

## **76277 War Machine Mech Armor**

Set adapted by Grayson Bosserman and tested by Jolene Nemeth.

The LEGO® Marvel War Machine Mech Armor (76277) buildable playset features a buildable, fully jointed robot for kids, boys and girls aged 6+ and comes with stud shooters and a minifigure pilot.

The mech's chest opens to reveal a cockpit for the War Machine minifigure pilot. There are 3 stud shooters – 1 on the mech's shoulder and 2 on its arms – and a storage box on its back for extra ammunition. This poseable Marvel figure has jointed arms, legs and hands so fans of War Machine and mech warriors can enjoy endless hands-on battle action.

Buildable mech warrior toy for kids – Treat Super Hero boys and girls aged 6+ to hands-on action with LEGO Marvel War Machine Mech Armor.

Posable mech – With jointed arms, legs and hands and a LEGO Marvel War Machine minifigure at the controls, this robot building toy is designed for dynamic action.

3 stud shooters – Kids put the minifigure into the construction toy's opening cockpit then send it into battle with 1 shooter on its shoulder, 2 on its arms and a box on its back for extra ammunition.

Portable play – Standing over 4.5 in. (11 cm) tall, the 154-piece buildable War Machine set puts epic robot adventures into kids' hands, wherever they go.

The front of the box shows War Machine's Mech Armor in a jumping action pose. War Machine is looking over your right shoulder while firing his left arm stud shooter at an enemy behind you; he has your back! The mech is shaped like a human but is made of heavy-duty black armor with highlights of grey on the thighs, arms, and joints. Stud shooters are mounted on the back of both hands, and a third is mounted on the right shoulder with an ammo belt routing to the back of the mech. The red eyes of the helmet armor match the repulsors on both of the palms of the mech, and the miniature arc reactor in the chest.

The top of the box shows a one-to-one scale image of the War Machine minifigure. He looks similar to the Mech Armor, with his own helmet and mini arc reactor on his chest. The red eyes on War Machine's helmet look like he means business!

The back of the box shows War Machine walking next to his mech armor, with the cockpit open. He has removed his helmet to reveal short, black hair and a charismatic and confident grin. Near the bottom are an image of all three stud shooters firing red studs, and another image shows that the mech armor's backpack can open upwards to store four red studs.

The build is 154 pieces in total and is for ages 6+. There are 88 steps to complete this build.

Welcome to text-based instructions from Bricks for the Blind. Before you start building, here are some terms we'll be using:

- In Front of/Front: towards you.
- Behind/Back: away from you.
- Up: towards the ceiling.
- Down: towards the floor.
- Stud: the bump on a LEGO brick. Example: A 2x1 brick has two studs on it.
- Vertically: with the longest side going from front to back
- Horizontally: with the longest side going from left to right.
- Upright: pointing up towards the ceiling.
- Standing upright: The piece is perpendicular to the ground, like a wall.

- Lying flat: The piece is parallel to the ground, like a piece of toast which fell off the table.
- That one/ppp: previously placed piece.
- Plate: piece with studs.
- Tile: smooth piece without studs (unless otherwise specified)
- A jumper plate is a 1x2 plate with a single stud on top, or a 1x3 plate with only two studs on top.
- "Anti-stud" is a term for the portion of a LEGO piece which accepts studs, like the bottom of a plate or brick.
- Symmetrically: a mirror image. Example: If you place a 2x1 brick with technic connector on the front wall at the right, connector to the front, and then place another such piece symmetrically on the back wall, at the right, the technic connector of the second piece should point to the back, since it will be placed symmetrically.
- Centered-vertically: even amount of space in front of and behind piece
- Centered-horizontally: even amount of space left and right of piece.
- Row: studs lined up horizontally (left to right/side to side).
- Column: studs lined up upright or vertically (top to bottom/back to front).

For builders with low vision, or a sighted building partner who may want to follow along with the printed visual instructions that come with each set, PDF versions are always online at [<https://www.lego.com/en-us/service/buildinginstructions/76277>] As low vision users may benefit from viewing the instructions on a personal device where they can zoom in on content and use assistive technologies to enhance the visuals.

A note on LEGO Technic™ part names. These parts are somewhat different from regular LEGO bricks. Here are some definitions in case the builder or helper is not familiar with LEGO Technic™.

