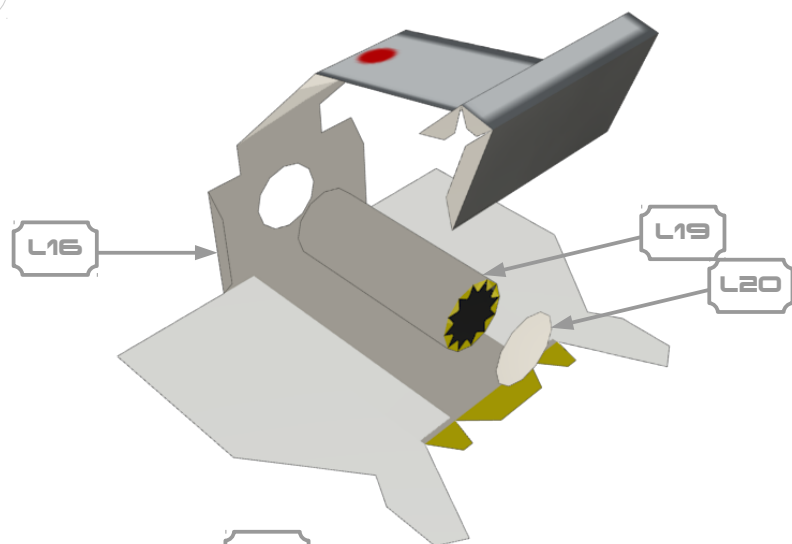


56 BIS = same with L46 to L50

TERMINATOR HUNTER-KILLER AERIAL

ARMS

57

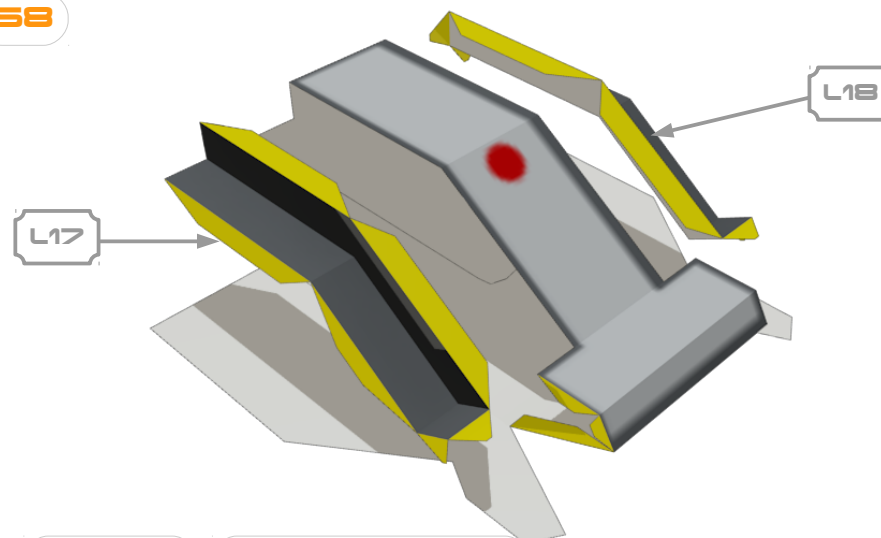


59



59 BIS = same with L57 to L60

58



58 BIS = same with L51 to L56

60

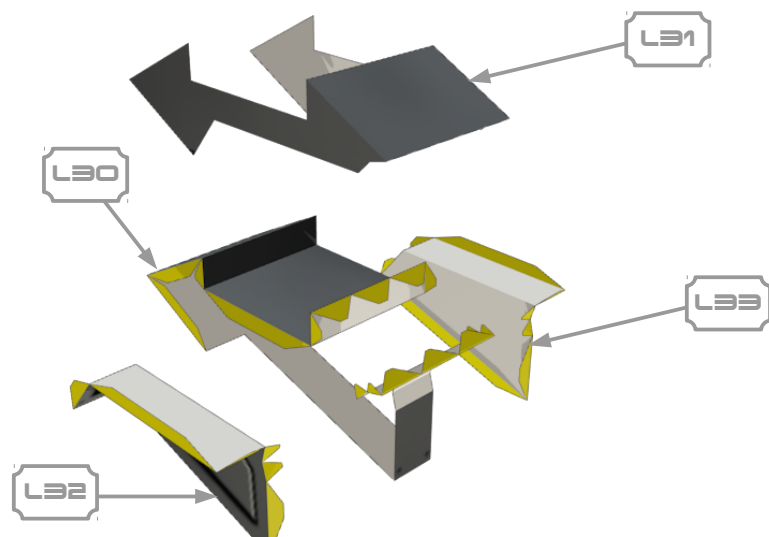


