

75448 Clone Shock Trooper Mech

Adapted by Arturo and tested by Radar.

Give young children an exciting introduction to the LEGO® *Star Wars*™ universe with the Clone Shock Trooper Mech (75448). An awesome small gift for boys, girls and any *Star Wars* fans ages 6 years old and up, this posable mech figure is designed for an easy build so the action starts fast. Put the Clone Shock Trooper LEGO minifigure in the mech's cockpit and clip its blaster rifle to the back of the mech. Adjust the mech's arms, legs and feet to create battle poses. Place the large blaster rifle in its gripping hands and activate its stud shooter. With its armor in the distinctive red and white colors of Clone Shock Troopers, the mech also looks cool displayed in kids' bedrooms between playtime missions. This mech toy building set is part of a collectible series of LEGO *Star Wars* mechs (sold separately).

The packaging gives a very bold, Clone Wars battle vibe. The front of the box shows the Clone Shock Trooper Mech standing in the center of the artwork, posed like it is ready to charge into action. The mech is built mostly in white, red, black, dark bluish gray, and light bluish gray colors, matching the distinctive armor colors of the Clone Shock Trooper. It has a white chest armor, large blocky arms, sturdy legs, and oversized feet for a strong battle stance. The mech is holding a large black blaster rifle in one hand, with the shooter section pointing forward, while the Clone Shock Trooper is piloting it. The background shows a dark, smoky *Star Wars* setting with blue lighting and orange sparks, giving the scene a fast-moving battlefield atmosphere. On the top left corner, we see the classic red LEGO logo to the left and the *Star Wars* logo to its right. In the middle and to the left, the box displays the age rating, the set number, the set's name, and its piece count. On the bottom right corner, we see the minifigure included in this set, which is the Clone Shock Trooper. The left side of the box has a warning that states that the set contains small parts, and it is therefore not recommended for children younger than 3 years old in different languages. The back of the box shows the mech in another display and play scene, with the mech's chest cockpit open and the Shock Trooper by its feet, with its weapon in hand. On the top left corner, we have the classic LEGO and *Star Wars* logos. The right of the box has the set's name in different languages. The top of the box shows a picture of the Clone Shock Trooper minifigure on a 1:1 scale. The bottom side is a tidy strip that contains the barcode as well as a few technical bits, such as the place of manufacture, copyright and trademark notices.

The build consists of 151 pieces in total and is recommended for ages 6+. Once finished, you will have a mech and 1 minifigure. The set consists of 1 instruction booklet and 3 numbered bags.

Welcome to text-based instructions from Bricks for the Blind! Before you start building, here are some terms we may 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.
- Open/hollow stud: a bump on a LEGO brick with a hole, which allows attaching bars. In the case of open studs, the hole goes all the way through. In the case of hollow studs, it does not.
- "Anti-stud" is a term for the portion of a LEGO piece which accepts studs, like the bottom of a plate or brick.
- Left/right wedge parts: these are parts that when placed in front of you and are pointing to the back, their wedge is on the left/right side of the part.
- 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).

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.

Additionally, it is worth mentioning that besides the printed visual instructions that come with each kit, a PDF version for the set's instructions is always available online at [\[https://www.lego.com/en-us/service/building-instructions/75448\]](https://www.lego.com/en-us/service/building-instructions/75448). This might help a sighted building partner that may want to follow along or low vision users that 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.

Sorting the pieces:

To begin a successful build, it helps to sort the pieces into groups, bags, or small containers. Have a friend or family member do this in advance following the instructions below. You will see that the pieces should be sorted according to the building steps in the kit. Doing this in advance makes locating the pieces for each step 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 sorted into one or 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 1 instruction booklet, 3 numbered bags, and 1 minifigure. Sort the pieces into groups or piles as described below. Note that where there are multiple colors of the same brick in a step, the colors will be split into 2 groups to make telling the difference easier for the builder!

LEGO includes a few spare parts in case you lose something. Set these into their own group away from the rest, in case you need them later.

Book 1, bag 1 - Clone Shock Trooper and mech's chest

Group 1: page 5

Group 2: steps 1-10

Group 3: steps 11-20

Book 1, bag 2 - Mech's right leg, mech's left leg, and mech's feet

Group 4: steps 21-33.3

Group 5: steps 34-46.3

Group 6: steps 47-53

Book 1, bag 3 - Mech's left arm, mech's right arm, and mech's weapon

Group 7: steps 54-64

Group 8: steps 65-80

Group 9: steps 81-90

We are done with the sorting, let's start building!