**Axles** - An axle is a connector which has an X shaped cross-section. Because their cross section is not round, anything connected to an axle using an axle-hole will rotate with that axle. Axles are longer than they are wide, and the length of an axle corresponds with how many bricks long it is. Aka a 3L axle is three bricks long. Axles come in a variety of lengths, with a 2L axle being the shortest available. They may be combined with pins, or have circular stops on them. A stop prevents the axle from sliding through an axle-hole at a specific point on the axle.

**Pins** - A pin is a connector which has a circular cross section and a flanged notch out of one or both ends. This flanged notch allows them to click into bricks with a pin-hole. Pins come with and without friction ridges, which are small bumps on the pin which prevent them from rotating freely. For standard pins, black is a high friction pin, and gray is a low friction pin. A standard length pin is two brick lengths long, with a stop in the middle. This prevents a brick from being pushed from one side of the pin to the other. A 1L pin is one brick long and still retains the stop, however it also includes a hollow stud at the other end. A 3L pin is three bricks long, and only contains a stop at one side, allowing two bricks to be pushed onto the other side of the pin. Pins may also have one side which is an axle.

**Technic brick** - a brick which contains one or more holes which accept technic pins.

**Lift-arms** - A lift-arm is a basic structural element, similar to a brick or a plate, but usually without any studs. It is a beam with rounded ends and with holes in it, with the same spacing as the studs on a LEGO brick. lift-arms come in a variety of lengths, including a 1x1 lift-arm which looks like a cylinder. Thick lift-arms are as wide as a LEGO brick, and thin lift-arms are half as wide as a LEGO brick, but not the same thickness as a LEGO plate! The holes in a lift-arm arm may accept axles or pins. They also come in a variety of shapes, including tees, ells and triangles.

Gears - A gear is a functional element. They are typically discs with teeth on the outside, there are also worm gears which look like a spiraling cylinder! Gears connected by axles transmit or even transform rotational motion!

Axle and Pin Connectors - These elements are typically smaller than lift-arms and are used to connect some combination of pins or axles. They might have pins or axles, as well as axle or pin-holes. They have a lot of different angle combinations! The simplest just connects two axles or pins together in a straight line.

Bushes/Bushings - LEGO Technic™ uses bushes largely as spacers, but they also can reduce friction between rotating parts, or can form useful elements such as handles.

Bushes are typically light gray, generally cylindrical, and have an axle-hole running through the middle. They have a flange at the front and back to make them easier to pull on and off

To begin a successful build, it helps to sort the pieces into groups, bags or small containers. Have a sighted friend or family member do this in advance following the instructions below. You will see that the pieces should be sorted into groups according to the building steps in the set. Doing this in advance makes locating the pieces easier. See below on how to sort the pieces to correspond to the steps in this set. Number the containers using letters A-Z, numbers or meaningful names. The parts will be collected into a small number of steps in the instructions. Example: Steps 1-3 means collect all the parts used in steps 1, 2 and 3, and put them in one container.

This LEGO set comes with 3 bags that are unlabeled, 1 instruction booklet, and 1 loose piece (Silver Hose). The bags do NOT correspond to the order of instructions. Instructions are given by Step number, or by Instruction Booklet Page number if a Step number was not assigned.

Group 1 – Page 5 War Machine Minifigure  
Group 2 – Steps 1-9 Mech Armor Torso  
Group 3 – Steps 10-19 Mech Armor Hip  
Group 4 – Steps 20-29 Mech Armor Left Leg  
Group 5 – Steps 30-39 Mech Armor Right Leg  
Group 6 – Steps 40-46 Mech Armor Feet (Total 2 assemblies)  
Group 7 – Steps 47-61 Mech Armor Left Arm  
Group 8 – Steps 62-79 Mech Armor Right Arm  
Group 9 – Steps 80-88 Ammo Backpack and Silver Hose

A note on gathering pieces for Group 6. Steps 40-45 will be done twice to create 2 feet. Gather twice the number of pieces for each step.

Let's get to building!

