

ZG

ZEO GENESIS

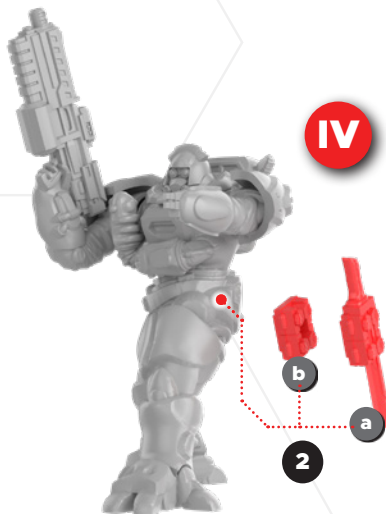
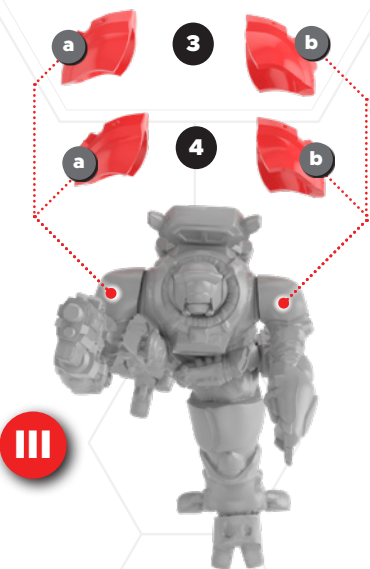
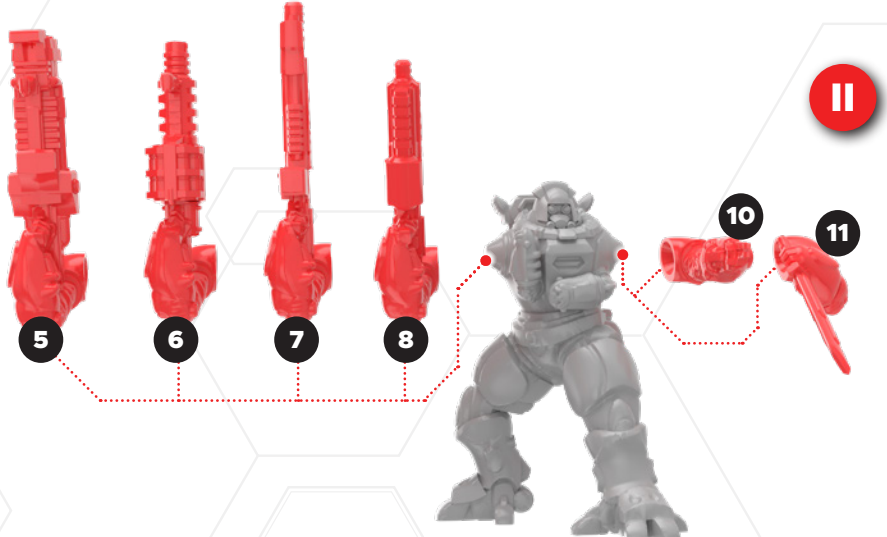
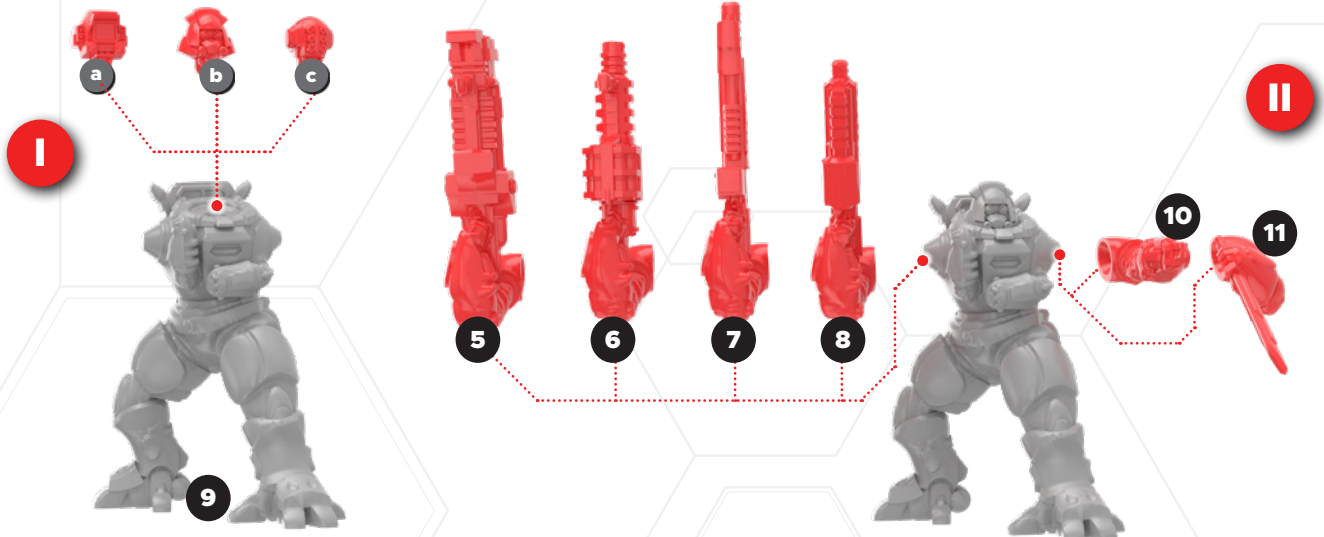
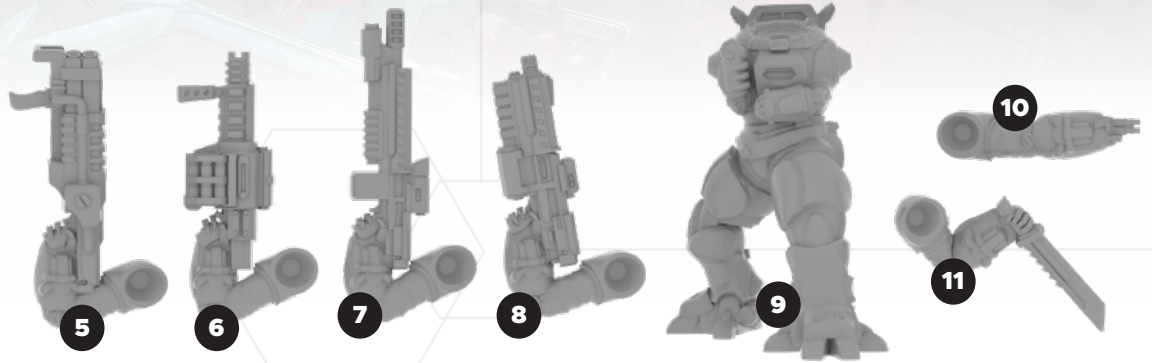
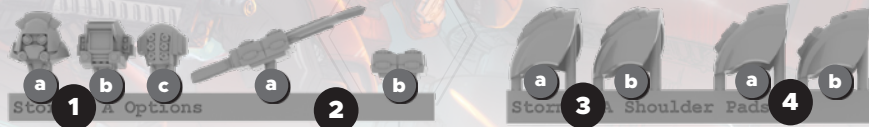
MODEL ASSEMBLY GUIDE

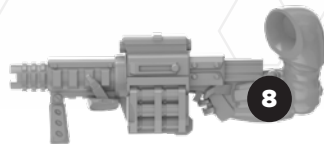
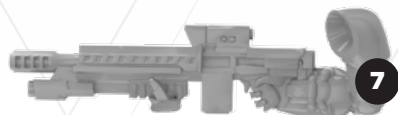
STORMER ZEOFORM A

GUARDCORPS ASSET
SECURITY FORCE

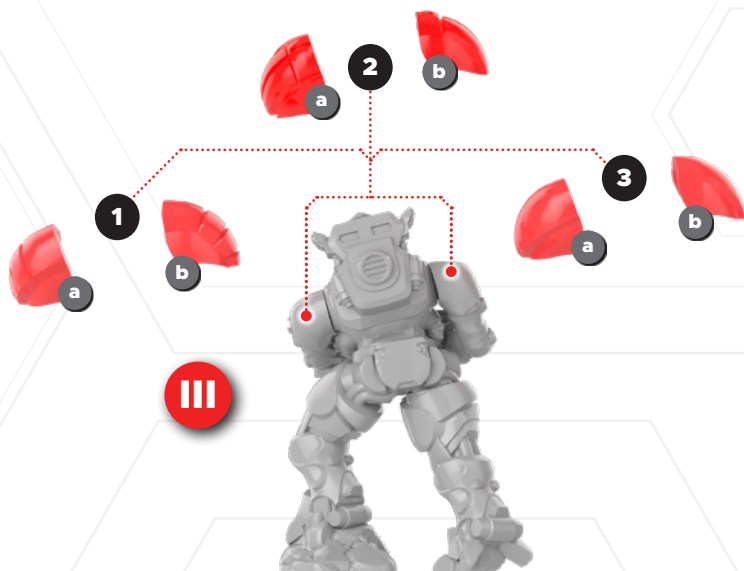
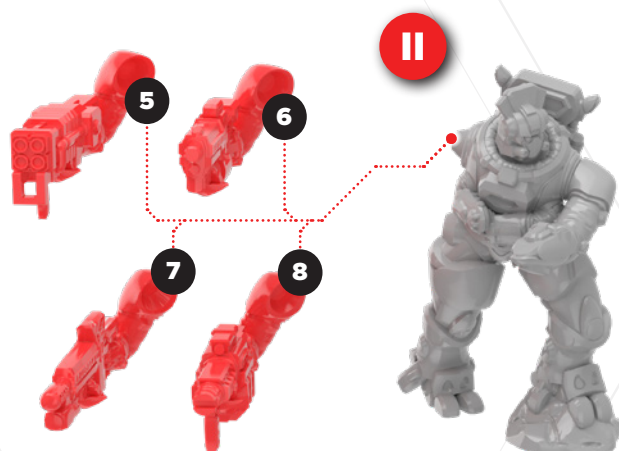
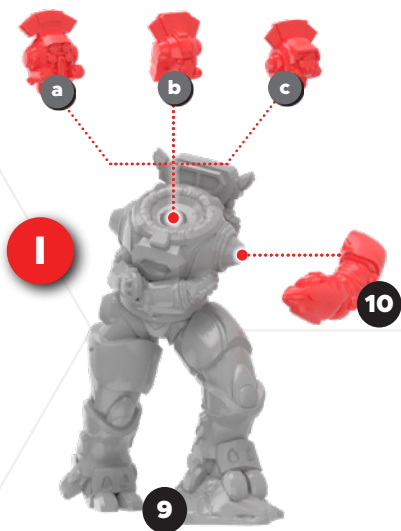


1. HEAD OPTIONS
2. KRAIT BLADE AND SHEATH
3. PAULDRONS A
4. PAULDRONS B
5. QCB-7 BRUTUS QUADSHOT
6. TCL-3 BOOMER COMBAT LAUNCHER
7. TBR-1 CLAVIGER BATTLE RIFLE
8. TAR-29D GULO ASSAULT RIFLE
9. STORMER BODY
10. LEFT ARM A
11. LEFT ARM B





