



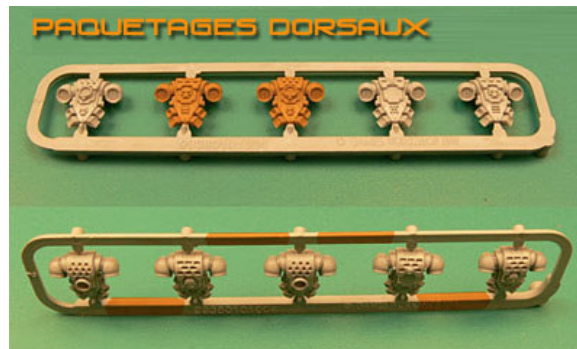
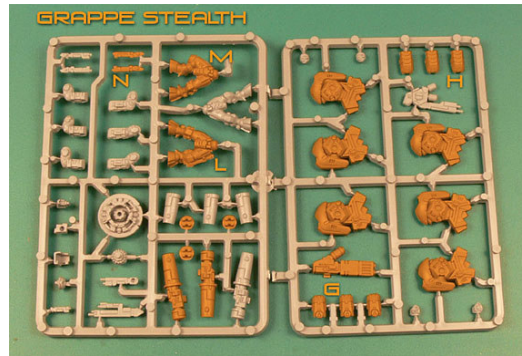
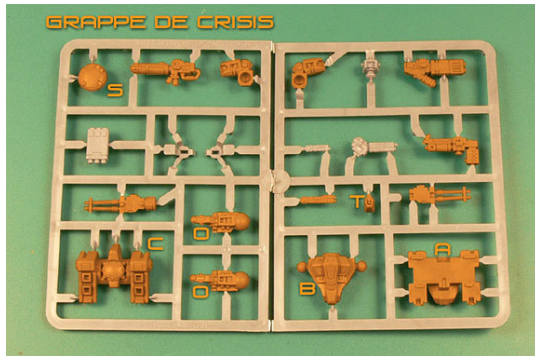
# Shas' O Kais Conversion

(French Translation)

Recommendations: Before beginning, read the article until the end. The realization of this conversion will require to cut areas again and again to re-combine them between them and it will be necessary to watch to cut as neatly as possible.

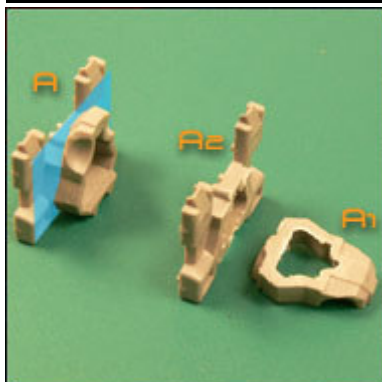
## What You will need

You will need a complete Crisis Suit sprew, most of the VX25 Stealth suit sprew, and the space marine backpack sprew. Take note of the labels set to specific parts.



## Exo-Torso

We'll begin with the torso of the armor...



### Step 1

With the aid of a knife, cut up piece A following the blue mark to get pieces A1 and A2

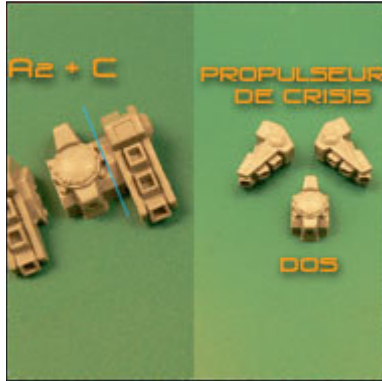
Tip: The thickness of your blade must allow you to cut by supporting you at the same time against the entries of air and also on the "backside" of the armor across.



**Step 2**

Glue together A1 and B then separate the "Bassin" of the "torso". We shall call them as it hereafter.

Tip: There is an area in the back as in the front which helps define where to cut exactly.



**Step 3**

Glue together A2 and C then cut engines following the blue line. You will then have the Back(DOS) and the Engines of Crisis.

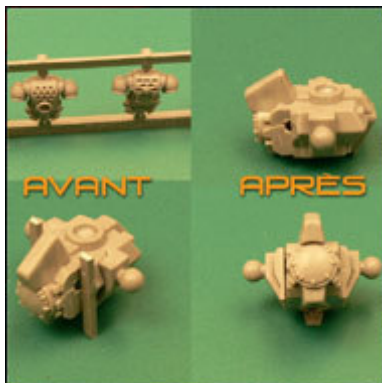
Tip: You will be able to use the plate against the engine as guide.