Group 1 War Machine Minifigure

Page 5. Find the black minifigure legs and hold them with the feet facing towards you. Put the torso on the legs with the insides of the elbows facing towards you. The torso is printed with a triangular Arc Reactor on the chest, and a jetpack on the back. Place War Machine's head onto the post of the torso, with his confident grin facing towards you. Find the helmet and hold it with the front opening facing towards you. Find the face shield and hold it with the curve facing towards you and the smaller chin section pointing down. With the helmet opening facing towards you, push the face shield into it; the face shield will click into place on the top and bottom of the helmet. Place the completed helmet onto War Machine's head. You can lift the face shield up from the bottom to see his face!

Note: War Machine has short black hair that can replace the helmet when he is not wearing it.

## Group 2 Mech Armor Torso

1. Find the Dark Stone Cockpit 4x2x3 with pinhole and 2 clips and hold it with the 6 studs face the front and the pinhole facing down. Find 2 Dark Stone 1x2 plates with ball ends on the short side. Place one of these plates horizontally on the right 2 studs of the top row of 4 studs so the ball faces right. Repeat symmetrically to the left with the other 1x2 plate with ball end on the short side.
2. Place the Medium Stone 2x2 tile with 2 studs on top of the ppp so the studs are on the top row. Place the Medium Stone 1x2 half-circle tile below that part so the curved edge faces down.
3. Find the Red 1x2-1x2 bracket with side studs hanging down. Place it on top of the studs of the previous 2x2 tile so the side studs are facing upwards.
4. Find 2 Black round 1x1 plates with handles. Place one of the plates on the front facing stud to the right of the ppp so the handle points up and slightly right. Place the other plate symmetrically on the left side.
5. Find a Black 1x2 plate with a clip on the long side. Place it on the front side of the red 1x2-1x2 bracket with the clip pointing down.
6. Find 2 Dark Stone 1x1 tile with 1x1 slope pieces. Place 1 of the pieces horizontally on the right 2 front facing columns including the ppp and the 1x1 plate with handle so the slope faces right. Place the other piece symmetrically on the left side.
7. Find the Black 1x2 slope tile. Place it on the top 2 studs that are between the round 1x1 plates with handles so the slope faces front.
8. Rotate your build 180 degrees so the 2 clips on the bottom edge are facing towards you. Find the Dark Gray mech cockpit door with 2x2 studs and handle. Hold it so the handle is pointing down and the 2x2 studs are facing towards you. Place the Dark Stone 2x2 tile with the arc reactor decal onto the front of the mech cockpit so the long edge of the arc reactor decal is facing up. Rotate the mech cockpit 90 degrees so the previous 2x2 tile is facing down. Push the mech cockpit into the rest of the build so the handle clicks into the 2 clips.
9. Push the mech cockpit door up and back to close the mech armor cockpit. Find 2 silver mechanical arms. These pieces have a technic hole on the square end and a horizontal clip on the other end that curves 90 degrees. Push the clip end of one of the mechanical arms onto the 1x1 handle on the top and right side of the build so the arm curves towards the front. Repeat symmetrically on the left side of the build. Push the 2 mechanical arms forwards so the square ends stop on the top side of the build. The torso of the mech armor is now done!

## Group 3 Mech Armor Hip

10. Find the Medium Stone 2x2 plate with brick and pinhole on side. Hold it so the hole of the 1x2 brick section faces front and the 1x2 plate is in the back.
11. Find the Black 1x2 plate with balls on the short ends. Place it horizontally on top of the back 2 studs of the ppp.
12. Find 2 Dark Stone 1x2 plates with a stud and slope. Place them vertically next to one another on top of the build so the slopes are on the back side and the studs are on the front row.

13. Find 2 Medium Stone 1x1-1x2 brackets with the side studs hanging down. Place one of them on the right front corner of the build so the side studs face right. Repeat symmetrically to the left.

14. Find the Dark Gray 1x2 ingot tile with sides that slope up. Place it horizontally on the front row of the build.

15. Find 2 Dark Stone 1x1 slope tiles. Place one of the slope tiles upright on the top right facing stud with the slope facing up. Repeat symmetrically on the left side of the build.

16. Sub-build: right hip

Make a part: 16.1. Find a Black 1x2 brick with a curved top. Hold it so the curved part is facing towards you and the stud is facing away from you. Place a Black 1x1 round plate on the stud on the back side.

16.2. Find a Medium Stone 1x2 rounded plate. Place it horizontally underneath the back stud of the curved brick so 1 stud is exposed to the right.