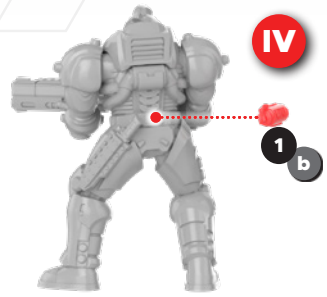
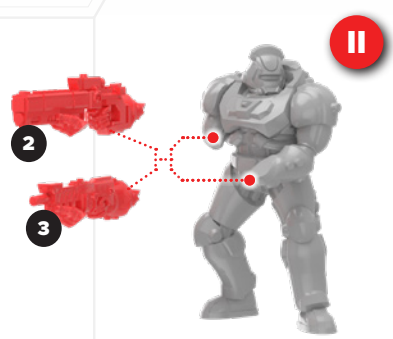
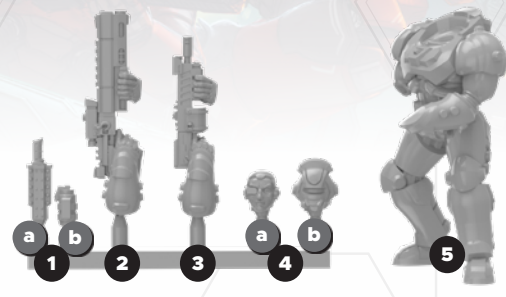
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2. PAULDRONS B
3. PAULDRONS C
4. HEAD OPTIONS
5. QCB-7 BRUTUS QUADSHOT
6. TAR-29D GULO ASSAULT RIFLE
7. TBR-1 CLAVIGER BATTLE RIFLE
8. TCL-3 BOOMER COMBAT LAUNCHER
9. STORMER BODY
10. LEFT ARM



GUARDCORPS TROOPER A

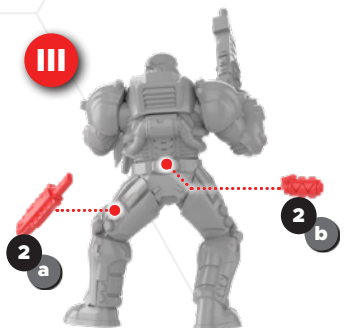
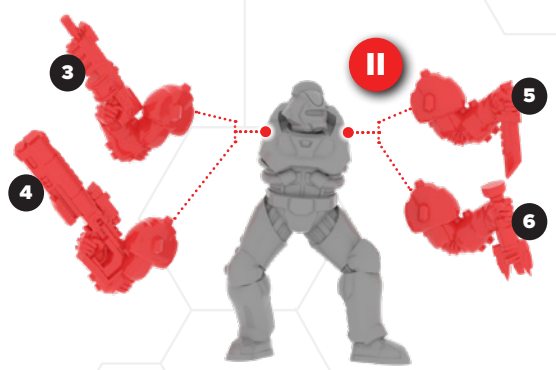
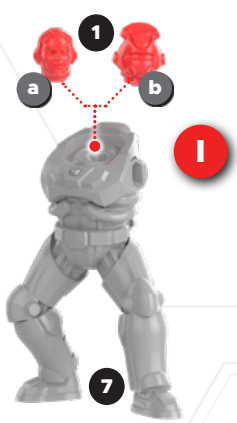
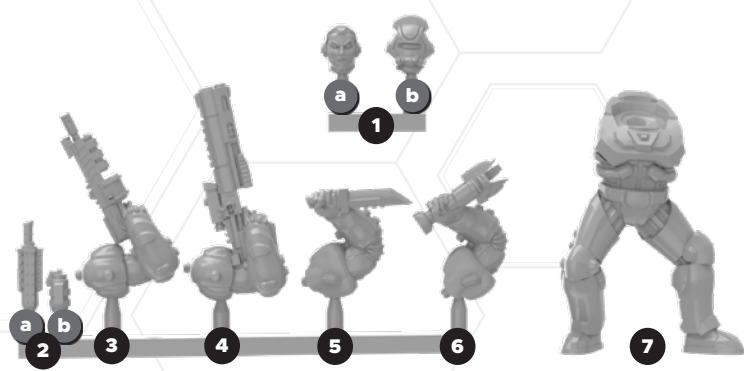


1. COMBAT BLADE & GRENADE
2. SAR-79 RIFLE
3. SAC-53 CARBINE
4. HEAD OPTIONS
5. TROOPER BODY



GUARDCORPS TROOPER B

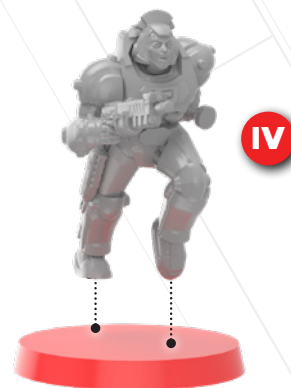
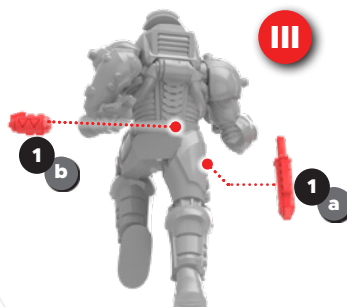
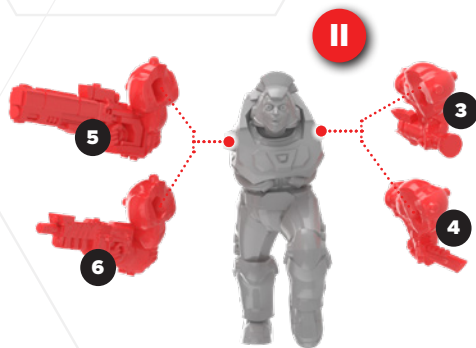
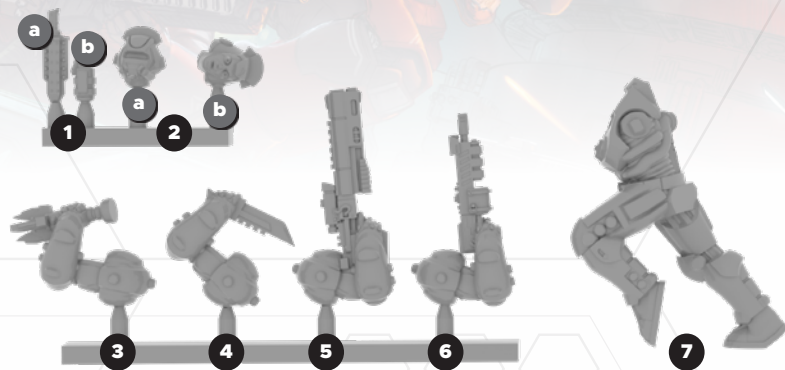
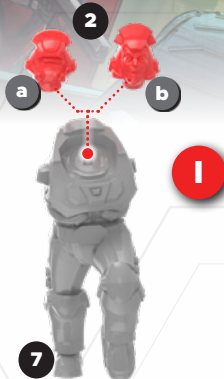
1. HEAD OPTIONS
2. COMBAT BLADE & GRENADE
3. SAC-53 CARBINE
4. SAR-79 RIFLE
5. ARM w/COMBAT BLADE
6. ARM w/CLAMP CHARGE
7. TROOPER BODY





GUARDCORPS TROOPER C

1. COMBAT BLADE & GRENADE
2. HEAD OPTIONS
3. ARM w/CLAMP CHARGE
4. ARM w/COMBAT BLADE
5. SAR-79 RIFLE
6. SAC-53 CARBINE
7. TROOPER BODY

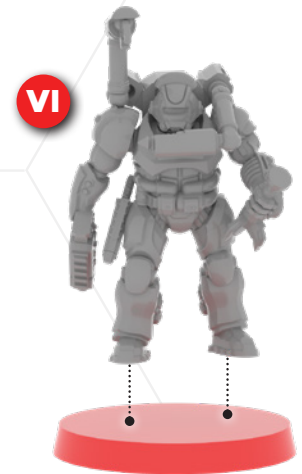
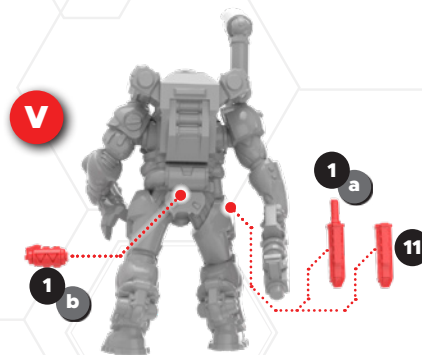
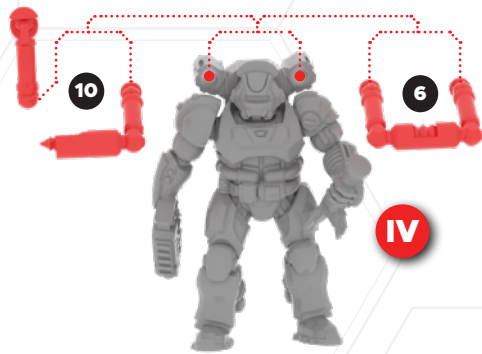
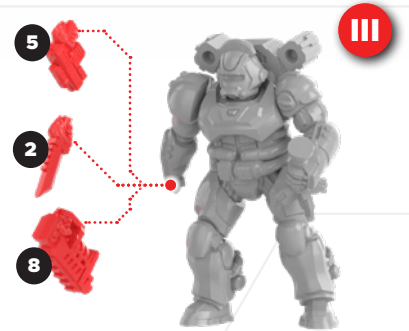
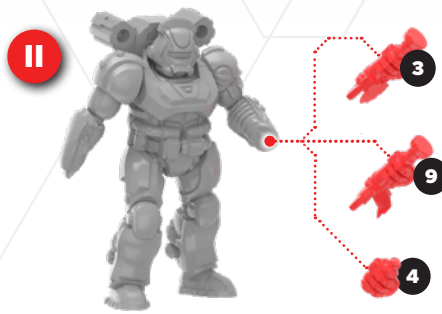
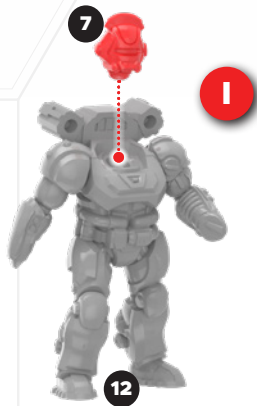
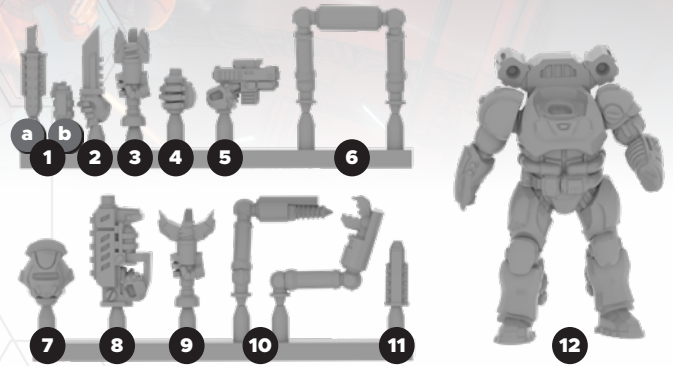