60 BIS = same with L61 to L64

TERMINATOR HUNTER-KILLER AERIAL

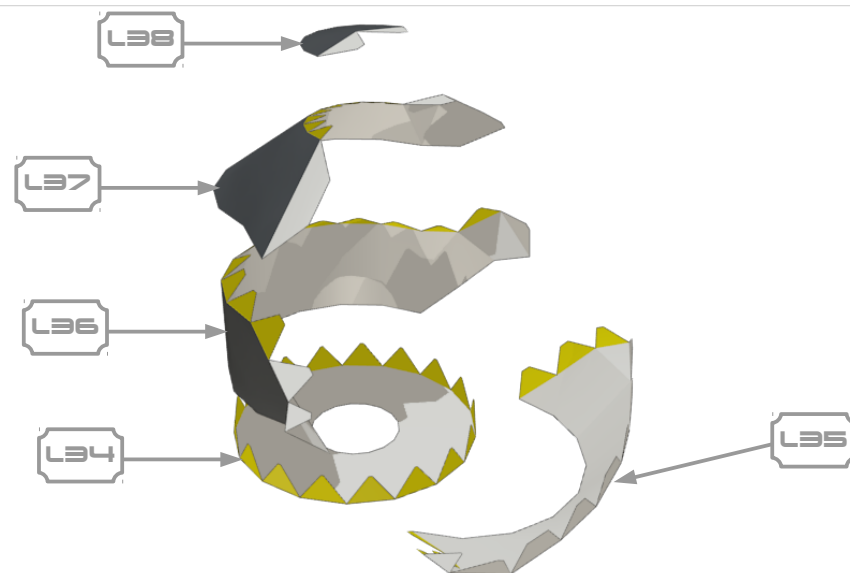
ARMS

61

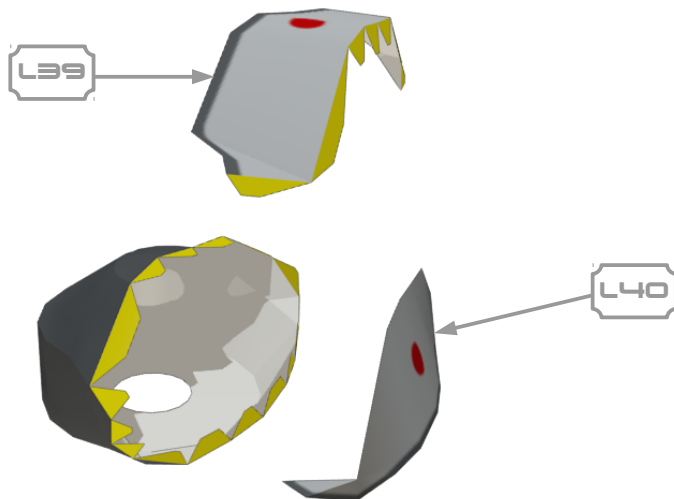


61 BIS = same with L65 to L68

62



63



64



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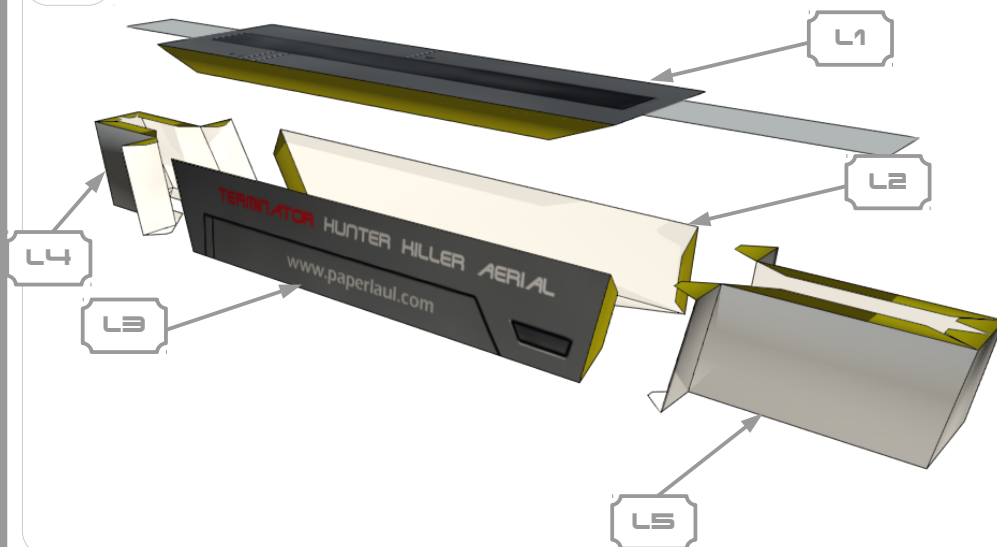
ARMS