16.3. Find the Red 1x2 bar with middle ring. It will be thinner than a 2L pin. Push the bar into the left anti stud of the ppp and push it all the way into the anti stud of the 1x2 brick with a curved top.

17. Rotate the right hip sub-build 90 degrees left and 90 degrees down so the red 1x2 bar points left and the 1x2 rounded plate is on the back side. Grab the bigger section of the Mech Armor Hip build so the pinhole is facing front and the slope pieces face up. Place the right hip sub-build on the right facing side stud so the curve is facing down and the 1x2 bar is pointing left.

17. Sub-build: left hip

Make a part: 17.1. Find a Black 1x2 brick with a curved top. Hold it so the curved part is facing towards you and the stud is facing away from you. Place a Black 1x1 round plate on the stud on the back side.

17.2. Find a Medium Stone 1x2 rounded plate. Place it horizontally underneath the back stud of the curved brick so 1 stud is exposed to the left.

Rotate the left hip sub-build 90 degrees right and 90 degrees down so 1 stud of the rounded plate faces back. Grab the bigger section of the Mech Armor Hip build so the pinhole is facing front and the slopes are facing up. Place the left hip sub-build on the left facing side stud so the left hip sub-build pushes onto the 1x2 bar and the 2 rounded plates meet on the back.

18. Rotate the build 90 degrees back and 180 degrees horizontally so the curved bricks are on the back side and the pinhole is facing up. Place a Black 2L pin into the pinhole so 1L points up.

19. Hold the Mech Armor Torso so the 2x2 arc reactor plate is facing towards you and the pinhole is on the bottom. Push the Mech Armor Hip into the bottom of the Mech Armor Torso. Your Mech Armor now has hips, and can rotate left and right!

Group 4 Mech Armor Left Leg

20. Find a Dark Stone bent 2x6 plate. The plate bends at a knee with a hole in the center that is facing up and 2x2 stud sections on both sides. Hold it so the studs are facing up and the knee points to the front. When you attach pieces to this bent plate, they will be angled slightly outward at the front.

21. Find 2 Medium Stone 1x2 plates with a socket on the long side. Place the first plate on the rightmost 2 studs of the bent 2x6 plate so the socket faces right and slightly back. Place the second plate symmetrically on the left side of the build.
22. Find a Medium Stone 2x3 tab plate with a hole on the round side. Place it on top of the right 2x2 studs of the build so the hole in the tab points towards the hole of the bent 2x6 plate. Find a Black 2x2 corner plate and place it on the left 2x2 studs of the build so the back studs and left studs are covered.
23. Find a Black 2x2 inverted tile. Place it on the bottom right 2x2 anti-studs of the build so the edges are flush.
24. Find a Black 1x2-1x4 bracket with the side studs hanging down. Place it on 1 stud next to the 2x2 corner plate on the left side of the build so the side studs face forward and all the top studs are level.
25. Find a Black 1x2-2x2 bracket with the side studs hanging down. Place it on the front row of studs on the right side of the build so the 2x2 studs are facing forward.
26. Find a Dark Stone 2x2 sloped curved tile. Place it on the right 2 columns of the right side of the build so it slopes to the back. Find 2 Dark Stone 2x2 corner tiles with cut corners. Place 1 of the corner tiles on the left back stud of the build so the cut corner partially covers the left front stud. Place the other corner tile next to the ppp so the cut corner is facing right and backwards.
27. On the 1x4 row of side-studs on the front and left side of the build, place a Dark Gray 1x1 round plate upright on the rightmost stud. Place a Medium Stone 1x2 tile horizontally upright to the left of the 1x1 round plate. Place a Medium Stone 1x1 half-oval tile to the left of the 1x2 tile so the curved part faces left.
28. Let's make a part: Find a Dark Gray 2x3 sloped brick with wing end. Find a Dark Gray 1x2 ingot tile and place it on the 2 studs on the top side of the 2x3 sloped brick with wing end. Place this assembly horizontally upright on the 2x2 studs on the front right side of the build so the wing end faces left and the edges on the right side of the build are flush.
29. A note on this step: You will be installing the left leg onto the rest of the build. Because the mech armor will be facing front, the left leg will actually be installed on the right side hip. This may seem odd, but it is correct. Hold the rest of your build from the previous groups upright, so the top opening of the cockpit faces up and the 2x2 arc reactor plate faces towards you. There is a ball on the bottom and right side of the hips. With the round side of the 1x1 round tile on the left leg facing towards the hips, push the top socket of the left leg onto the right hip ball. Let's give the Mech Armor a right leg in the next steps!