HYANE DRONES

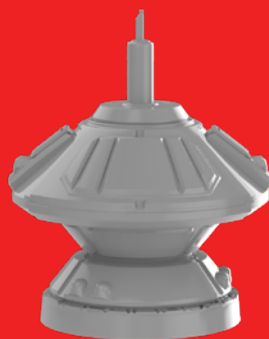




1. COMBAT BLADE & GRENADE
2. RIGHT HAND w/COMBAT BLADE
3. LEFT HAND w/CLAMP CHARGE
4. LEFT HAND w/GRENADE
5. RIGHT HAND w/PISTOL
6. SERVO ARMS STOWED
7. HEAD
8. RIGHT HAND w/SCQ-8 'BABY BOOMER' GRENADE PISTOL
9. LEFT HAND w/CLAMP CHARGE (OPEN)
10. SERVO ARMS OPEN
11. COMBAT BLADE SHEATH
12. TECH OPS BODY



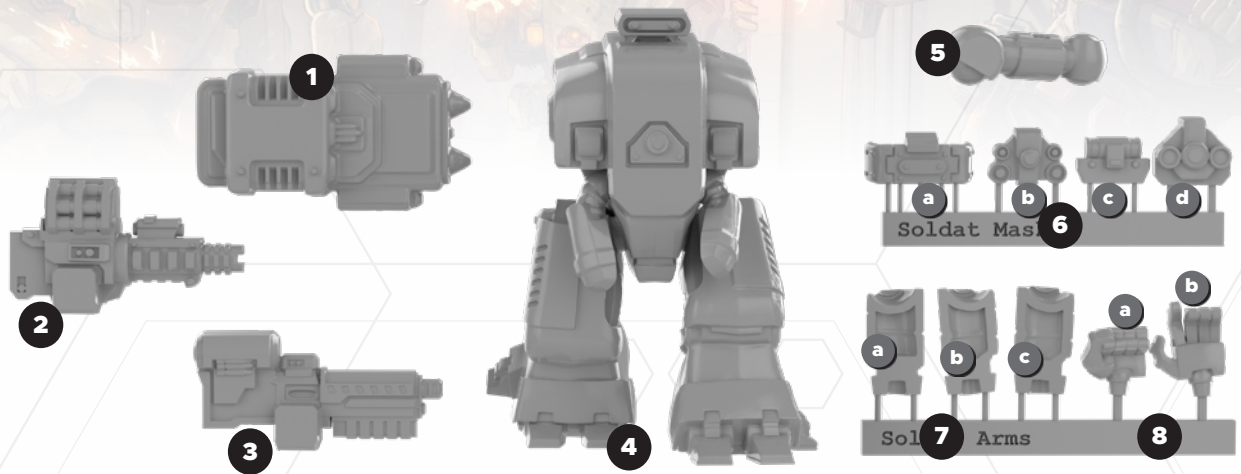
ENERGY OUTLET



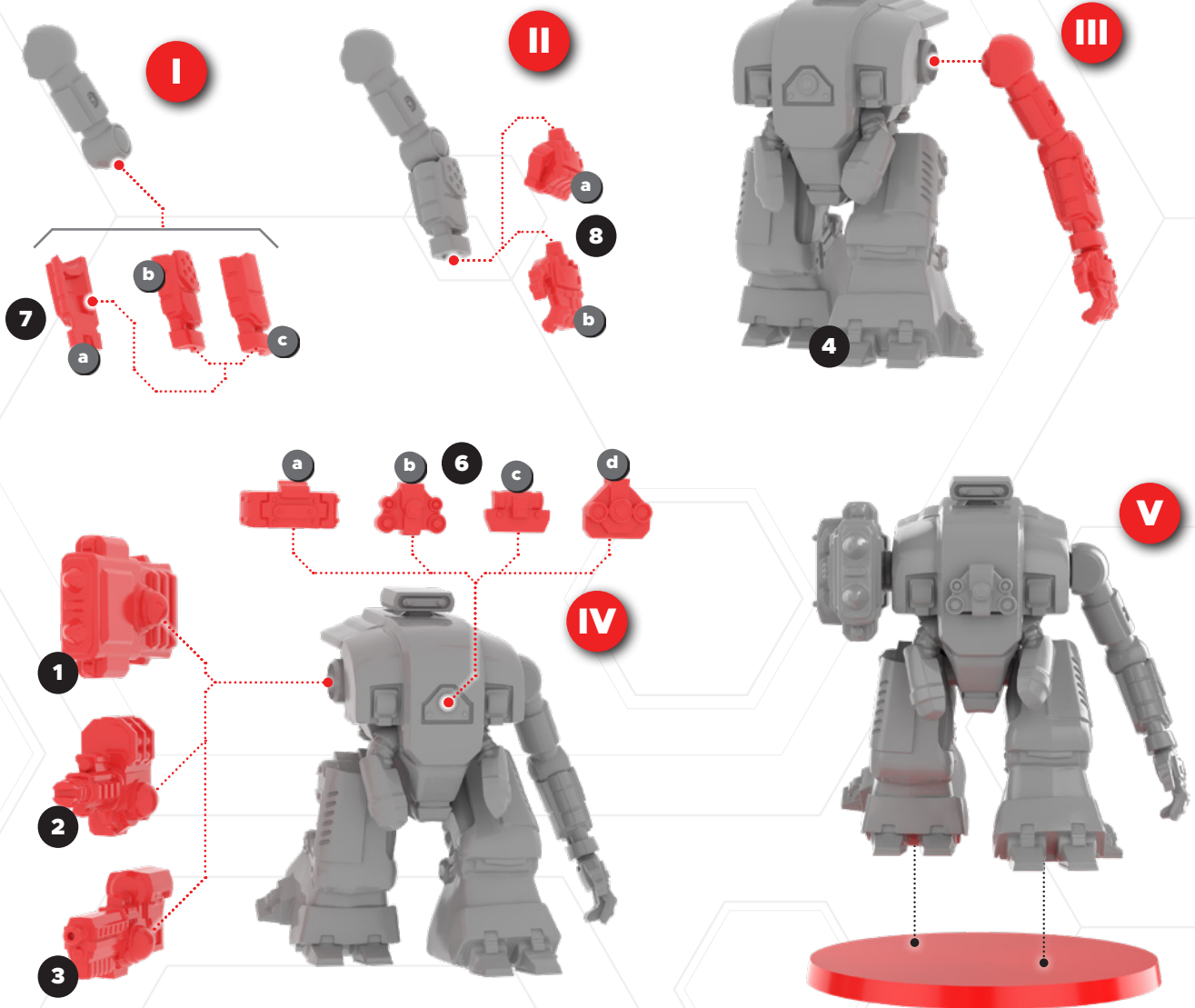
DATA RELAY



RESOURCE COLLECTOR

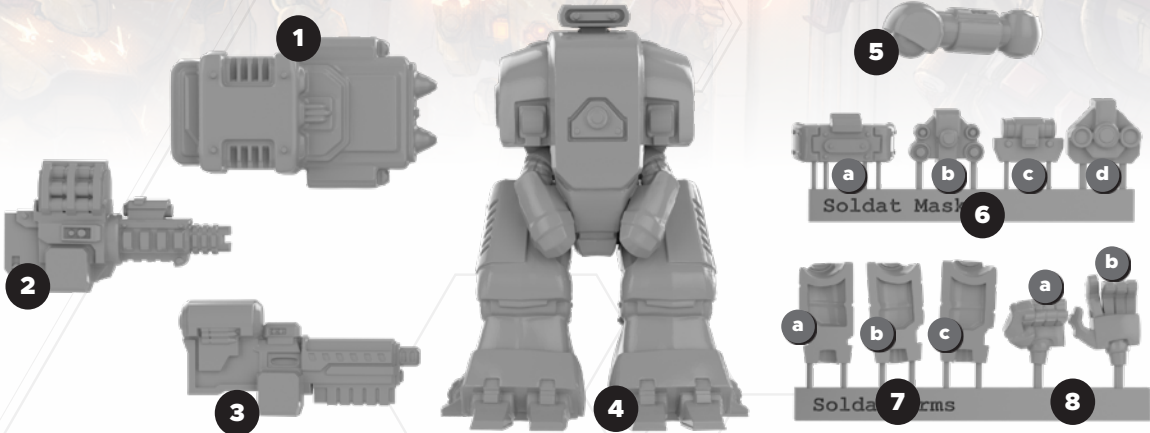


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| 1. TCL-64 FUSI MISSILE PACK | 3. TAR-29D GULO ASSAULT RIFLE | 5. UPPER ARM | 7. LOWER ARM |
| 2. TCL-3 "BOOMER" COMBAT LAUNCHER | 4. MAIN BODY | 6. MASK OPTIONS | 8. HANDS |

