AWP HORNET DROPSHIP

2nd edition

GREY MATTER GAMES

PAPERCUT AWARDS

You may ask, "What are the **Papercut Awards**?" It is a contest Hosted by **One Monk Miniatures**, open to people that enjoy creating, and/or using Papercraft models in their gaming. The Papercut Awards celebrate this in an extraordinary way.

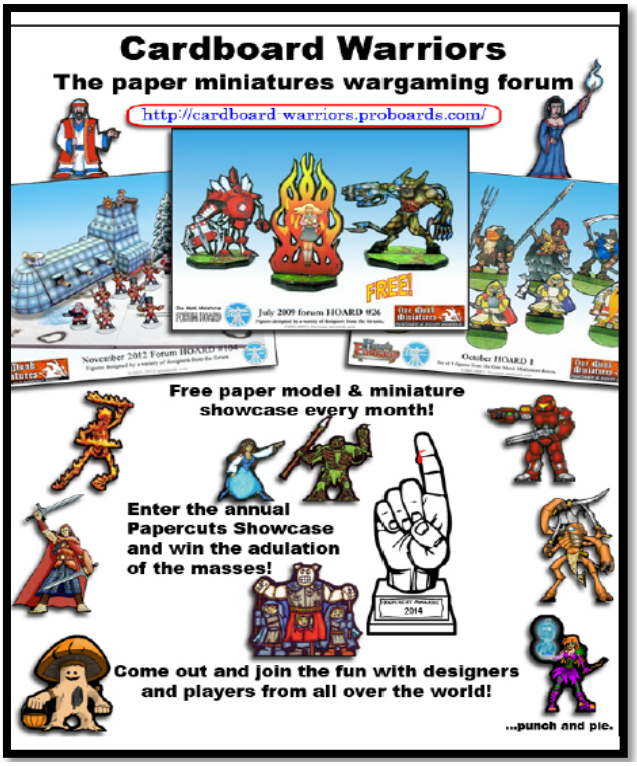
I have submitted various figures, sets, and models to the Awards over the last couple of years.

WATER TOWER DICE TOWER

Last year, we won the 3D Model Category with the Water Tower Dice Tower. ALL entries MUST be a FREE download. This was downloaded THOUSANDS of times, so far!

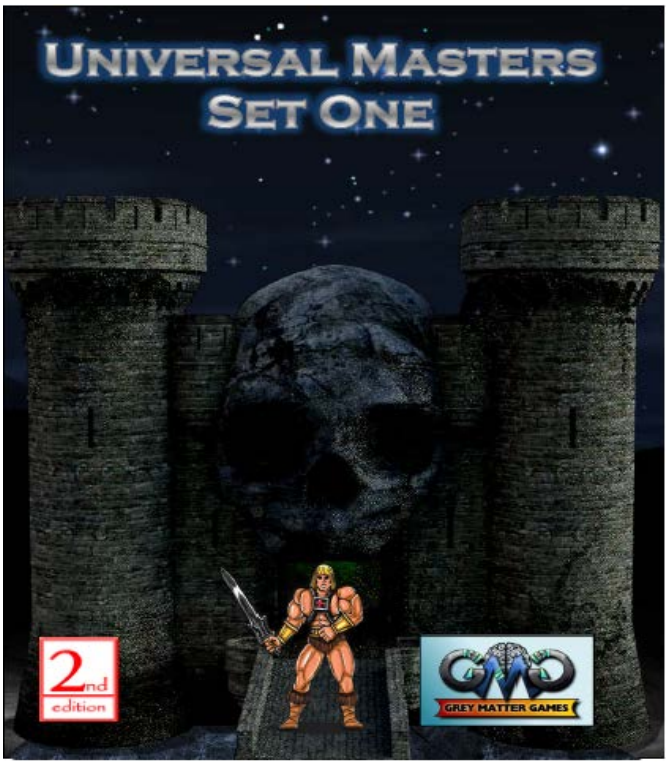
Our submissions last year were also **Captain Timmons**, and the **Assassin Guild**.

This contest is ALWAYS a lot of fun, and a GREAT place to pick up some fantastic miniatures.



2015 SUBMISSIONS

We took a poll asking what people would like to see released this year. We selected some really fun sets, and the most popular ones were selected. The remaining sets are ones that we would like to release this year, as well.

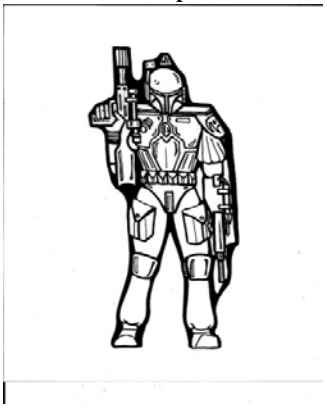


SINGLE-FIGURE SUBMISSION

One idea I had for a long time was creating Papercraft versions of the toys I enjoyed the most as a child. The first obvious choice was a ***Universal Master*** , and his ***Battle Tiger*** . These work PERFECTLY in the ***Deadly Missions*** Universe.

MULTI-FIGURE SUBMISSION

For the Multi-Figure Submission, I am including a set of figures I am calling, **"Scum and Villainy."** That name sums up these Bounty Hunters quite well.



During the contest (that runs through the end of August 2015), you can vote for, download and even submit your own figures to the forum (the address is circled in RED to the left).