#### Group 5 Mech Armor Right Leg

30. Find a Dark Stone bent 2x6 plate. The plate bends at a knee with a hole in the center that is facing up and 2x2 stud sections on both sides. Hold it so the studs are facing up and the knee points to the front. When you attach pieces to this bent plate, they will be angled slightly outward at the front.
31. Find 2 Medium Stone 1x2 plates with sockets. Place them on top of the lower plate studs on the left and right sides of the bent 2x6 plate so the sockets are facing out and the studs are level with the upper studs of the bent 2x6 plate.
32. Find a Medium Stone 2x3 tab plate with a hole on the round side. Place it on top of the left 2x2 studs of the build so the hole points towards the hole of the bent 2x6 plate. Find a Black 2x2 corner plate and place it on the right 2x2 studs of the build so the back studs and right studs are covered.

33. Find a Black 2x2 inverted tile. Place it on the left 2x2 anti-studs of the build so the edges are flush.
34. Find a Black 1x2-1x4 bracket with side studs hanging down. Place it horizontally on 1 stud next to the 2x2 corner plate on the right side of the build so the side studs face forward and all the top studs are level.
35. Find a Black 1x2-2x2 bracket with the side studs hanging down. Place it horizontally on the front 2 studs of the left side of the build so the 2x2 studs are facing forward.
36. Find a Dark Stone 2x2 sloped curved tile. Place it on top of the left 2x2 studs of the build so it slopes to the back. Find 2 Dark Stone 2x2 corner tiles with cut corners. Place 1 of the corner tiles on the right back stud of the build so the cut corner partially covers the right front stud. Place the other corner tile next to the ppp so the cut corner is facing left and backwards.
37. On the 1x4 row of studs on the front and right side of the build, (these are side-horizontal side-studs) place a Dark Gray 1x1 round plate upright on the farthest left stud. Place a Medium Stone 1x2 tile horizontally upright to the right of the 1x1 round plate. Place a Medium Stone 1x1 half-oval tile to the right of the 1x2 tile so the curved part faces right.
38. Let's make a part: Find a Dark Gray 2x3 sloped brick with wing end. Find a Dark Gray 1x2 ingot tile and place it on the 2 studs on the top of the 2x3 sloped brick with wing end. Place this assembly upright on the 2x2 studs on the front left side of the build so the wing end faces right and the edges on the left side of the build are flush.
39. A note on this step: You will be installing the right leg onto the rest of the build. Because the mech armor will be facing front, the right leg will actually be installed on the left side hip. This may seem odd, but it is correct.
- Hold the rest of your build from the previous groups upright so the top opening of the cockpit faces up and the 2x2 arc reactor tile faces towards you. There is a ball on the bottom and left side of the hips. With the round side of the 1x1 round tile on the right leg facing towards the hips, push the top socket of the right leg onto the left hip ball. Your mech armor has some legs now!

#### Group 6 Mech Armor Feet (Total 2 assemblies)

Steps 40-45 will be done twice to create 2 feet. Both feet assemblies will be attached to the rest of the build in Step 46.

40. Find a Dark Stone 2x4 plate with 3 axle holes and hold it horizontally in front of you. Find a Black 2x2 inverted tile and place it under the 2x4 plate's leftmost column, so one column of studs are exposed to the left side.
41. Flip the build upside down so the inverted tile is on the left. Find 2 Dark Gray 1x1 round plates. Place them upside down on the rightmost column of the build one in front of the other.
42. Find a Dark Stone 2x2 dish with a stud on top. Flip it upside down and place it on the center anti-stud between the 1x1 round plates and the 2x2 inverted tile.
43. Flip the build back over so the studs of the inverted tile are on the left side facing up. Find a Black 1x2 slope tile and place it vertically on the rightmost column of the build with the slope facing right. Find a Black round 2x2 tile with 1 stud and place it to the left of the ppp.
44. Find a Dark Stone 2x2 sloped curved tile. Place it on the left 2 columns of the build so the short side of the sloped curved tile covers the leftmost studs and the tall side covers the right 2 studs.