Building Instructions

Book 1, bag 1

Group 1 – Clone Shock Trooper

Page 5. Locate 1 white pair of legs with red knee pads and red stripes, 1 white torso with red clone trooper armor, belt with boxes, white arms, and black hands, and 1 nougat minifigure head with cheek lines. Assemble the minifigure. Ask a sighted friend to make sure that the face print is facing the right way. Then, put on 1 white helmet with black visor and red markings to the minifigure's head, so that its point faces to the front and its holes face to the left and right. Lastly, put 1 black rifle into the minifigure's right hand, so that its long bar faces to the front. Then, attach 1 black candle stick to the tip of the rifle, so that its bar faces to the front.

Group 2 – Mech's chest

1. Let's begin with the mech's chest. Place 1 light bluish gray 4x7 base with 3 inverted slopes vertically in front of you, so that it slopes to the left, right, and front.
2. Place 2 white 1x1 round plates, one to the right of the other, on the second row from the front.
3. Place 1 black 2x2 plate on top of the 2 front rows.
4. Place 2 dark bluish gray 1x2 plates with ball on long edge vertically, one to the right of the other, on top of the ppp, so that their balls face to the left and right. These will be the connection points for the mech's legs.
5. Place the higher side of 1 black 2x5 stair plate vertically on top of the 2 ppps.
6. Locate 2 dark bluish gray 1x2 plates with ball on long edge. Place the first one vertically on the leftmost column on the 2 back rows, so that its ball faces to the left. Take the second one and repeat symmetrically on the right.
7. Place 2 white 1x4 tiles with 2 studs horizontally, one in front of the other, on the 2 back rows. Then, find 2 red 1x2 slope grille tiles. Place the first one vertically on the leftmost column of the 2 ppps, so that it slopes to the front. Take the second one and repeat symmetrically on the right.
8. Place 1 light bluish gray 2x2 jumper plate on the 3rd and 4th rows from the back.
9. Grab 2 red 1x1 bricks. Place the first one on the leftmost column on the 3rd row from the front. Take the second one and repeat symmetrically on the right.

10. Place 2 white 1x2 plates with stud and slope tile vertically, one to the right of the other, on the 2 front rows, so that they slope to the front.

Group 3 - Mech's chest (continued)

11. Locate 2 red 1x2 plates with 1x2 side studs hanging down. Place the first one horizontally on the 2 leftmost columns on the 3rd row from the front, so that its side studs face to the back. Take the second one and repeat symmetrically to the right.

12. Find 2 black 2x2 corner plates. Rotate the first one so that it resembles an F in Braille. Place its back row on top of the ppp. Take the second one and repeat symmetrically on the left.

13. Grab 2 white 1x2 plates with clip on short edge. Place the first one vertically on the right column of the ppp, so that its clip faces to the back. Take the second one and repeat symmetrically on the right.

14. Place 1 red 1x4 double curved slope tile horizontally on top of the back row of the 2 ppps, so that it slopes to the left and right. Then, place 1 white 1x2 grille tile horizontally in front of the ppp, so that it is centered horizontally.

15. Orient the mech's torso vertically upright by flipping it 90 degrees from back to front, so that the ppp faces to the front. Place 1 black 1x2 panel with center divider horizontally on the studded surface, so that it is centered horizontally and its center divider faces to the front.

16. Locate 2 white 1x1 slope tiles. Place the first one to the left of the ppp, so that it slopes to the left. Take the second one and repeat symmetrically on the right.

17. Attach the handle of 1 white chest armor with 4 studs and handle to the top-facing clips, so that its studs face front and slightly down. Then, attach 1 white 2x2 tile with red Shock Trooper armor print to the studs of the ppp. Ask a sighted friend to make sure that the tile is oriented correctly.

18. Rotate the build 180 degrees on the horizontal plane, so that the ppp faces to the back. Then, attach 1 white 1x3 inverted tile with hole vertically upright to the front-facing antistuds, so that it is centered horizontally and vertically.

19. Insert 1 dark bluish gray 1L mechanical claw into the hole of the ppp, so that its hands face to the left and right.

20. Rotate the build 180 degrees on the horizontal plane, so that the ppp faces to the back. Put the torso build aside for now.

Book 1, bag 2

Group 4 – Mech's right leg

21. Let's build the mech's right leg. Place 1 white 2x6 angled plate horizontally in front of you, so that its segments face to the left and to the back right. Place 1 black 1x2 plate vertically on the leftmost column of the ppp.