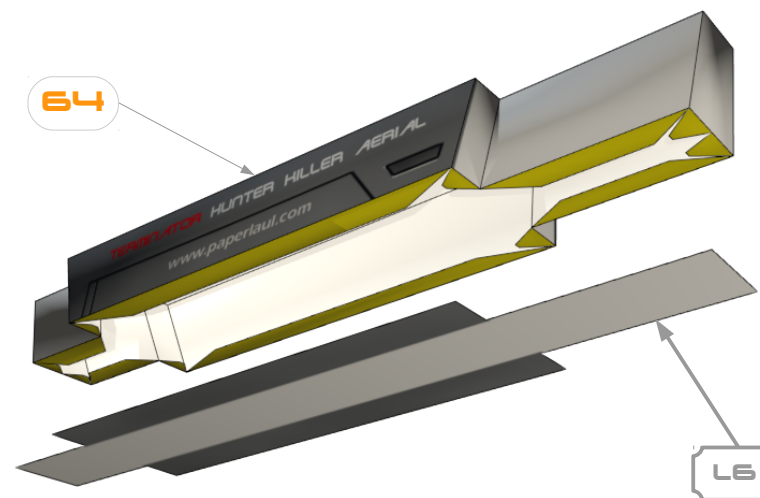
TERMINATOR HUNTER-KILLER AERIAL

STAND

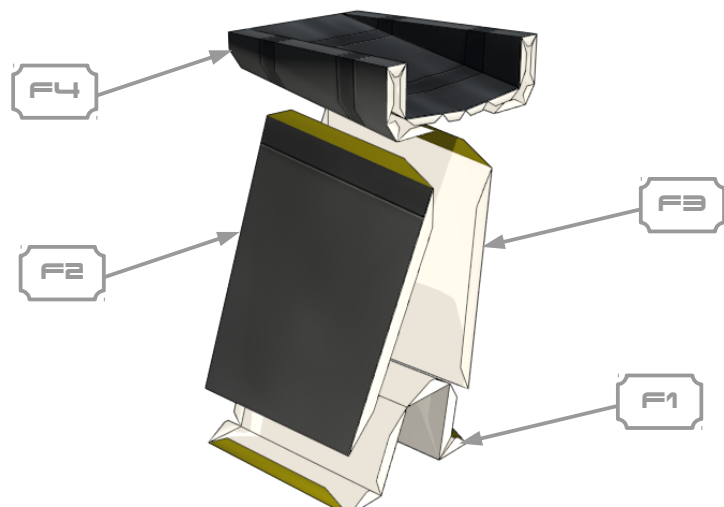
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65



66



66 BIS = same with R1 to R4

67



67 BIS = same with R5 to R8

TERMINATOR HUNTER-KILLER AERIAL

STAND