45. Find a Dark Stone 1x1 bar with ball. Push the bar end through the stud in the middle of the build. The foot is now complete. Make sure you repeat Steps 40-45 so you have 2 feet before continuing.

46. Hold the rest of your Mech Armor build from previous groups upright, so the legs are on the bottom and the knees are facing towards you. Grab each foot and push the ball end up it into the sockets on each leg. The curved 2x2 slope on each foot faces forward. You should now be able to move the Mech Armor so it can stand on its own!

#### Group 7 Mech Armor Left Arm

47. Find a Dark Stone bent 2x6 plate. The plate bends at an elbow that has a hole in the center and 2x2 stud sections on both sides. Hold it so the studs are facing up and the elbow faces front. When you attach pieces to this bent plate, they will be angled slightly outward at the front.

48. Find a Dark Stone 1x2 plate with bar on the long side. Place it on the left 2 studs of the build so the bar faces left and the studs are flush with the other 2 studs next to it. Find a Medium Stone 1x2 plate with a socket on the long side and place it on the right 2 studs of the build so the socket faces right and the studs are flush with the other 2 studs next to it.

49. Flip the build upside down so the socket is on the right. Find a Dark Stone 1x4 double inverted slope brick. It has slopes on the left and right side that point up and 2 studs in the middle that are lower. Flip the 1x4 double inverted slope brick upside-down and place it on the right most anti-studs so the slopes are on the front and back sides. Find a Red 2x2 plate with rounded bottom. Flip this piece upside down and place it on the left most 2x2 anti-studs.

50. Flip the build back over so the socket is on the right. Find a Medium Stone 1x2 plate with a rounded bar on the short end. Place it vertically on the left 1x2 studs of the build so the rounded bar faces the back. Find 2 Medium Stone 2x2 triangle plates with cut corners. Place one of the plates on the front row of studs on the right side so the cut corner faces front and left. Repeat symmetrically on the back row on the right side of the build.

51. Find another Medium Stone 2x2 triangle plate with cut corners. Place it to the right of the 1x2 plate with a rounded bar so the corner faces front and right. Find 2 Black 1x2 plates with horizontal clips on the short side. Place them horizontally on the middle 2 rows on the right side of the build so the clips are above the socket.

52. Find a Medium Stone 1x2 rounded plate. Place it vertically on the rightmost column of the ppp so it is to the left of the 2 clips.

53. Make a part: This Step starts a sub-build of the tile shooter. Find the Dark Gray 1x2 tile shooter and hold it so the 1x2 anti studs are on the bottom and facing right. Find the Dark Stone tile shooter trigger. It is a small piece with a larger curved bottom and a wider trigger hammer on the right. Line up the center of the trigger on the top side of the tile shooter so it is above the small pins inside the shooter and the hammer faces right. Push the trigger down so it clicks into the tile shooter.

54. Find a Dark Stone 1x1 plate with 2 horizontal studs that face away from each other. Place it on the right stud of the build so the 2 horizontal studs are on the back side.

55. Find a Dark Stone 1x1 tile with 1x1 slope piece. Place the tile side of the piece on the right stud so the short side of the slope faces right. The tile shooter sub-build is now complete.

56. Place the tile shooter horizontally on the back left 1x3 studs of the left arm build so the slope faces right and the barrel of the tile shooter faces left.

57. Find 2 Dark Stone 1x1 tile with 1x1 slope pieces. Place them vertically one in front of the other on the rightmost column of the build so the slopes face front and back.

58. Find a Medium Stone 2x2 pointed wedge. The wedge is like a curved slope tile with the corners cut off on one side. Place it on the 1x2 studs on the right of the build so the point faces the hole in the center. Find a Black 1x2 slope tile and place it horizontally on the left 1x2 studs of the build so the slope faces front.

59. Find a Dark Stone 2x4 smooth spoiler with handle. It has wings on the short ends that bend towards the handle. Push the handle of the 2x4 spoiler onto the clips on the right side of the build so the shorter edge faces up. Push the top edge of the spoiler to the left so it touches the build.