22. Place 1 dark bluish gray 1x2 plate with ball on long edge vertically on top of the ppp, so that its ball faces to the left. Then, place 1 black 1x2 plate vertically to the right of the ppp.
23. Place 1 black 2x2 plate on top of the 2 ppps.
24. Place 1 light bluish gray 1x2 plate with 2x2 side studs hanging down horizontally on the front row of the ppp, so that its side studs face to the front.
25. Rotate 1 red 2x2 curved slope tile so that it slopes to the back. Then, place its front row on top of the ppp.
26. Locate 2 red 1x1 slope tiles. Attach the first one to the top of the left column of front-facing side studs, so that it slopes up. Take the second one and repeat symmetrically on the bottom.
27. Attach 1 white 2x2 double slope tile with peak upright to the right of the 2 ppps, so that its peak faces to the right.
28. Rotate the leg's build approximately 45 degrees clockwise, so that its segments face to the back left and to the right. Then, place 1 light bluish gray 1x2 plate with ball socket on long edge vertically on the rightmost column, so that its ball socket faces to the right.
29. Place 1 black 2x2 plate on top of the 2 rightmost columns.
30. Place 1 white 2x2 curved slope brick on top of the ppp, so that its studs are on the left.
31. Place 1 red 1x2 grille tile vertically on top of the ppp.
32. The mech's right leg is complete. Bring back the mech, so that its 2x2 chest tile faces to the front and its balls face to the left and right. Attach the right-facing ball socket of the right leg to the left-facing ball at the bottom of the mech, so that the ppp faces to the left.
- 33.1 Let's make a small sub-build for the mech's right leg's knee. Hold 1 white 2x2 half cone so that its antistuds face to the right. Then, attach 1 red 1x1 round plate to the left-facing stud.
- 33.2 Insert the axle of 1 blue pin axle into the right-facing axle hole, so that its pin protrudes to the right.
- 33.3 The sub-build is complete. Insert its right-facing pin into the left-facing hole on the mech's right leg.

Group 5 – Mech's left leg

34. Let's build the mech's left leg. Place 1 white 2x6 angled plate horizontally in front of you, so that its segments face to the back left and to the right. Place 1 black 1x2 plate vertically on the rightmost column of the ppp.
35. Place 1 dark bluish gray 1x2 plate with ball on long edge vertically on top of the ppp, so that its ball faces to the right. Then, place 1 black 1x2 plate vertically to the left of the ppp.
36. Place 1 black 2x2 plate on top of the 2 ppps.

37. Place 1 light bluish gray 1x2 plate with 2x2 side studs hanging down horizontally on the front row of the ppp, so that its side studs face to the front.

38. Rotate 1 red 2x2 curved slope tile so that it slopes to the back. Then, place its front row on top of the ppp.

39. Locate 2 red 1x1 slope tiles. Attach the first one to the top of the right column of front-facing side studs, so that it slopes up. Take the second one and repeat symmetrically on the bottom.

40. Attach 1 white 2x2 double slope tile with peak upright to the left of the 2 ppps, so that its peak faces to the left.

41. Rotate the leg's build approximately 45 degrees counterclockwise, so that its segments face to the left and to the back right. Then, place 1 light bluish gray 1x2 plate with ball socket on long edge vertically on the leftmost column, so that its ball socket faces to the left.

42. Place 1 black 2x2 plate on top of the 2 leftmost columns.

43. Place 1 white 2x2 curved slope brick on top of the ppp, so that its studs are on the right.

44. Place 1 red 1x2 grille tile vertically on top of the ppp.

45. The mech's left leg is complete. Bring back the mech, so that its 2x2 chest tile faces to the front and its balls face to the left and right. Attach the left-facing ball socket of the left leg to the right-facing ball at the bottom of the mech, so that the ppp faces to the right.

46.1 Let's make a small sub-build for the mech's left leg's knee. Hold 1 white 2x2 half cone so that its antistuds face to the left. Then, attach 1 red 1x1 round plate to the right-facing stud.

46.2 Insert the axle of 1 blue pin axle into the left-facing axle hole, so that its pin protrudes to the left.

46.3 The sub-build is complete. Insert its left-facing pin into the right-facing hole on the mech's left leg.

Group 6 – Mech's feet

47. We need to assemble two identical builds for the feet. You can build them simultaneously or one at a time. Let's begin with the first one. Place 1 light bluish gray 1x2 plate with ball socket on long edge horizontally in front of you, so that its ball socket faces to the front. Then, place 1 black 1x2 plate horizontally on top of the ppp.