**Step 4**

Glue together the Back(DOS) on the Torso. It will be necessary to make a notch on the Back (marked in blue on the picture) so that the basin can be correctly inserted.

Tip: You can use the Crisis Shield (S) to have a definite idea of the necessary place, since it will enter the realization of the basin.



**Step 5**

glue together the stems of plastic extracted from the back side of the Space Marines Backpack spew as shown on the left then re-sharpen them using the back of the torso as guide (See the picture)

Tip: This stage allow us to move the engines towards the back without getting in the way of the shoulders.

It is well necessary to wait that plastic glue dries

**Engines**  
The Torso is ready, now lets assemble the engines



Step 6

Put together the 3 bodies of XV25 Stealth suits then to separate engines from it, noted D, by respecting the line guides in blue.

Do not damage the helmets from part E.

Tip: Try to avoid gluing in the trench (in blue) because it will serve us later.



Step 7

Cut 2 (of the 3) of the engines of stealth D along the blue line guides.

Tip: serve you of ends of on - thickness bent to position your saw.



Step 8

Cut the end off the fusion Blasters from the Crisis and Stealth then glue together them together as shown. See to it that both gates are definitely in extension one of other one.

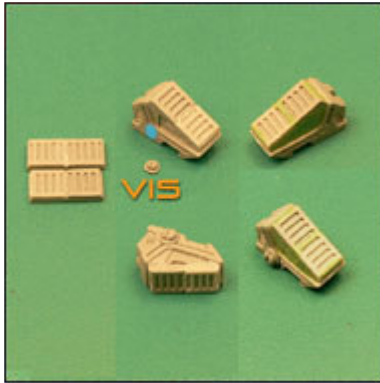
Tip: The slit on the body of fusion Blasters will aid you in the cut.



Step 9

Shave the knobs off the Fusion blaster ends, a file the sides down to look even. Then cut them in half giving you 2 'vent' covers.

Tip: Take time to groove all around the piece before cutting it to make the most precise possible cut.



### Step 10

Lightly file both ends to be able to glue the 'vents' in place. Cut, very carefully, the "screw" off the engine. Fill up spaces with some green stuff\*.

Tip: Of course it will be necessary to cut the screw off different sides for each engine. Keep these 'screws' because we shall reuse them. You can recreate the 'screws' from Green stuff\* on the side of each engine with some slits or even some holes.



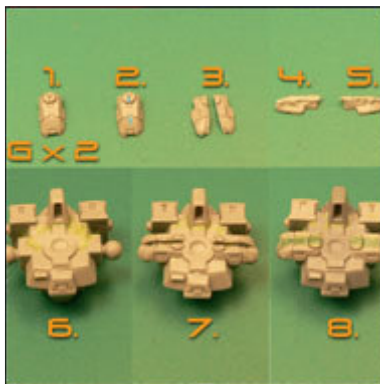
### Step 11

Glue together both engines on the body of the Torso making them look symmetrical. Then, by using the already present slit on the model(1), cut off the top of the "sternum" as well as the upper party of the collar (2).

Tip: Glue sparingly to make it easier for you to fit the engines. Spaces can be filled up with Green Stuff\*. Help you of view aside for the cup of the "sternum".

## Armor

These pieces of armor contribute broadly to the massive aspect of the figurine.



### Step 12

Cut Down the center of the length of two of the left Shoulder guards (G) of the Stealth suits (3). Attach them to the shoulders of the Torso (7). Fill up spaces With Green Stuff\* (8).

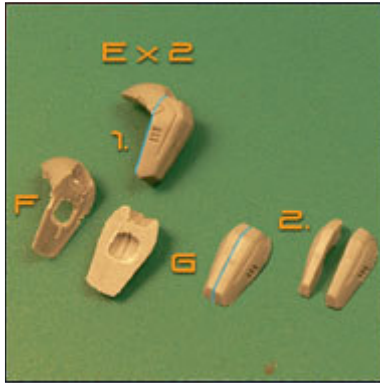
Tip: By making a light cut (2 in blue), it will be easier to cut. For fitting it will be necessary to file shoulders slightly (eg: 6 – left shoulder), and also the underside of Stealth Shoulder gaurds (5 is trimmed, 4 is not).



### Step 13

On the three parts labeled E, separate the head from the torso.