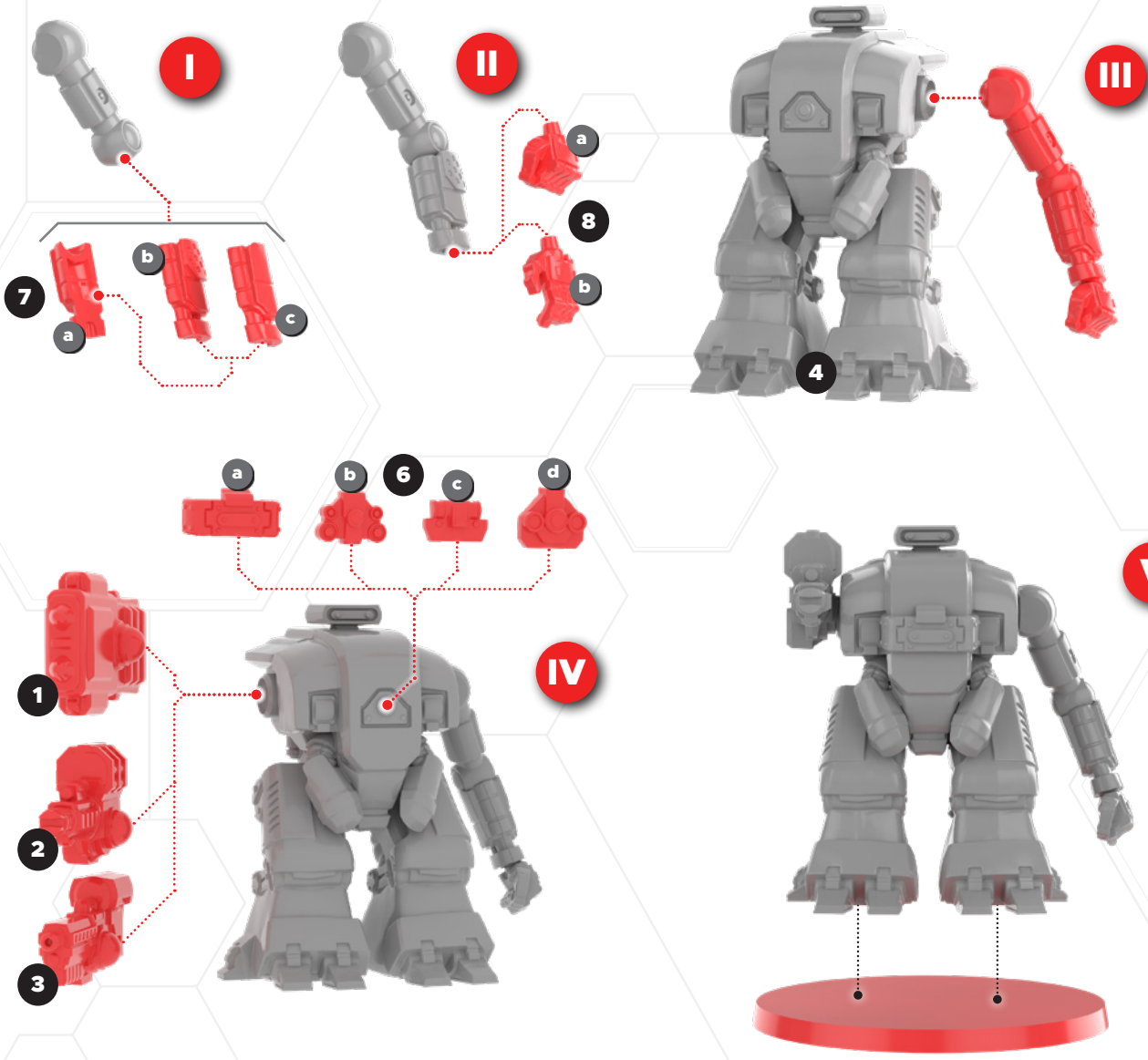


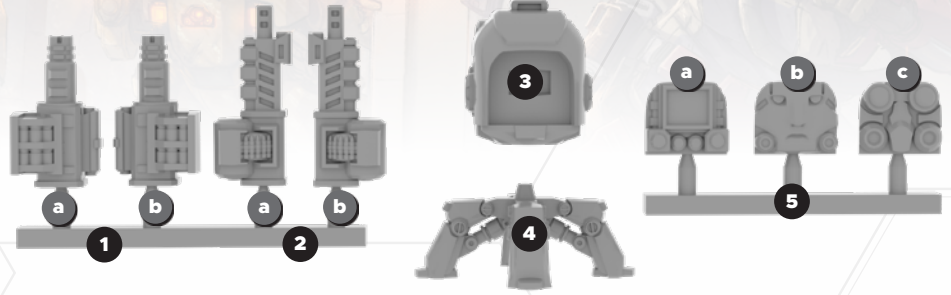
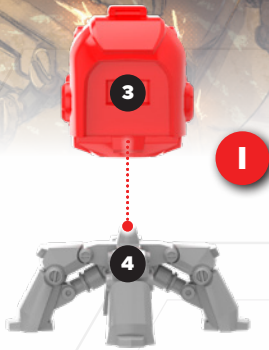
SOLDAT ZEOFORM B

GUARDCORPS PERIMETER
PATROL GROUP

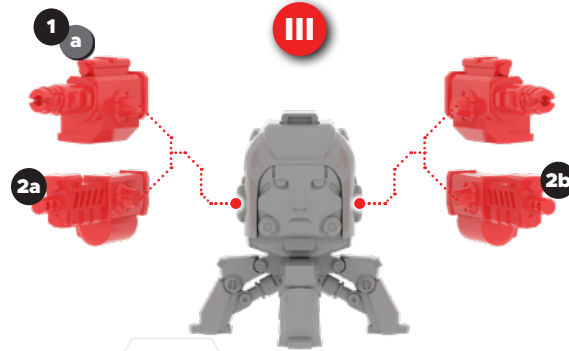
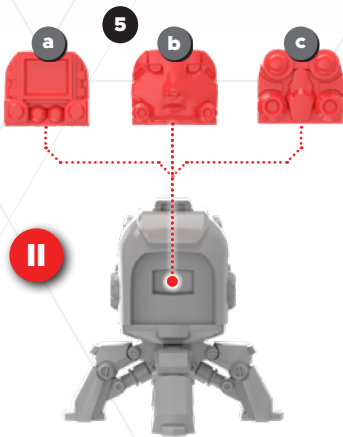


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|-----------------------------------|-------------------------------|-----------------|--------------|
| 1. TCL-64 FUSI MISSILE PACK | 3. TAR-29D GULO ASSAULT RIFLE | 5. UPPER ARM | 7. LOWER ARM |
| 2. TCL-3 "BOOMER" COMBAT LAUNCHER | 4. MAIN BODY | 6. MASK OPTIONS | 8. HANDS |

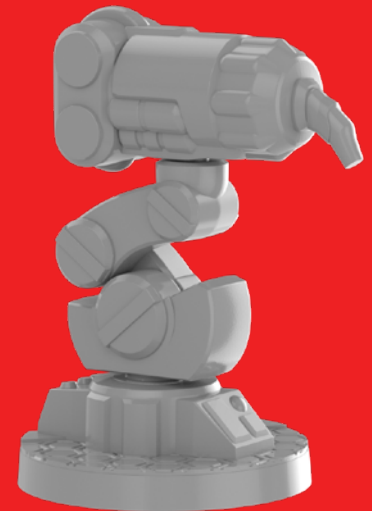




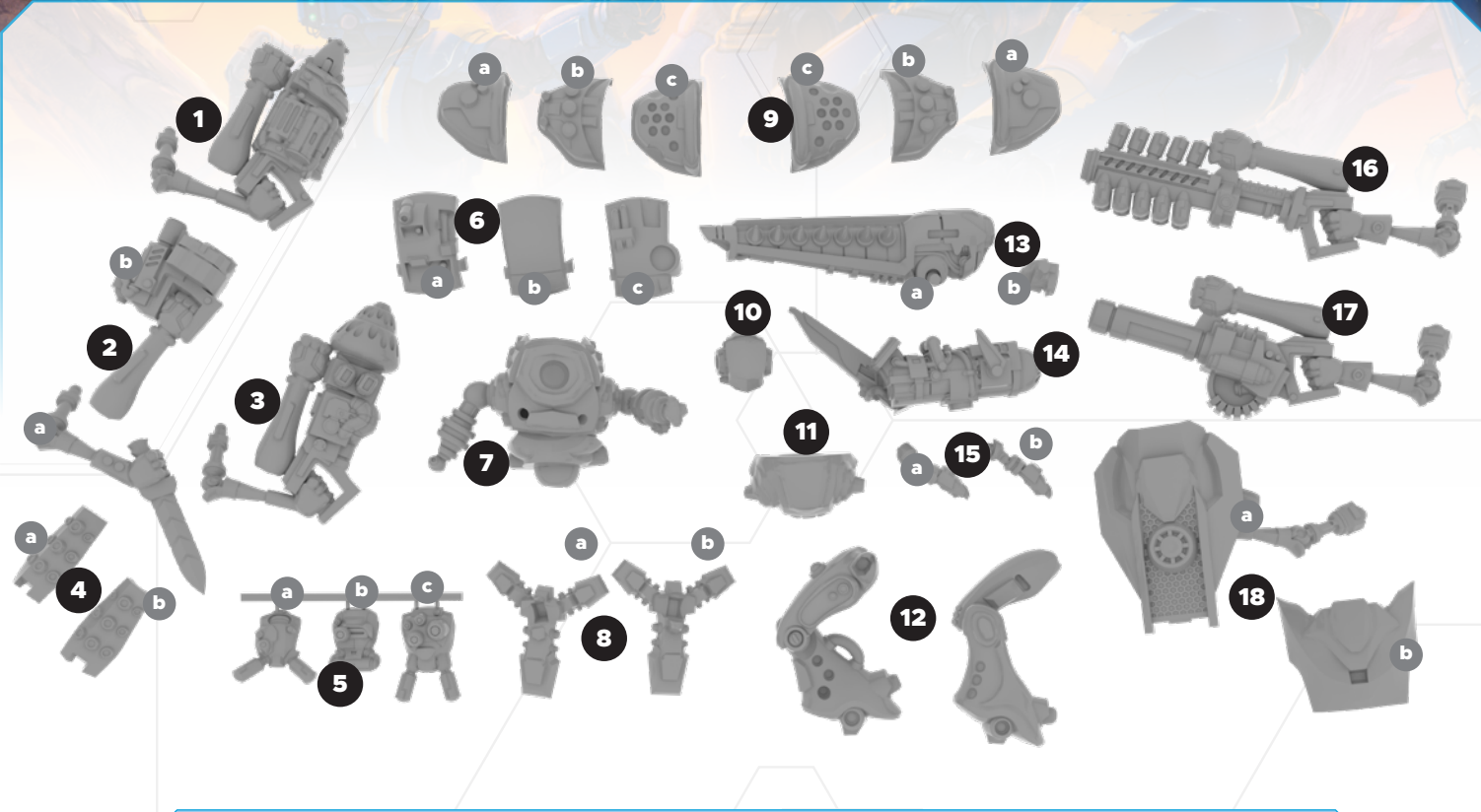
1. AST-6 TURRET LAUNCHERS
2. AST-10 TURRET GUNS
3. UPPER BODY
4. LEGS
5. FACE PLATE OPTIONS



