

DREADNOUGHT BUILDING INSTRUCTIONS



Main Body

SARCOPHAGUS (1)

Rather self-explanatory.

Note that the black arrows indicate back-scoring.

TORSO: RIGHT (2) AND LEFT (3)

Again, self-explanatory.

If you want to have detachable and swappable arms, cut a small circle from adhesive magnetic tape, using the circular shape (73) to draw the shape before cutting the magnetic tape, then glue it to the indicated circles **BEFORE** assembling the parts. Once built, glue both the torsos to the sarcophagus (1).

SMOKE LAUNCHER (4)

The smoke launcher is optional.

If you want to build it, fold the paper in two along the shown line, and glue the front and back together. You then will have to score the little rectangle in order to shape it for gluing above the sarcophagus (1).

WAIST (5)

Very easy to build.

Once done, glue it below the sarcophagus (1).

SEARCHLIGHT (6)

The searchlight is optional.

The easiest shape around (a cube), just a bit tricky to build for its small size.

It can be glued to the left (3) or right torso (2).



EXHAUSTS: LEFT (7) AND RIGHT (8)

Before cutting the pieces, cut out the small circles on top. Very small manicuring scissors work perfectly for the purpose.

EXHAUST TUBES (9 AND 10)

Fold the paper in half along the line and glue the front and back together.

Once dry, gently roll the parts over a screwdriver, and insert them into the circular holes in exhausts (7 and 8).

Once done, glue the finished exhausts to the torso (2 and 3).

BACKPACK (11)

Back-score when indicated.

Once built, carefully apply glue only to the specified parts (the "V" shape in the middle **MUST** remain free if you want to use the chapter banner (68 and 69)) and glue to the back of the sarcophagus (1).

BASING (12)

You will need to glue the piece to foamcore to provide the needed stability to the model.

Once dry, cut out the two small squares.

If you cannot find black foamcore, use a black felt marker to color the foamcore side.

HIPS (13)

Conceptually easy but tricky to build due to some tabs small size.

Be sure to cut the line in the middle of the lower part (it will be used to insert tubes (15)) and assemble the model, leaving the top **OPEN**.

INTERNAL LEGS (14)

Cut out the two small squares and the two "X"s and build the part.

The small triangular flaps around the "X"s must be carefully folded inside.

Once **PERFECTLY** dry, glue the piece to the corresponding space within the hips (13), and glue down the covering tab.



LEG TUBES (15)

Fold the paper along the line, glue and cut out when dry.

HIP CAPS (16 AND 17)

Cut out the four "X"s and fold inside the small triangles when the parts are built.

When **PERFECTLY** dry, insert and glue the internal legs (14) into the bigger "X"s, keeping the smaller "X"s to the bottom side.

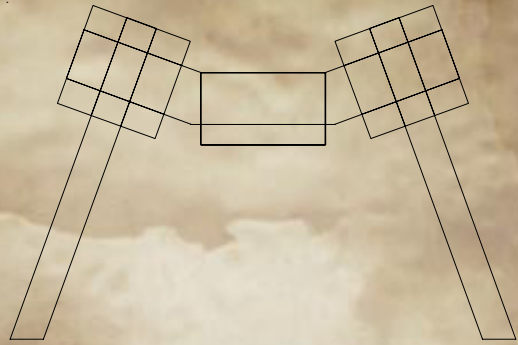


LEGS (18 AND 19)

Very easy to build.

Once PERFECTLY dry, insert the legs through the openings in the hip caps (16 and 17), which in turn are aligned with the openings in the internal legs (14).

Glue the legs in position, paying attention to the correct slant of the lower ends.



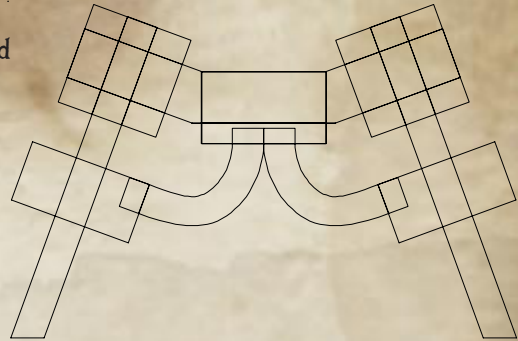
INTERNAL KNEES (20 AND 21)

Cut out the small squares and the small "X"s, as well as the tiny cut on one side.

When PERFECTLY dry, slide them onto the legs (18 and 19), and glue them in position.

The textured side must be to the back of the model, and the sides with the small cuts must be towards the inside of the legs.

Once dry, carefully insert (using small pliers) the leg tubes (15) in the openings on the internal knees and the hips (13).



KNEE CAPS (22 AND 23)

Fold along the lines and glue.

When dry, be sure to cut the small line on one side, and glue the knee caps to the internal knees (20 and 21), making sure to lock the pieces with the leg tubes (15) which will now be already in position.

FEET (24 AND 25)

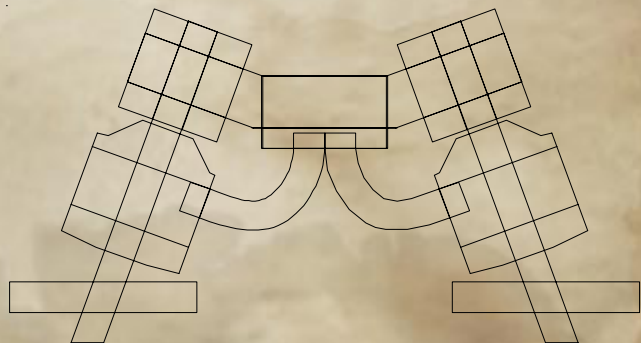
Cut out the small squares and cut the "X"s.