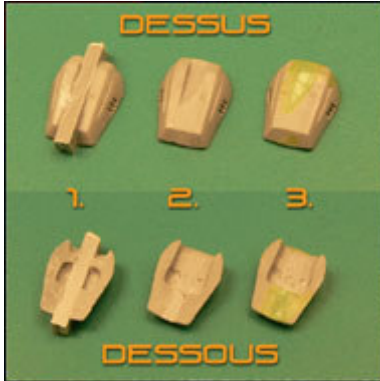
Tip: Watch out not to damage these parts.



#### Step 14

Cut 2 of 3 parts E as shown (1). You will need two parts F which it is necessary to keep and two parts G. Cut them (G) along the original slit on the back of these parts (2). They will be the foundation of shoulder guards.

Tip: The first cut (to make parts F) is probably the most difficult of all. Take time and try to groove all around the cut area to be as precise as possible.



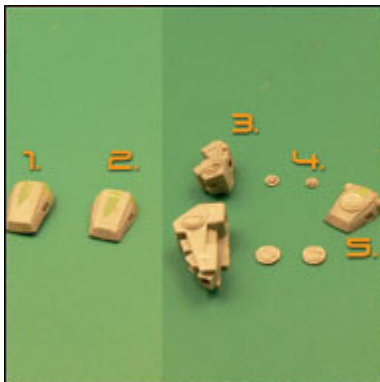
#### Step 15

Take a piece of sprue frame, but thick this time. Glue it between both parts of G (1). When glue is dry file and to sand to smoothen the shape (2). Also smooth and clean out the underside, since it is necessary to use the trench. Finally fill up gaps with Green Stuff\* (3).

Tip: Wait at least 24 hours before sanding Green Stuff\*.

### Optional: Detail of Armor

Following stage is facultative but allows to itemize épaulières what plays emotionally on the final aspect of the figurine.



#### Step 16

Use the lateral slits of new shoulder guards (1) as landmark to engrave with a knife a kind of rectangle plate (2). Take a sample of remaining "screws" from the engine of unused Stealth and those that were put aside. Also, cut off relief symbols with a new blade on the engines of Crisis (3, 4). then to glue together as shown(5).

Tip: It is absolutely necessary that the Green Stuff\* is very dry (48 hours) to groove and dig the slit for the rectangle plate(2)

### The Head



#### Step 17

Two antennae of Stealth (N) and a Crisis multi-tracker (T) will be used for the head. Cut antennae as well as lower party of the rectangular ergot of T (1). Glue together as shown (2), then fill up gaps with Green Stuff\* (3).

Tip: The sides of the head(multi-tracker) are not flat so it will be necessary to file the bases of the antennae and the head slightly.



#### Step 18

Cut up the last part E as shown (1). The lower party, E2, will be slightly adjusted (2, seen lower and bottom) to settle directly behind the head of the previous stage (3). Separate then the upper parts into E11 and E12 (4). It will be necessary to sand the inner cut face so as to take away near a millimetre of material from each (alone the right party E12 is shown sanded here) and also dig lightly (5) at the level of the zone in blue.

Tip: These steps are delicate but important. This will be the head of you model.



#### Step 19

Place head on the torso so as to that the ergot under the head makes flush the ledge (1). Adjust then glue together parts E11 and E12 to the head(2). **!!!DO NOT GLUE ON THE HEAD AT THIS POINT!!!**. To finish the helmet, a "fine" plastic piece of spew was shaped and glued on (3). To finish, fill the gaps with some Green Stuff\* and the antenna of Crisis was added(4).

Tip: It will be necessary to sand the sides of the air vent behind the head, marked in blue (1), so that parts E11 and E12 fit right. You may need to adjust them as well.

#### Optional: Detailing the Torso

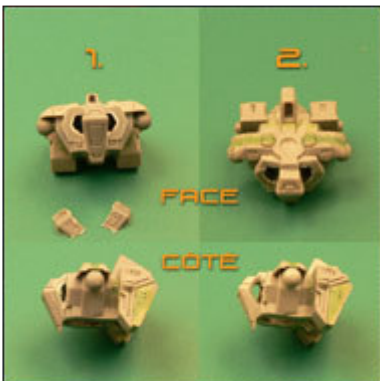
With the reinforced head and his broad shoulders, our commander already imposes it. Also it is possible to pass directly to stage 24 if you do not like to itemize the torso more. Otherwise it left!



#### Step 20

Take both parts F and cut the excess (marked by the blue line). Sand down the back so that it is clean.