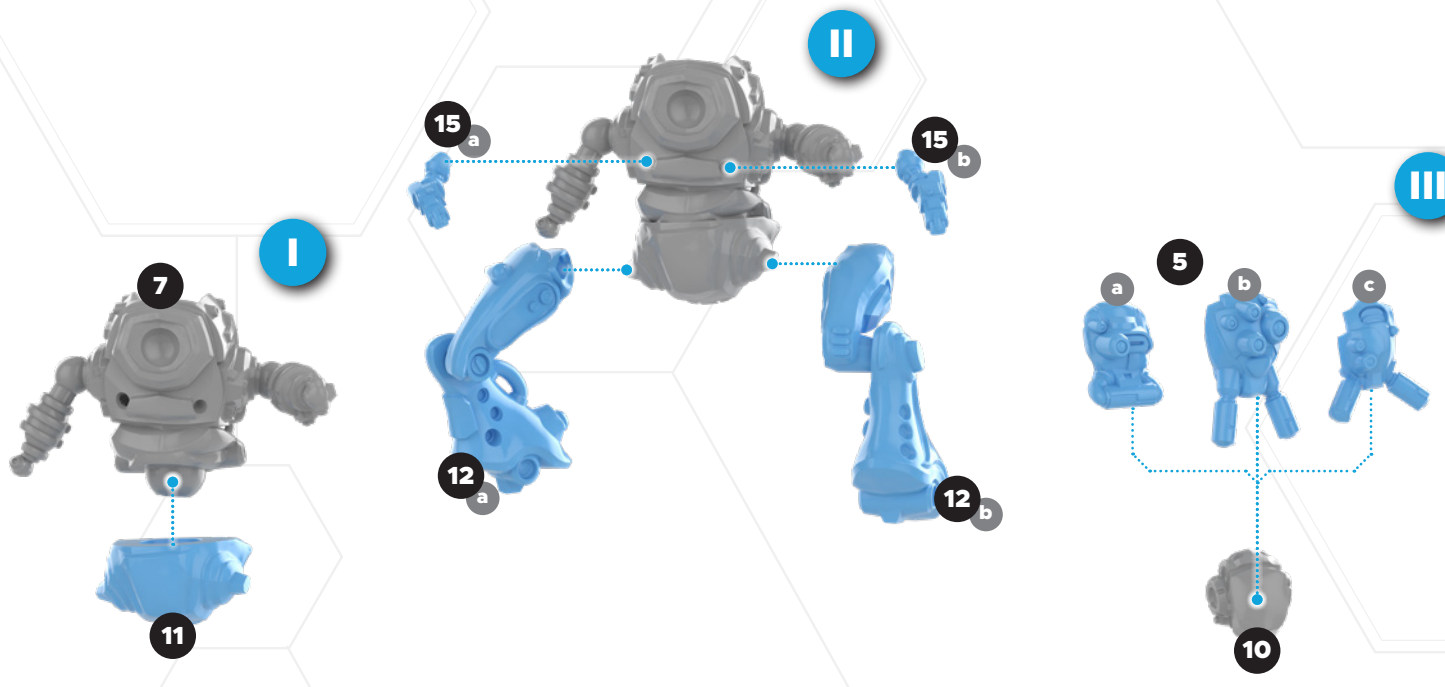
STEELBACK COMBAT DRONE



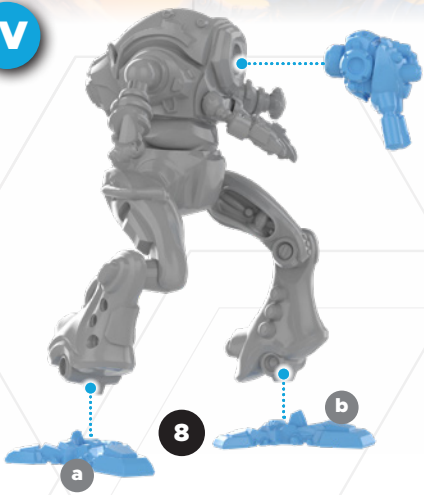
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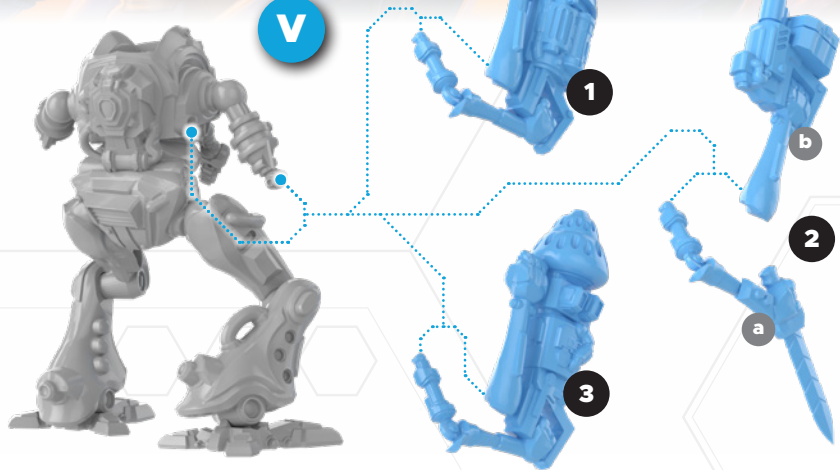
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|---------------------------|--------------------|----------------------------|------------------|
| 1. PLASMA INDUCTOR | 6. CARAPACES | 11. LOWER BODY | 15. PILOT ARMS |
| 2. RIP GUN & COMBAT BLADE | 7. UPPER BODY | 12. LEGS | 16. MESON CANNON |
| 3. HIVESTREAM | 8. FEET | 13. NANOSWARM | 17. KING LANCE |
| 4. ARMGUARDS | 9. SHOULDER GUARDS | 14. MANO MUERTE DESIGNATOR | 18. E-SHIELD |
| 5. FACE OPTIONS | 10. HEAD | | |



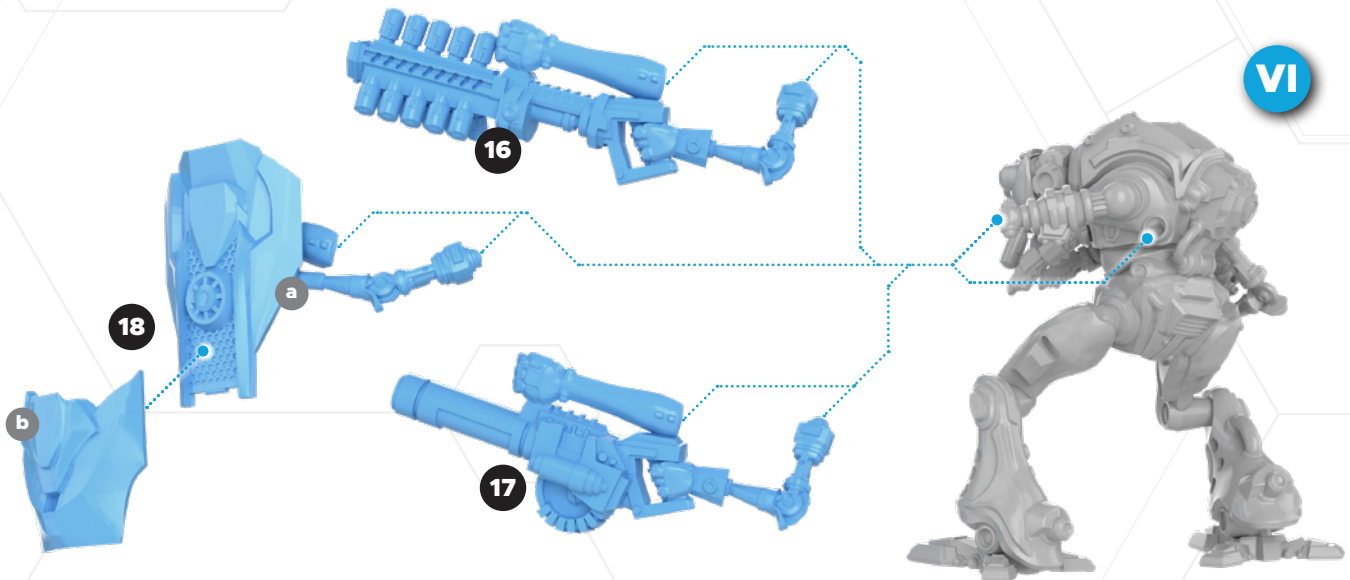
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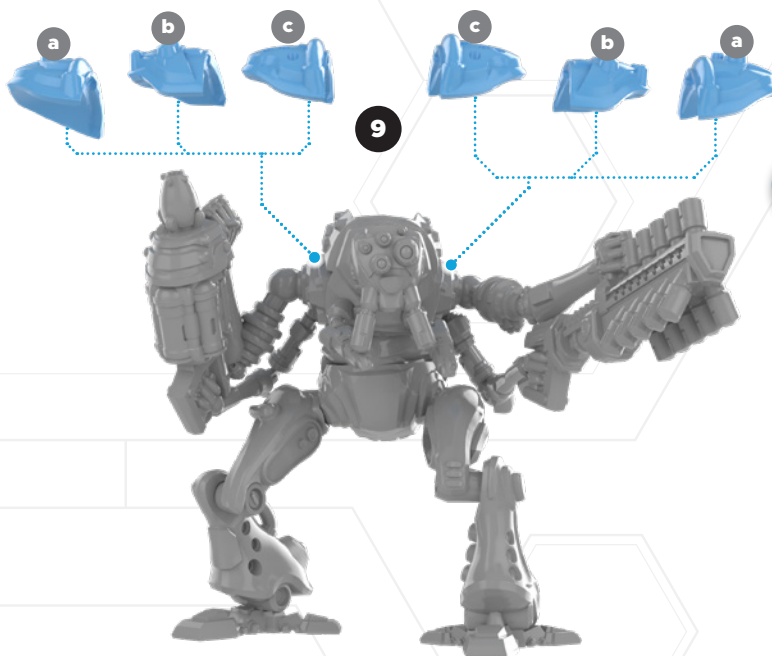
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VI



VII



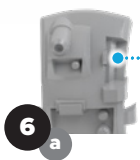


14



6c

VIII



6a



13

b

a



6c

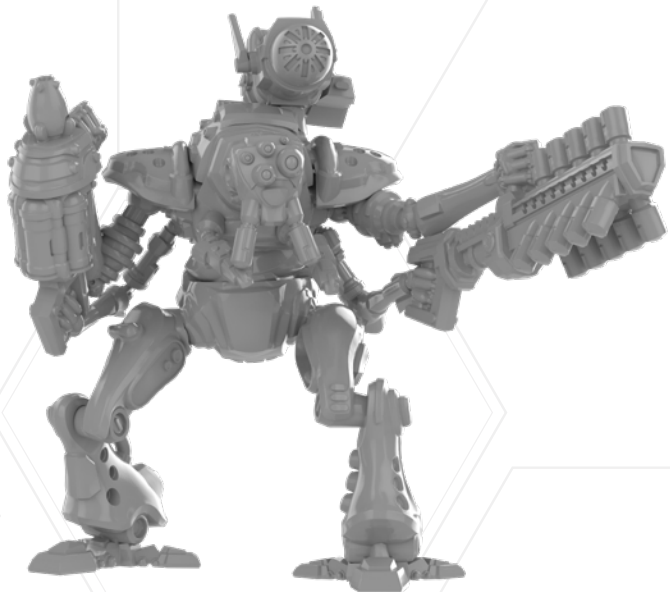


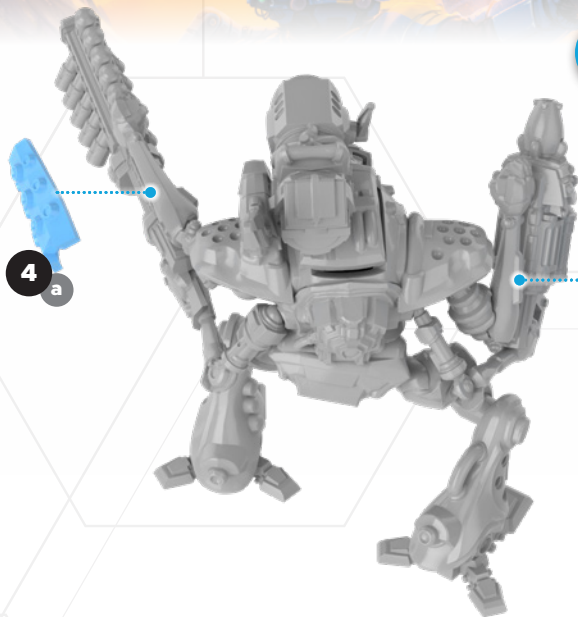
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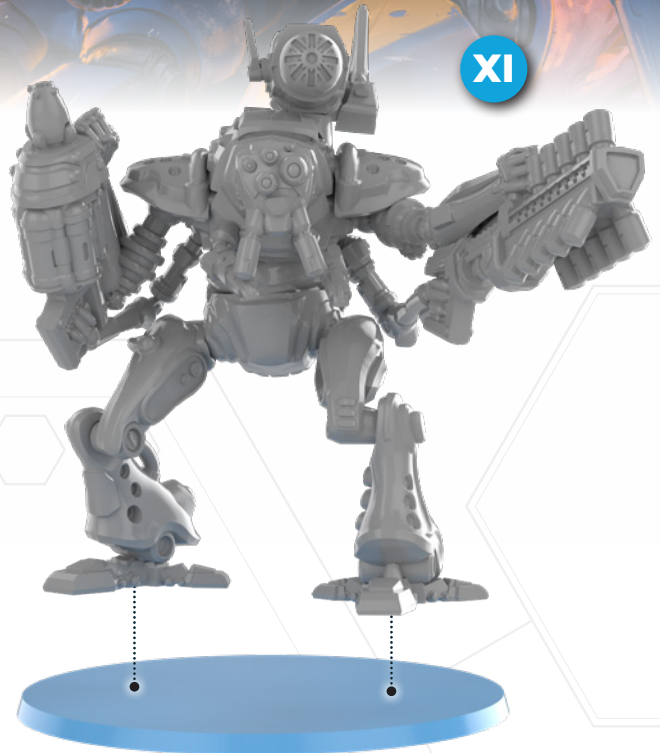
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IX