48. Rotate 1 black 1x2 plate with 2x2 upright tile so that its 1x2 plate faces to the front. Place its 1x2 plate horizontally on top of the ppp.

49. Place 2 red 1x1 slope tiles, one to the right of the other, on top of the ppp, so that they slope to the front.

50. Flip the foot build 90 degrees from front to back, so that the 2 ppps slope up and they face to the back. Attach the side studs of 1 red 2x2 plate with 1x2 upright side studs to the front-facing antistuds. Then, attach 1 black 2x2 plate under the ppp.

51. Place 2 dark bluish gray 1x5 plates vertically, one to the right of the other, under the foot build, so that 1 row is exposed to the front.

52. Place 2 red 1x2 tiles with tile and slope tile vertically, one to the right of the other, on the 2 front rows, so that they slope to the front.

53. The foot build is complete. Bring back the mech, so that its 2x2 tile on the chest faces to the front. Attach the foot's ball socket to the ball located at the bottom of the right leg, so that the 2 ppps face to the front.

If you chose to build one foot at a time, build a second identical foot by repeating steps 47 to 52. Attach the second foot symmetrically to the previous foot.

With the two feet attached, you should be able to pose the mech standing in a stable position. Put the mech to the side for now.

Book 1, bag 3

Group 7 – Mech's left arm

54. Let's build the mech's left arm. Place 1 white 2x6 angled plate horizontally in front of you, so that its segments face to the back left and right. Place 1 light bluish gray 1x2 plate with ball socket on long edge vertically on the rightmost column of the ppp, so that its ball socket faces to the right.

55. Place 1 black 1x2 rounded plate with open studs vertically on top of the ppp. Then, place 1 black 2x2 plate with cut corner to the left of the ppp, so that its right angle faces to the front right. Note that only its right column will be attached.

56. Place 1 white 1x2 plate with stud and slope tile horizontally on top of the front row of the ppp, so that it slopes to the left.

57. Rotate 1 red 2x2 curved sloped corner brick so that it slopes to the back and to the right. Then, place its front left corner on top of the right column of the ppp. Continue by placing 1 white 1x1 round plate on top of the ppp.

58. Rotate the arm build approximately 45 degrees counterclockwise, so that its segments face to the left and to the back right. Place 1 dark bluish gray 1x2 plate with open-ended bar on long edge vertically on top of the leftmost column, so that its bar faces to the left.

59. Place 1 white 1x1 round plate on top of the front row of the ppp. Then, place 1 black 1x2 tile with tile and slope tile vertically behind the ppp, so that it slopes and overhangs to the back by 1 row. The ppp will be the hand's thumb.

60. Locate 2 white 1x2 plates with stud and slope tile. Place the first one horizontally to the right of the ppp, so that it slopes to the right. Place the second one in front of the ppp, so that it also slopes to the right.

61. Place 1 black 1x2 rounded plate with open studs vertically on top of the left column of the 2 ppps.

62. Rotate 1 white 2x2 curved slope tile so that it slopes to the left. Place its rightmost column on top of the ppp.

63. Attach the clip of 3 black bar holders with clip to the left-facing open-ended bar. These are the hand's fingers.

64. The mech's left arm is complete. Bring back the standing mech, so that the 2x2 tile on its chest faces to the front. Attach the left arm's right-facing ball socket to the right-facing ball on the mech's shoulder, so that its fingers face to the front and down.

Group 8 – Mech's right arm

65. Let's build the mech's right arm. Place 1 white 2x6 angled plate horizontally in front of you, so that its segments face to the left and back right. Place 1 light bluish gray 1x2 plate with ball socket on long edge vertically on the leftmost column of the ppp, so that its ball socket faces to the left.

66. Place 1 black 1x2 rounded plate with open studs vertically on top of the ppp. Then, place 1 black 2x2 plate with cut corner to the right of the ppp, so that its right angle faces to the front left. Note that only its left column will be attached.

67. Place 1 white 1x2 plate with stud and slope tile horizontally on top of the front row of the ppp, so that it slopes to the right.

68. Rotate 1 red 2x2 curved sloped corner brick so that it slopes to the left and to the back. Then, place its front right corner on top of the left column of the ppp. Continue by placing 1 white 1x1 round plate on top of the ppp.

69. Rotate the arm build approximately 45 degrees clockwise, so that its segments face to the back left and to the right. Place 1 dark bluish gray 1x2 plate with open-ended bar on long edge vertically on top of the rightmost column, so that its bar faces to the right.

70. Place 1 white 1x1 round plate on top of the front row of the ppp. Then, place 1 black 1x2 tile with tile and slope tile vertically behind the ppp, so that it slopes and it overhangs to the back by 1 row. The ppp will be the hand's thumb.