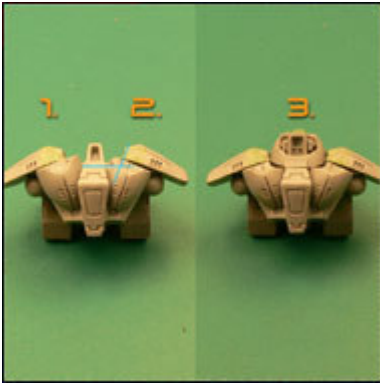
Tip: The purpose of the cut is to create a net face which can act as landmark later for the positioning of these pectoral plates.



#### Step 21

Cut both lateral elements of the torso (1). Then enlarge the hole by filing towards the middle (2).

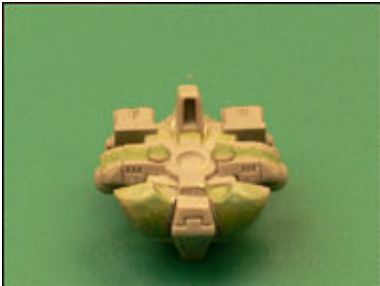
Tip: Use both parts F of the previous step to test if the created hole allows them to fit properly.



#### Step 22

Glue on the pectoral plates as shown. Use the cut on the "sternum" as a guide to make a horizontal notch in parts F. Then make a second slanting, parallel notch in their central slit. Cut this marked of section away (2).

Tip: Use the head, which is not glued yet, to test that the positioning of the slanting cuts (3) are correct.



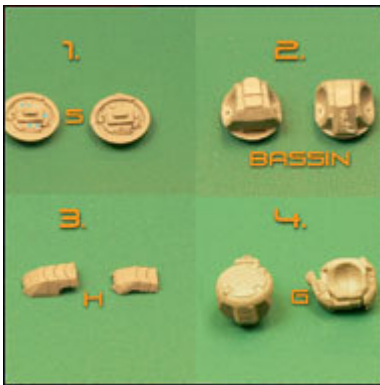
#### Step 23

Having parts F on the torso, it is necessary to sand them to acquire a satisfactory curve. Space is then filled up in Green Stuff\*.

Tip: You should always let Green Stuff\* dry (2 days) before sanding.

### The Bassin

Now that the torso is complete, the most difficult is made. We are going to pass to the bassin then to legs.



#### Step 24

Clean the underside of the Crisis shield gen. (S) the ergots should fit into the "bassin" from step 2 (1).

Stick S in place then sand down the front and the back of the bassin (2).

Having shortened and adjusted a right Stealth shoulder pad, noted H (3), glue it to the front bassin as well as add the last left shoulder pad to the back, noted G (4).



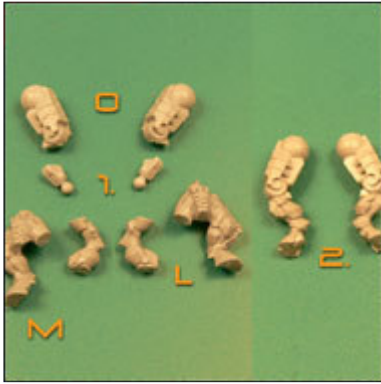
#### Step 25

Trim the burst cannons of Crisis and Stealth suits to extract segments from it cut in bevels (1). Glue these segments to the top of the shield gen. forming a circle (2). Finally, file segments until they are level (3).

Tip: To catch elements so small, ideal is to prick them with the top of your designer's knife.

This part of the conversion allows different poses not normally allowed from standard Crisis.

## Legs



### Step 26

Cut both legs Crisis, noted O, just under the knee. On the bunch of Stealths, the right leg of pair L and the left leg of pair M will be cut above the knee (1). The corresponding elements are re-put together, knee to knee (2).

Tip: by varying the angle of the cut you can make different poses for the legs.

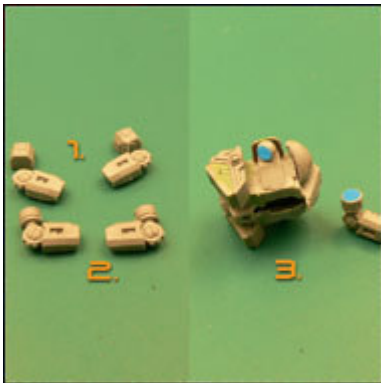


### Step 27

Cut off both vents of a Space Marine back pack as shown (1). File edges so as to put together both vents angled to the calf of the leg of Stealth (2). Glue together vents on the leg by adjusting them at the level of the crease of the knee (3).

File the original knee of Stealth (4) and glue together a stealth shoulder pad H on this place (5).

## Arms



### Step 28

Cut the original shoulders of the arms of Crisis (1) and replace them with the back end of the Stealth suit burst cannons (2). To set up these arms, it will be necessary to flatten the top of the arm and where you will mount it to the shoulder knob (3-marked in blue).