X

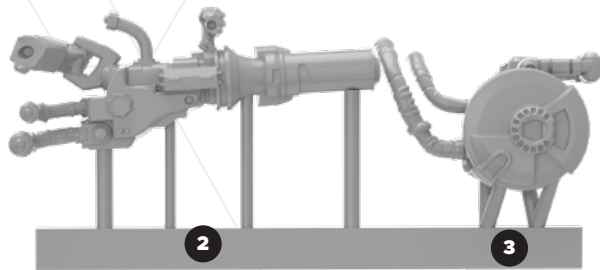


XI

SKERPSKUTTER



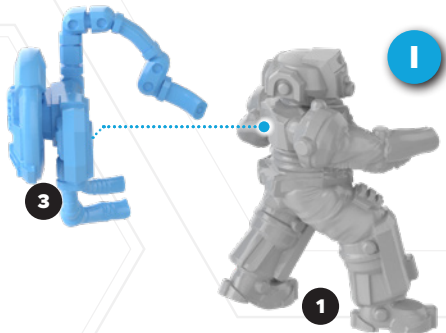
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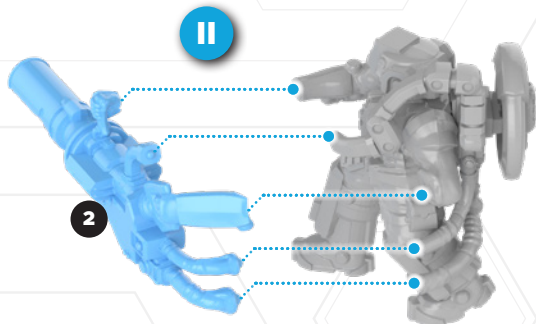
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- 1. SKERPSKUTTER BODY
- 2. AZ LANCE
- 3. E-SHIELD



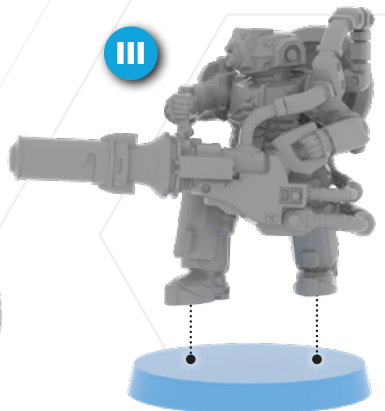
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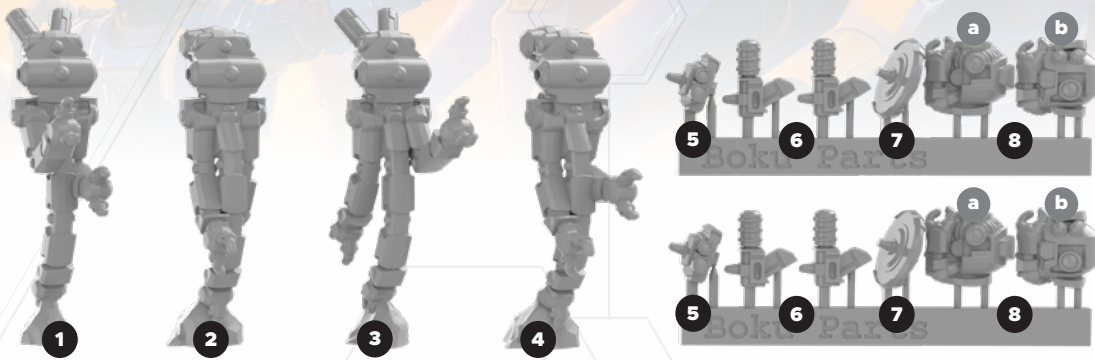


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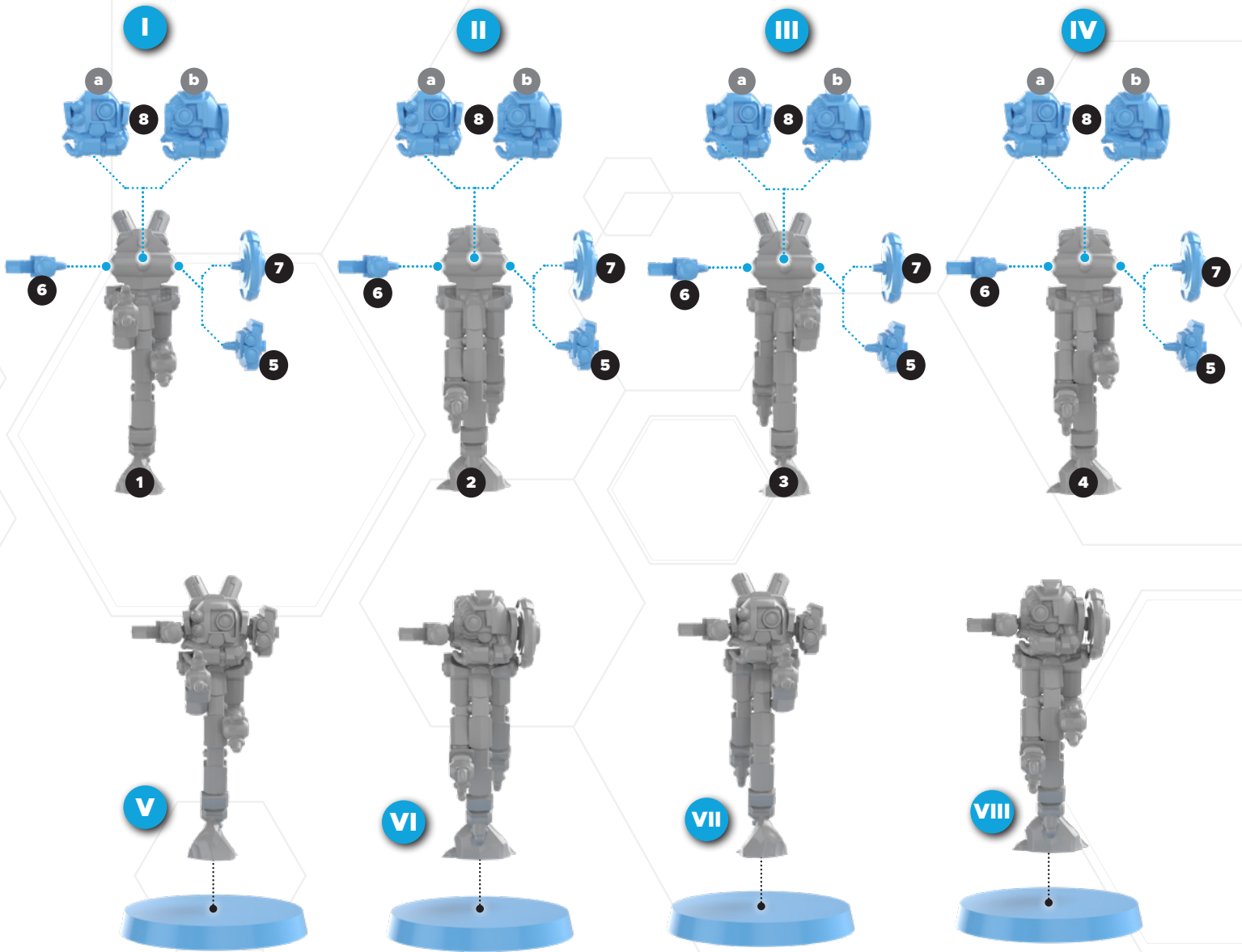
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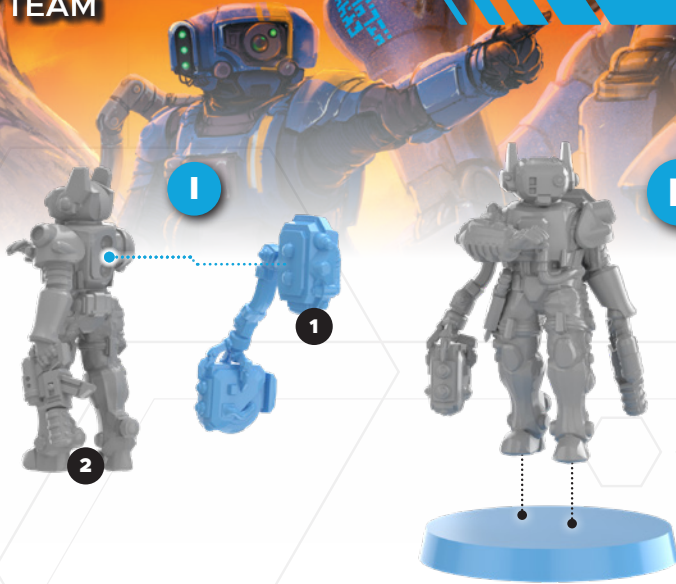


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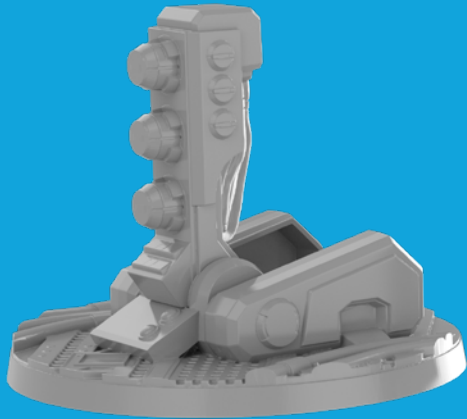


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|-----------------|-----------------|----------------|-----------------|
| 1. DRONE BODY A | 3. DRONE BODY C | 5. TARGETER | 7. WARP ARRAY |
| 2. DRONE BODY B | 4. DRONE BODY D | 6. RIP PISTOLS | 8. FACE OPTIONS |