71. Locate 2 white 1x2 plates with stud and slope tile. Place the first one horizontally to the left of the ppp, so that it slopes to the left. Place the second one in front of the ppp, so that it also slopes to the left.

72. Place 1 black 1x2 rounded plate with open studs vertically on top of the right column of the 2 ppps.

73. Rotate 1 white 2x2 curved slope tile so that it slopes to the right. Place its leftmost column on top of the ppp.

74. Attach the clip of 3 black bar holders with clip to the right-facing open-ended bar. These are the hand's fingers.

75. Place 1 light bluish gray 1x2 plate with pin hole on short edge horizontally under the 2 rightmost columns of the back row, so that its pin hole protrudes to the right, under the back finger.

76. Rotate 1 black 1x2 inverted curve slope tile vertically, so that it slopes to the back. Place its front row under the right column of the ppp, so that its back row attaches to the antistud of the thumb.

77. Rotate 1 black 1x2 inverted curve slope tile vertically, so that it slopes to the front. Place its back row to the left of the front row of the ppp.

78. Insert 1 black 3L pin with stop bush into the back-facing pin hole, so that its stop bush is to the back and it protrudes to the front by 1L.

79. Attach 1 black 1L pin connector to the front-facing 1L protrusion of the ppp.

80. The mech's right arm is complete. Bring back the standing mech, so that the 2x2 tile on its chest faces to the front. Attach the right arm's left-facing ball socket to the left-facing ball on the mech's shoulder, so that its fingers face to the front and down.

Group 9 – Mech's weapon

81. Let's build the mech's weapon. Stack 2 black 1x5 technic plates with axle hole horizontally in front of you.

82. Place 1 black 1x1 plate with 1x1 side stud hanging down on the rightmost column, so that its side stud faces to the right.

83. Place 1 black 1x2 rounded plate with open studs horizontally to the left of the ppp. Rotate 1 black 2x2 tile with 2 studs, so that its studs face to the front. Place its front row to the left of the ppp, so that its back row overhangs.

84. Place 1 black 1x8 plate horizontally on top of the build, so that it overhangs to the left by 3 columns. Then, place 1 black 1x1 slope tile on the second column from the left, so that it slopes to the left.

85.1 We need to assemble a small sub-build. Place 1 pearl dark gray stud shooter horizontally in front of you, so that its open end faces to the left. Then, insert 1 dark bluish gray trigger into the slot on top of the ppp, so that its thicker tab is to the right.

85.2 Place 1 black 1x4 plate horizontally under the shooter, so that 2 columns are exposed to the right.

85.3 Place 1 black 1x2 rounded plate with open studs horizontally on top of the 2 exposed columns of the ppp.

85.4 The sub-build is complete. Place its 3 rightmost columns under the overhang of the weapon's build, so the shooter faces to the left.

86. Rotate 1 black 1x2 inverted curve slope tile horizontally, so that it slopes to the left. Attach it under the 4th and 5th columns from the left of antistuds.

87. Insert 1 red 2L axle vertically upright into the bottom-facing axle hole located in the middle of the 1x5 technic plate, so that it protrudes by 1L to the bottom.

88. Attach 1 black 1x1 round plate upright to the right-facing side stud. Then, attach 1 black 1x1 slope tile to the ppp, so that it slopes down.

89. The weapon build is complete. Attach its bottom-facing axle to the top-facing bush on the mech's right arm, so that the shooter is in the front when the hand is raised so its fingers face to the front.

The mech is complete! If you wish, you can make the Shock Trooper pilot it by opening the cockpit, standing the Shock Trooper in it, and closing it. If you do so, you can attach the Shock Trooper's weapon to the mechanical claw located on the back of the mech.

90. You can use any of the 2 transparent light blue 1x1 round tiles as ammunition for the mech's weapon. You can fire them by inserting one into the shooter and pushing its trigger. Be careful not to aim or shoot them at anyone's face!

At the end of the instruction booklet, you will find two pages advertising other sets from the wave. On the first page, you will find sets 75437 (Cobb Vanth's Speeder), 75448 (Clone Shock Trooper Mech, this set), 75436 (The Mandalorian & Grogu's Speeder Bike), and 75452 (BB-8). On the second page, you will find sets 75443 (Grogu's Homestead) and 75449 (Siege of Mandalore Battle Pack). Afterwards, you will find the set inventory. On the last page you will find an invitation to share feedback.

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 and together we will make it happen!

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