Tip: It is better to know how you want to position the arms before shaving the shoulder knobs on the torso.



### Step 29

It is possible to adapt the flame thrower simply by cutting the mounting block and putting the fuel magazine on the opposite side(1).

However, to make the double flame-thrower it will be necessary to combine elements remaining of two fusion blasters and those of flame thrower. The the parts needed are represented in red. You may need to do some drilling/filing of certain parts as well as use some green stuff\*





### Step 30

For the Plasma rifle, cut off the mounting block to allow you to put it under the arm (2).

You are almost there...

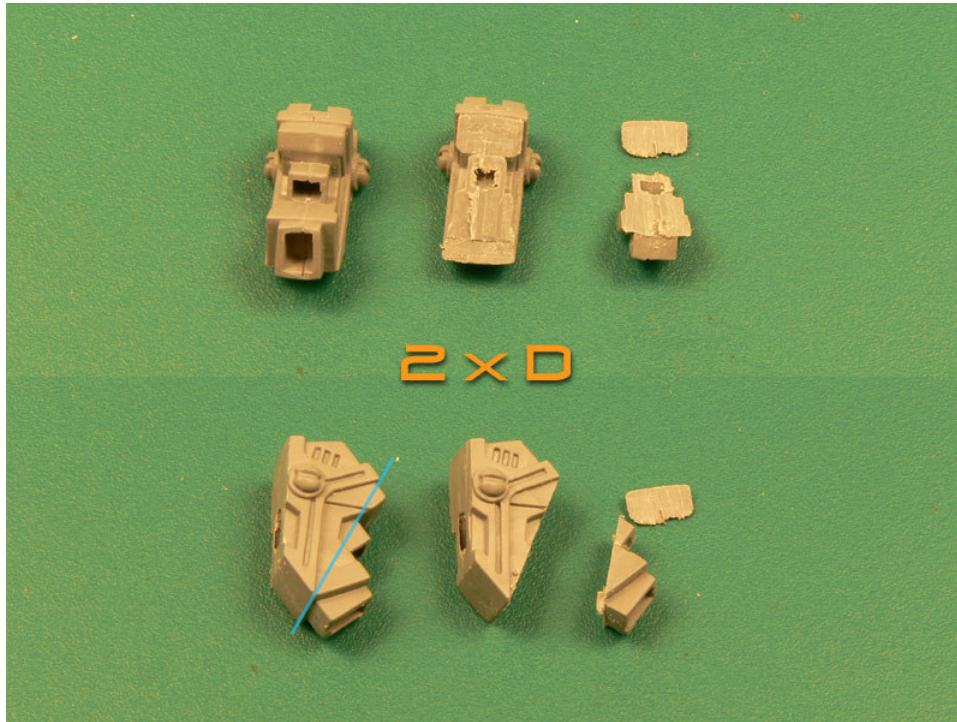
If you achieved this complex conversion, it is because you are an expert in modelling or because you have just become one!

See final assemblage and painting below.