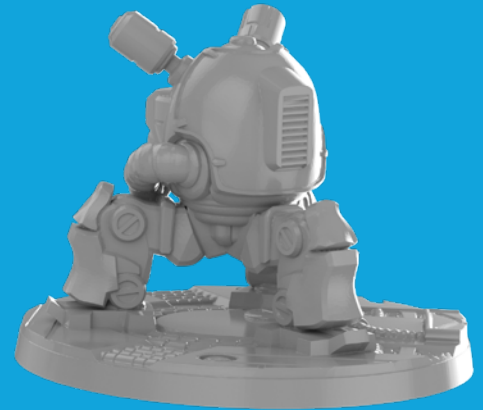
- 1. DRONE CONTROL BACKPACK
- 2. BOKUJIN BODY



ENERGY OUTLET



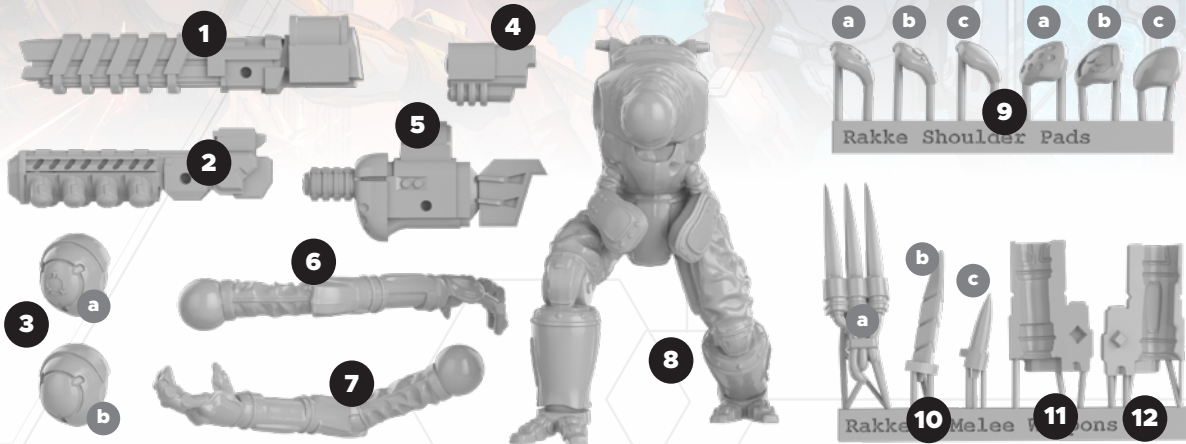
DATA RELAY



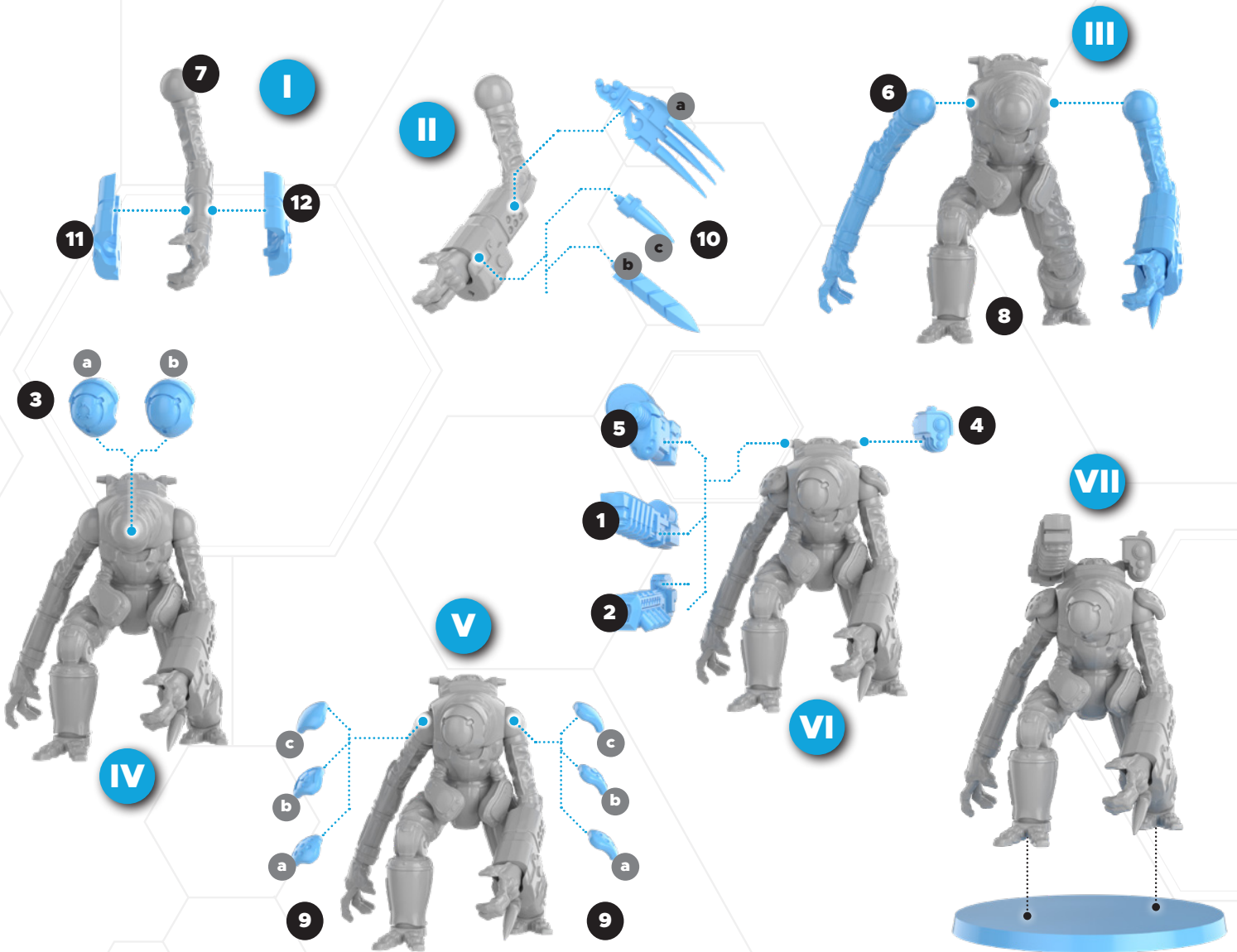
RESOURCE COLLECTOR

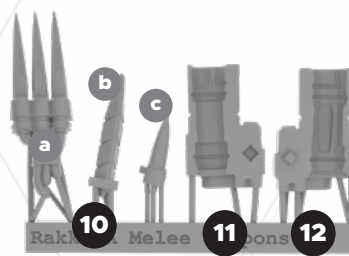
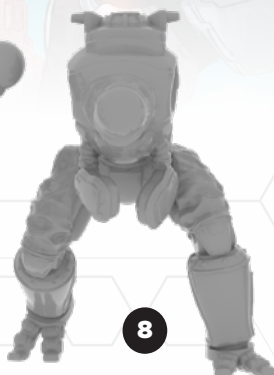
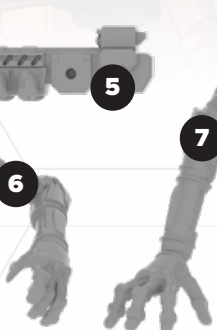
RAKKE ZEOFORM A

PACT ASTROMINER
SHIFT

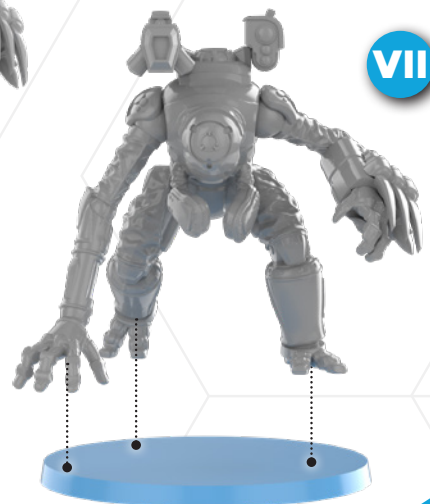
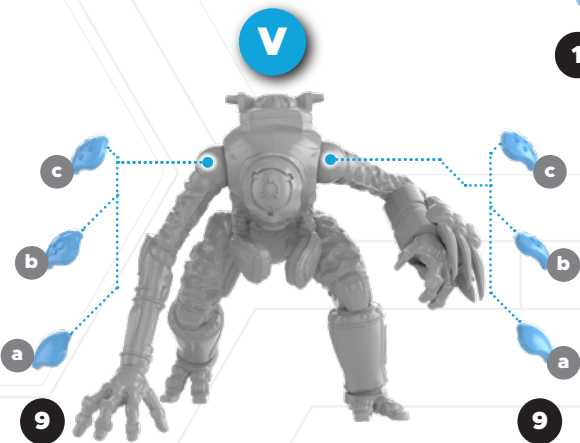
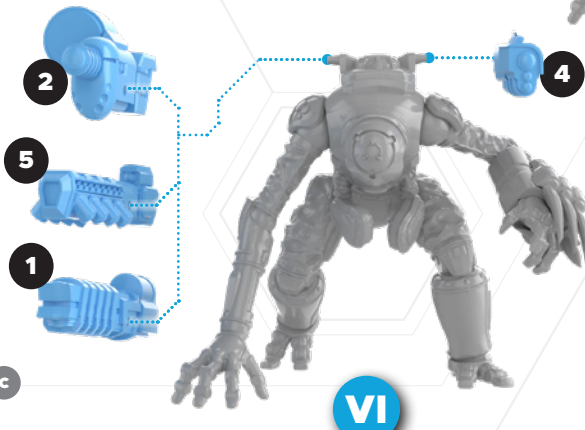
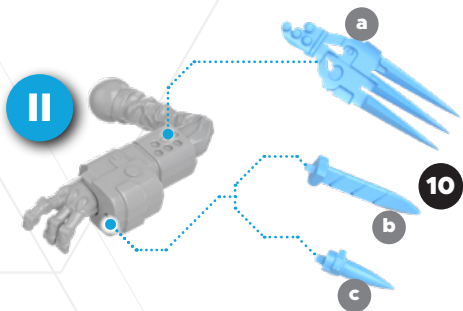
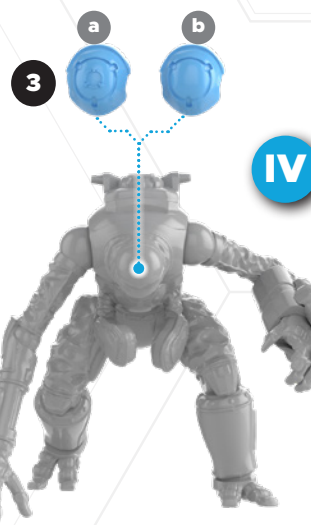
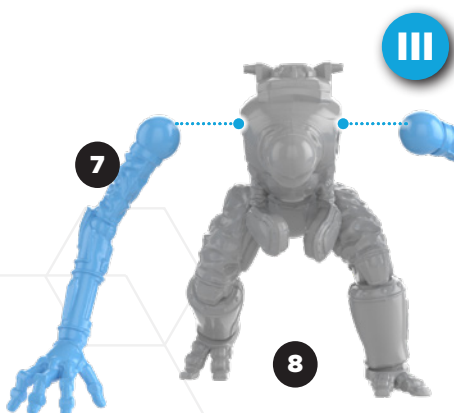
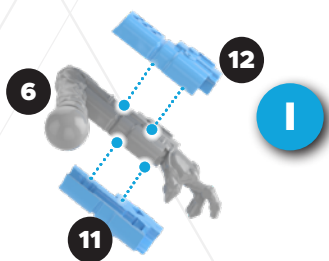