60. Rotate the build 90 degrees left so the tile shooter faces forwards. Find 3 silver mechanical arms. These pieces have a technic hole on the square end and a horizontal clip on the other end that curves 90 degrees. Push the clips of the arms onto the handle under the tile shooter so they curve down. Find 1 more silver mechanical arm and clip it onto the handle on the left of the tile shooter so it curves down. These 4 mechanical arms are the fingers of your left arm!

61. A note on this step: You will be installing the left arm onto the rest of the build. Because the mech armor will be facing front, the left arm will actually be installed on the right shoulder. This may seem odd, but it is correct. Hold the rest of your Mech Armor build from previous groups so the legs are on the bottom and the knees are facing towards you. Hold the left arm so the socket is on top. Push the left arm onto the ball end on the right side of the mech armor so it snaps into place.

#### Group 8 Mech Armor Right Arm

62. Find a Dark Stone bent 2x6 plate. The plate bends at an elbow that has a hole in the center and 2x2 stud sections on both sides. Hold it so the studs are facing up and the elbow points to the back. When you attach pieces to this bent plate, they will be angled slightly inward at the front.

63. Find a Dark Stone 1x2 plate with a bar on the long side. Place it on the left 2 studs of the build so the bar faces left and the studs are flush with the other 2 studs next to it. Find a Medium Stone 1x2 plate with a socket and place it on the right 2 studs of the build so the socket faces right and the studs are flush with the other 2 studs next to it.

64. Flip the build upside down so the socket is on the right and the anti-studs are facing up. Find a Dark Stone 1x4 double inverted slope brick. It has slopes on the left and right side that point up and 2 studs in the middle that are lower. Flip the 1x4 double inverted slope brick upside-down so the studs face down and place it on the right most anti-studs so that the slopes are on the front and back sides. Find a Red 2x2 plate with rounded bottom. Flip this piece upside down and place it on the left most 2x2 anti-studs.

65. Flip the build back over so the socket is on the right and the studs are facing up. Find a Medium Stone 1x2 plate with a rounded bar on the short end. Place it vertically on the left 1x2 studs of the build so the rounded bar faces the front. Find 2 Medium Stone 2x2 triangle plates with cut corners. Place them symmetrically on the right side of the build so there are 4 studs going backwards and forwards on the right side and 2 studs facing the hole in the center of the build.

66. Find another 2x2 triangle plate with cut corners. Place it on the left side of the build next to the 1x2 plate with a rounded bar so the corner points away from you.

67. Find a Black 2x2 plate with 1x2 studs on one side. Place it on the right 2x2 studs of the build so the 1x2 studs on the side face right.

68. Find a Medium Stone 2x2 pointed wedge. Place it to the left of the 1x2 studs on the right most side of the build so the point faces the hole in the center. Find a Black 1x2 slope tile and place it horizontally on the back left 1x2 studs of the build so the slope faces back.

69. Find 2 Dark Stone 1x1 tile with 1x1 slope pieces. Place them vertically one in front of the other on the rightmost column of the build so the slopes face front and back.

70. Make a part: This Step starts a sub-build of the wrist tile shooter. Find the Dark Gray 1x2 tile shooter and hold it so the 1x2 anti studs are on the bottom and facing right. Find the Dark Stone tile shooter trigger. It is a small piece with a larger curved bottom and a wider trigger hammer on the right. Line up the center of the trigger on the top side of the tile shooter so it is above the small pins inside the shooter and the hammer faces right. Push the trigger down so it clicks into the tile shooter.

71. Find a Dark Stone 1x1 plate with 2 horizontal studs that face away from each other. Place it on the right stud of the build so the 2 horizontal studs are on the front side.

72. Find a Dark Stone 1x1 tile with 1x1 slope piece. Place the tile side of the piece on the right stud so the short side of the slope faces right. The wrist tile shooter sub-build is now complete.

73. Place the wrist tile shooter horizontally on the left 1x3 studs of the right arm build so the slope faces right and the barrel of the tile shooter faces left.

74. This Step starts a sub-build of the shoulder tile shooter. Make a part: Find the Dark Gray 1x2 tile shooter and hold it so the 1x2 anti studs are on the bottom and facing right. Find the Dark Stone tile shooter trigger. It is a small piece with a larger curved bottom and a wider trigger hammer on the right. Line up the center of the trigger on the top side of the tile shooter so it is above the small pins inside the shooter and the hammer faces right. Push the trigger down so it clicks into the tile shooter.