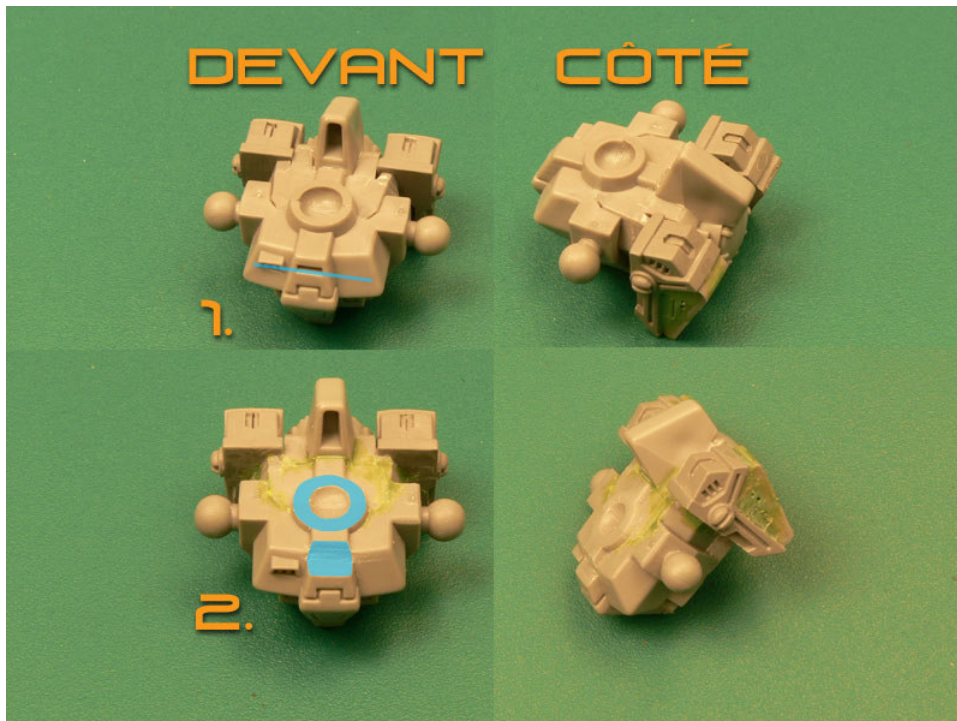


Blown Up views of the trickier parts:

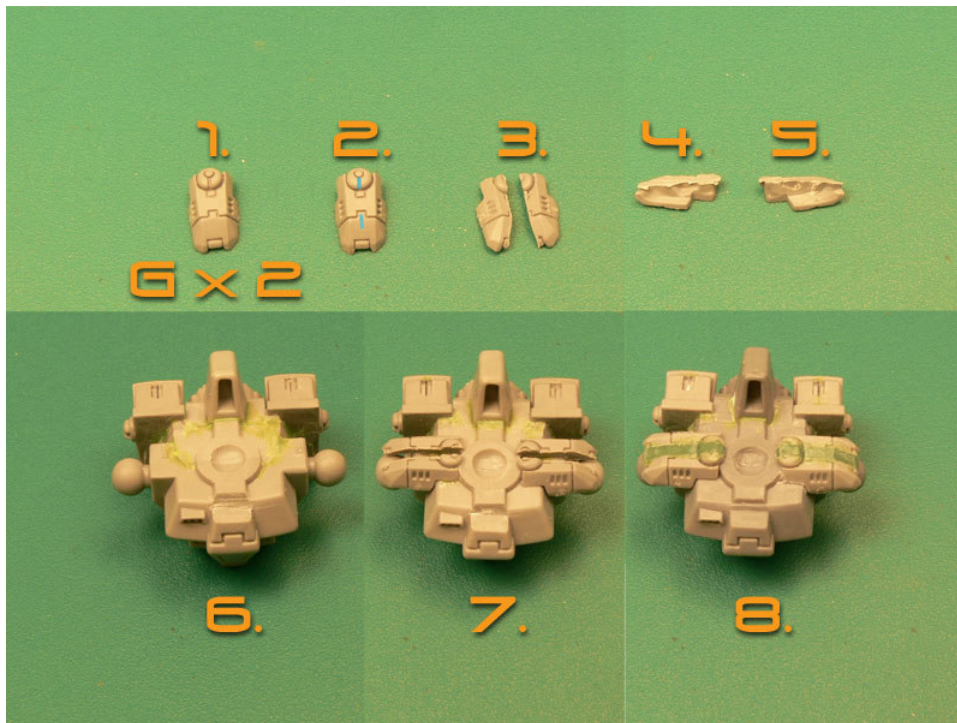
(Step 7)