These parts are very tricky because of their small size and lots of folds.

Once built and dry, slide them onto the legs (18 and 19) - note the disalignment of the openings to allow for the slant in the legs - leaving 2-3 mm of exposed legs.

Insert the leg "stumps" protruding from the feet into the holes in the basing (12) and glue everything together (feet to basing and to legs).

Then glue the upper part of the body (ending with the waist (5)) to the hips (13).



Arms

You have the choice of building only what you need, or the whole complement of left and right arms to be interchanged on the model (of course, if you're using the magnetic tape method discussed earlier).

The model is provided with:

- Assault Cannon: Right (default) and Left (optional)
- Lascannon: Right (default) and Left (optional)
- Multi-Melta: Right (default) and Left (optional)
- Power Fist: Left (default) and Right (optional) - with both Storm Bolter and Heavy Flamer
- Missile Launcher: Left (default) and Right (optional)

The instructions will outline the default parts; to build the optional ones simply use the corresponding "mirror" pieces.

Assault Cannon

RIGHT SHOULDER (26) (LEFT SHOULDER IS PART 27)

Be sure to cut the "star" on the front and the two small cuts on the bottom side.

If you are using magnetic tape glue it to the part BEFORE assembly.

CANNON BARRELS (28) (LEFT IS PART 29)

Very simple to assemble.

When dry, slide it into the hexagon opening on the shoulder (26) and glue it in position.

AMMO PACK (30) (LEFT IS PART 31)

Assemble and glue it to the shoulder (26)

AMMO BELT (32) (LEFT IS PART 33)

Fold along the line, glue and cut out when dry.

Then using small pliers carefully insert the ends of the ammo belt into the slots previously cut on the underside of the shoulder (26).



Lazcannon

RIGHT SHOULDER (34) (LEFT IS PART 35)

Carefully cut out the two small circles using small manicuring scissors; attaching some adhesive tape on the back of the part will allow for cleaner cuts and a more resilient structure.

If you are using magnetic tape glue it to the part BEFORE assembly.

CANNON BARRELS (36 AND 37) (LEFT ARE PARTS 38 AND 39)

Roll the parts on a small screwdriver to get them into shape.

Slightly glue one extremity when rolling (like rolling a cigarette) and insert the parts into the holes previously cut from the shoulder (34).



Multi-Melta

RIGHT SHOULDER (40) (LEFT IS PART 41)

Carefully cut out the two small circles using small manicuring scissors; attaching some adhesive tape on the back of the part will allow for cleaner cuts and a more resilient structure.

Remember the small cut on the bottom side of the part.

If you are using magnetic tape glue it to the part BEFORE assembly.

LOWER BARREL (44) (LEFT IS PART 45)

Note the small cut - it must be on the lower side, at the center of the barrel.

Roll the part on a small screwdriver to get them into shape.

Slightly glue one extremity when rolling (like rolling a cigarette) and insert the parts into the lower hole previously cut from the shoulder (40).

UPPER BARREL (44) (LEFT IS PART 45)

Roll the part on a small screwdriver to get them into shape.

Slightly glue one extremity when rolling (like rolling a cigarette) and insert the parts into the upper hole previously cut from the shoulder (40).

CABLES (46) (LEFT IS PART 47)

Fold along the line, glue and cut when dry.

Using small pliers insert the extremities into the slots previously cut in the lower barrel (44) and the shoulder (40).



Power Fist

LEFT SHOULDER (48) (RIGHT IS PART 49)

Be sure to cut the small "X" and to fold inside the resulting triangles.
If you are using magnetic tape glue it to the part BEFORE assembly.

COVER (50) (RIGHT IS PART 51)

Fold along the line, glue and cut when dry.

HANDLER (52) (RIGHT IS PART 53)

Fold along the line, glue and cut when dry.
Score the "fingers" in order to fold them towards the inside.

ARM (54) (RIGHT IS PART 55)

Note the small cut on the bottom side.

ELBOW CAPS (56 AND 57) (RIGHT ARE PARTS 58 AND 59)

Fold along the line, glue and cut when dry.

FIST (60) (RIGHT IS PART 61)

Cut the small "X" and the line across the bottom side.

Build the part, and when dry slide the longer part of the arm (54) into the opening, gluing it in position and making sure the two cuts are both on the bottom side.

Then slide the arm (54) into the opening in the shoulder (48) and glue it in position.

When all is dry, you can glue the handler (52), apply the elbow caps (56 and 57) to the sides of the "elbow" and the cover (50) to the side of the shoulder (48).

STORM BOLTER (62) (RIGHT IS PART 63)

Fold along the line, glue and cut when dry.

HEAVY FLAMER (64) (RIGHT IS PART 65)

Fold along the line, glue and cut when dry.

Using small pliers, insert the weapon of choice (storm bolter or heavy flamer) into the slots previously cut on the arm (54) and the fist (60).

Missile Launcher

SHOULDER (66) (RIGHT IS PART 67)

The easiest arm to assemble - it is a single piece.



Miscellaneous Parts

CHAPTER BANNER (68)

Score and fold back the small tabs.

BANNER POLE (69)

Fold along the line, glue and cut when dry.

Glue the banner (68) to the horizontal bar, folding the small tabs and gluing them to the back.

The pole can now be slid into the small opening between sarcophagus (1) and backpack (11); you can simply insert and remove it as you see fit.

CRUX TERMINATUS (70) AND PURITY SEALS (71 AND 72)

These are totally optional decorations - if you want them just cut them out and glue them on a suitable position on the model.

CIRCULAR SHAPE (73)

Used only as a master shape to cut out magnetic tape (if you are using it), see above.