75. Find a Dark Stone 1x1 plate with 2 horizontal studs that face away from each other. Place it on the right stud of the build so the 2 horizontal studs are on the back side.

76. Find a Dark Stone 1x1 tile with 1x1 slope piece. Place the tile side of the piece on the right stud so the short side of the slope faces right. The shoulder tile shooter sub-build is now complete.

77. Place the shoulder tile shooter on the 1x2 studs that face right on the right side of the arm build so the slope faces back but does not stick out behind the slope on the top back side.

78. Find 3 silver mechanical arms. These pieces have a technic hole on the square end and a horizontal clip on the other end that curves 90 degrees. Push them by the clip onto the bar under the wrist tile shooter on the left of the build so they curve down. Find 1 more silver mechanical arm and clip it onto the rounded bar on the right of the tile shooter so it curves down. These 4 mechanical arms are the fingers of your right arm!

79. Hold the rest of your Mech Armor build from previous groups so the legs are on the bottom and the knees are facing towards you. Hold the right arm so the socket is on top. Push the right arm onto the ball end on the left side of the mech armor so it snaps into place.

Group 9 Ammo Backpack and Silver Hose

80. Your Mech Armor is looking great! Now it needs some ammo for all of those tile shooters. Make a part: Start by finding a Red 1x2 plate with clips on the long side and hold it horizontally so the clips face the back.

81. Find a Black 1x2-2x2 bracket with the side studs hanging down. Place it horizontally on the ppp so the 2x2 side studs face front.

82. Place a Dark Stone round 2x2 tile upright on the front-facing 2x2 studs of the build. Find a Dark Gray 1x2 ingot tile and place it on the top 1x2 studs of the build.

83. Make a part: Find a Black 1x2 panel with rounded sides. This piece is like a 1x2 tile with 2 vertical panels on the short sides and 1 vertical panel on the back side. Place it onto a Black 1x2 plate with bar on the long side so the vertical panel faces backwards and the bar faces forwards. Rotate this 180 degrees so the bar is on top then 90 degrees towards you so the long panel is facing down. Push this into the rest of the build from the back so the bar clicks into the clips. The Ammo Backpack is now complete.

84. Grab the rest of the Mech Armor build and hold it so the feet are on the bottom and arms are facing away from you. On the top of the build is a 1x2 slope tile that faces the front. Below this slope is a clip that is pointing down. The top back edge of the Ammo Backpack has a bar that the front surface can hinge around. Push the bar of the Ammo Backpack up into the clip on the rest of the mech build.

85. Find the silver 18L flexible hose with bars on either end. On the bottom side of the Mech Armor Hips are 2 thin studs that face left and right. Push one end of the silver hose into the right stud. To the right of the shoulder tile shooter are 2 thin studs that face front and back. Push the other end of the silver hose into the front stud. The silver hose is an ammo belt that feeds the shoulder tile shooter!

86. Now we can finally let War Machine use his Mech Armor! Rotate the Mech Armor so the Ammo Backpack is on the back side. You can open the cockpit of the Mech Armor Torso by rotating the chest armor towards you. Grab your War Machine minifigure and sit him down into the cockpit. Close the chest armor so War Machine can be protected during battle.

87. This LEGO set includes 7 Red 1x1 round tiles to use for ammo in the tile shooters. To load them, push the round tiles into the front of the tile shooters. The trigger on the top side of the tile shooter will pop up. To fire the tile shooters, aim the blaster and push down on the trigger. You can load all 3 tile shooters at once and store the remaining 4 tiles in the Ammo Backpack. It is easiest to load the Ammo Backpack by first removing it then opening it.

Congratulations on finishing your War Machine Mech Armor set!

Enjoy posing or playing with your set. Please be careful to avoid shooting the tiles into eyes! Congratulations on finishing your build! Would you like to inspire other blind people to build LEGO sets? Let's feature your build on our [Builders page](#). It's easy and we will do all the work! Just contact us at [info@bricksfortheblind.org](mailto:info@bricksfortheblind.org) and together we will make it happen!

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