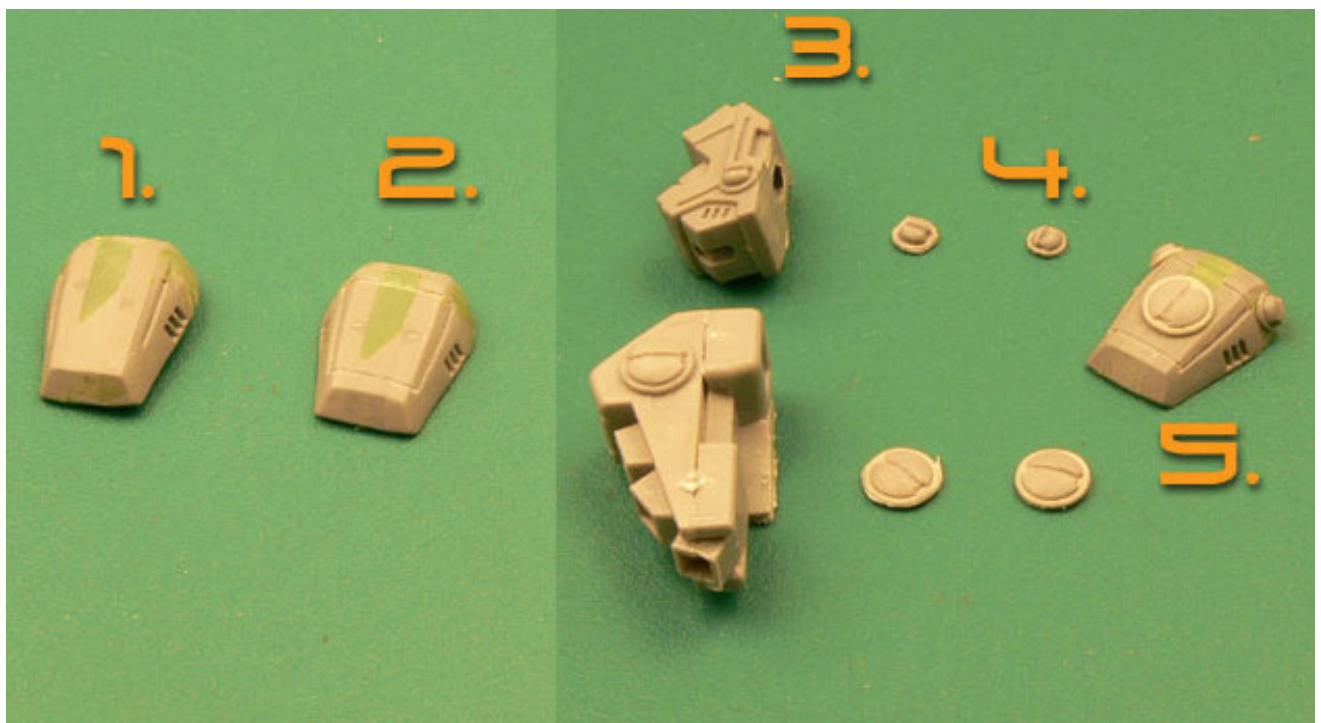
(Step 11)



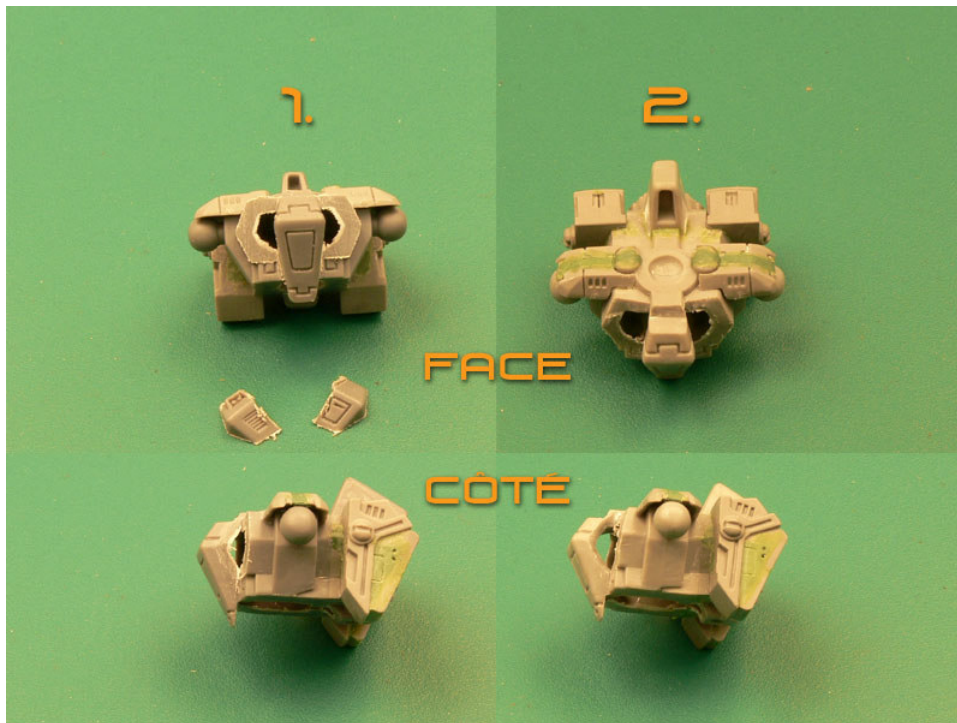
(Step 12)