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|-----------------|--------------------|--------------------|----------------------|
| 1. LIGHT PULSAR | 4. TARGETING ARRAY | 7. LEFT ARM | 10. LEFT ARM WEAPONS |
| 2. MESON BEAMER | 5. LIGHT RIP GUN | 8. RAKKE BODY | 11. WEAPON MOUNT I |
| 3. HEAD OPTIONS | 6. RIGHT ARM | 9. SHOULDER GUARDS | 12. WEAPON MOUNT II |





- | | | | |
|------------------|--------------------|--------------------|----------------------|
| 1. LIGHT PULSAR | 4. TARGETING ARRAY | 7. RIGHT ARM | 10. LEFT ARM WEAPONS |
| 2. LIGHT RIP GUN | 5. MESON BEMER | 8. RAKKE BODY | 11. WEAPON MOUNT I |
| 3. HEAD OPTIONS | 6. LEFT ARM | 9. SHOULDER GUARDS | 12. WEAPON MOUNT II |

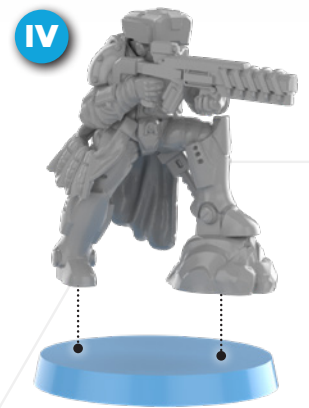
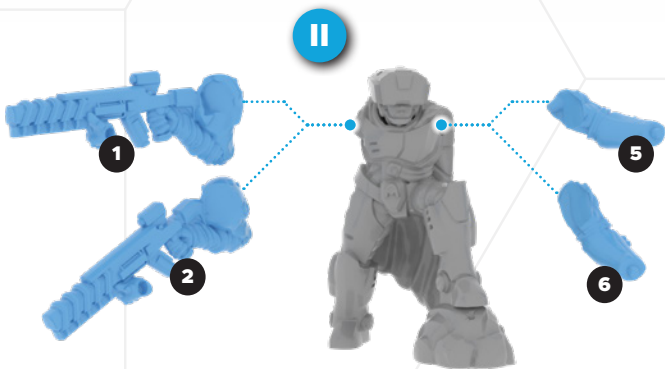


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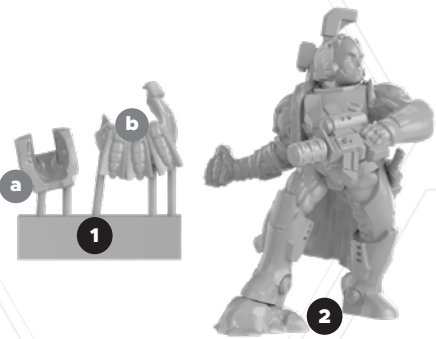
PACT ASTROMINER
SHIFT



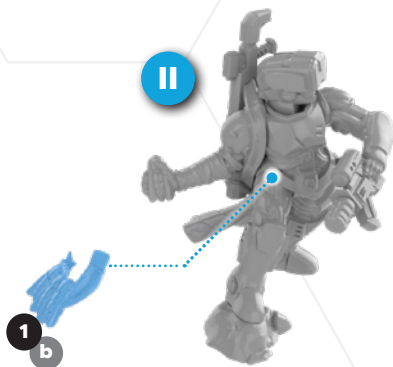
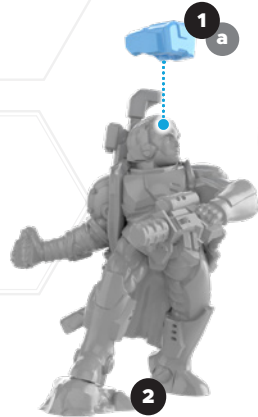
- 1. PULSAR CARBINE AIMED 3. RIYAD BODY 5. LEFT ARM AIMED
- 2. PULSAR CARBINE DOWN 4. VISOR & GRENADES 6. LEFT ARM DOWN



RIYAD B

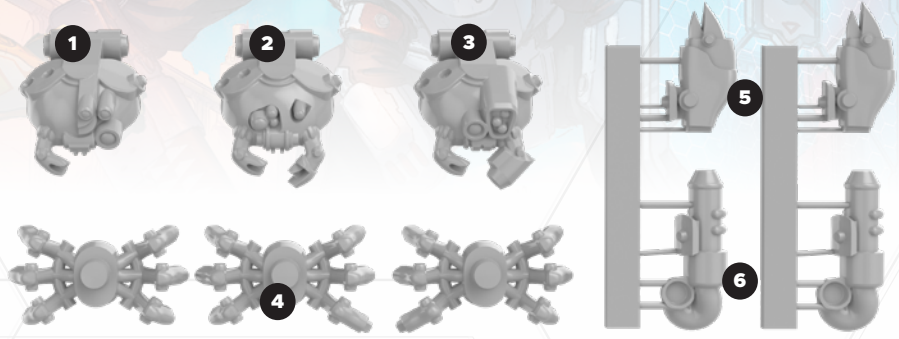
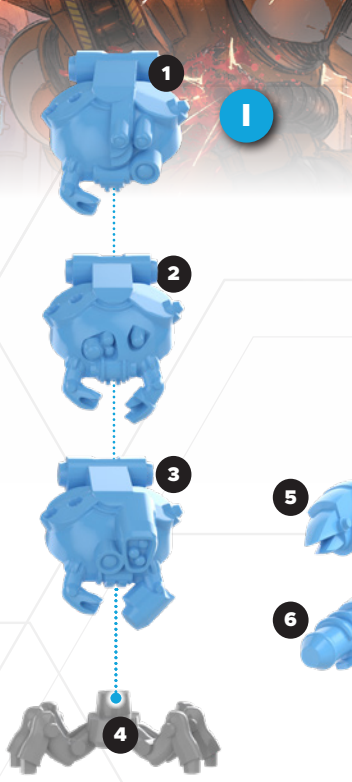


- 1. VISOR & GRENADES
- 2. RIYAD BODY

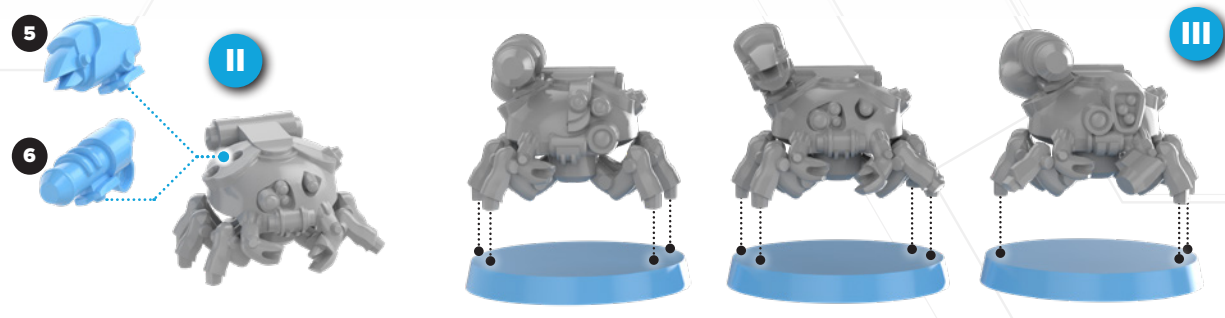




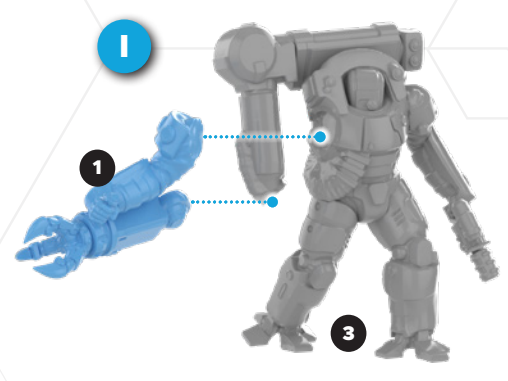
CHELAE-POD DRONE



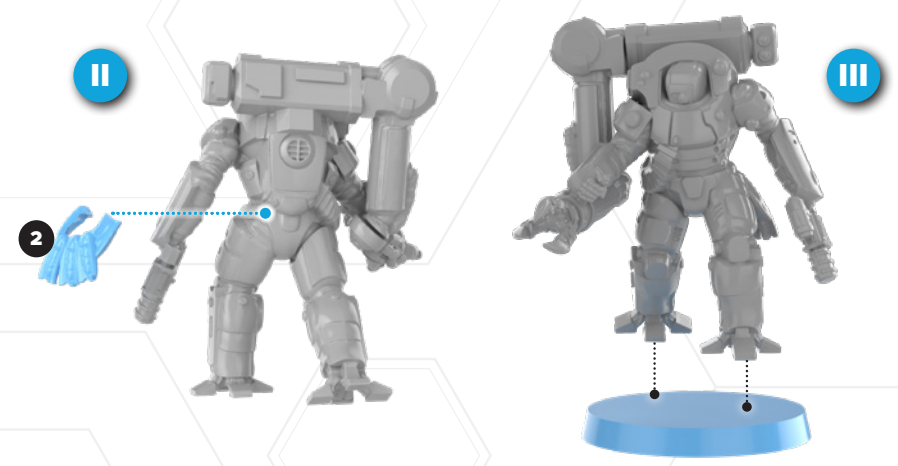
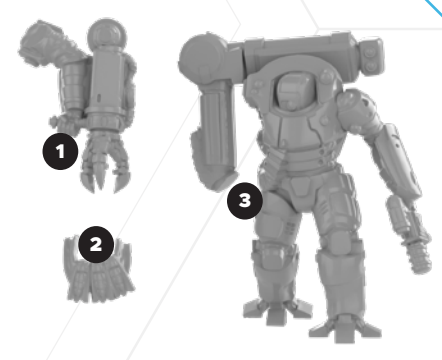
- 1. DRONE BODY A
- 2. DRONE BODY B
- 3. DRONE BODY C
- 4. DRONE LEGS
- 5. UTILITY/COMBAT CLAW
- 6. 6. PULSAR CARBINE



ZENGINEER



- 1. RIGHT ARM
- 2. GRENADES
- 3. ZENGINEER BODY



FIELD GENERATOR