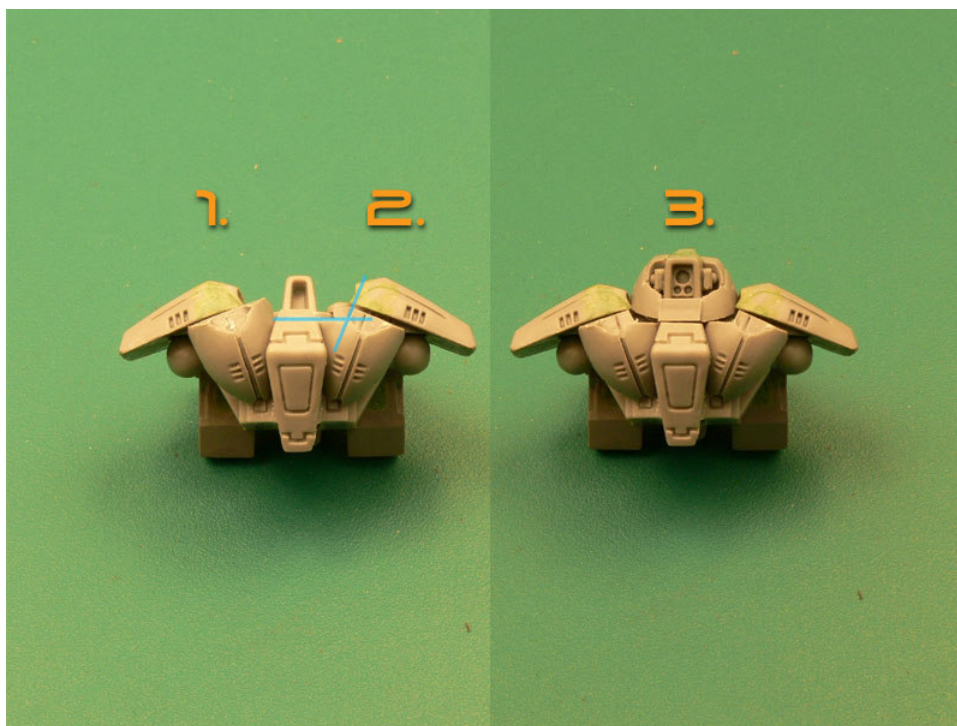
(Step 16)



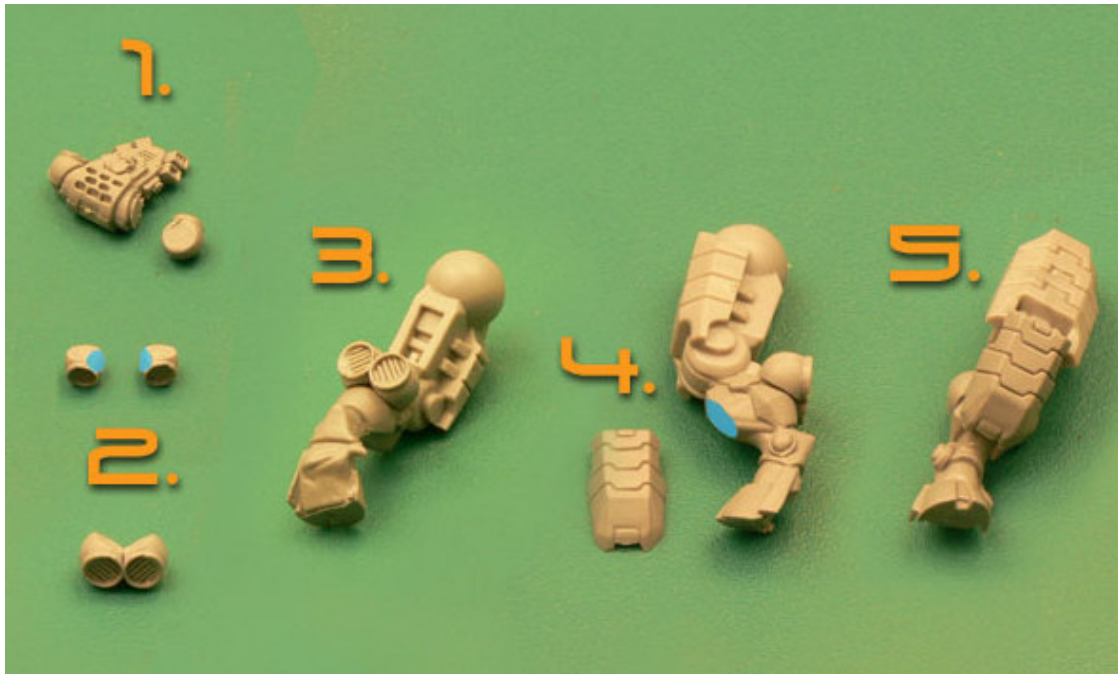
(Step 21)



(Step 22)



(Step 27)



(Dawn Of War Picture of Shas' O Kais)