I hope you enjoy these FREE figures to bring new life to your games.

AWP HORNET DROPSHIP INSTRUCTIONS

We will be using some techniques that are fairly common among Papercraft gamers and modelers, but let's discuss some basics first. Once you have these, this is a simple model.

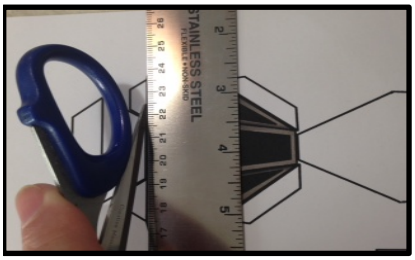
TOOLS OF THE TRADE

Here is a list of some important things to have on hand when constructing Papercraft models and figures.

110# Cardstock
Scissors
School Glue
Straight-Edge (Ruler)
Permanent Marker
Glue Stick(s)
Hobby Knife

We are going to list some simple techniques that you will need to do on each aspect of the model.

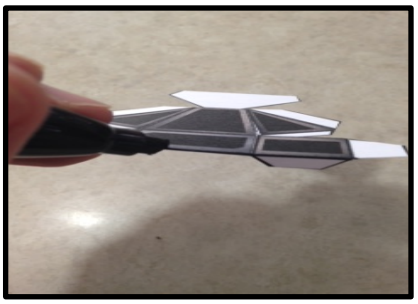
SCORING



Using a sharp object and your straight-edge, **CAREFULLY** trace along EVERY line that will be folded.

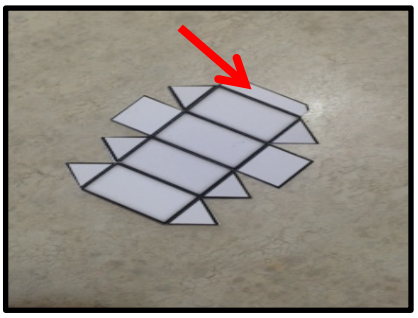
Make sure **not** to cut through the cardstock. This is only to help it fold easier.
Make sure to score your model BEFORE cutting it out. This will prevent tears in the tabs and delicate pieces.

EDGING



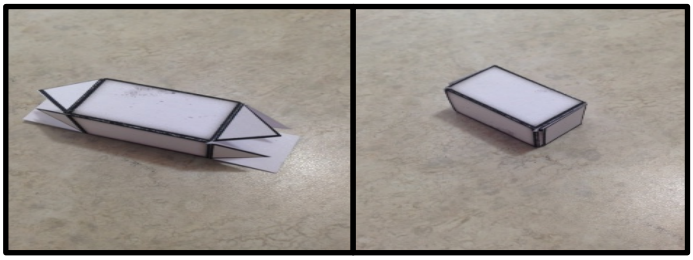
After the pieces are scored and cut out, fold the tabs and pieces along the scored lines. Using a permanent marker, trace along the edges of the pieces. This will cover the white lines left on the exposed edges of the model, giving it a more professional, finished look.

BUILD THE BOX



After you score and edge the pieces, find the main tab, which is usually located on one end of the piece. Glue this and attach it to the opposite end of the piece.

After you have a piece like the one below, glue the tabs and complete the "box."



Not every box is a rectangle, but even some of the more complex pieces follow the same guidelines.

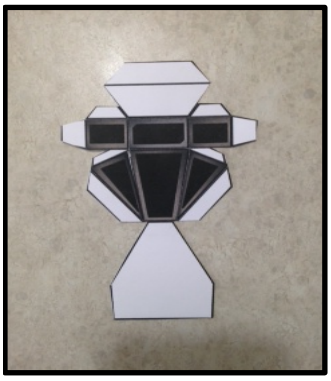
WELDING THE SEAMS

Run a ***thin*** ribbon of glue along the seams, and wipe away the excess quickly. Make sure not to smear the ink to not ruin the final model.

PRINT THE MODEL

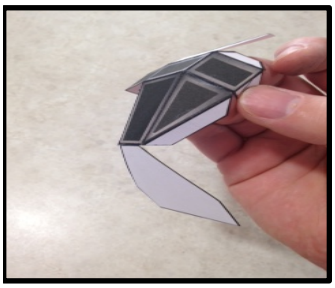
Print all seven pages of the model, making sure to print TWO copies of Page 5 (the nacelles) and Page 7 (the wings). Locate Model Page One, the cockpit.

THE COCKPIT



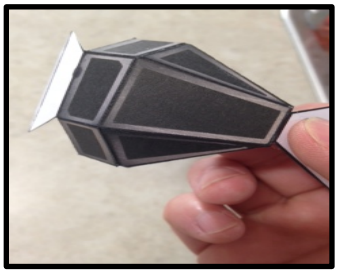
The cockpit is the most difficult portion of the model. Once you complete the cockpit, the rest is simple boxes. Score, cut out and edge the cockpit pieces. You do not have to edge the white boxes. These are just reinforcers.

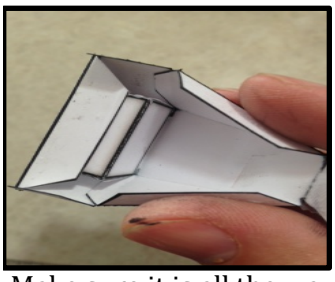
STEP ONE: COCKPIT SHAPE



The first thing you need to do is to glue the small tabs on the sides of the cockpit located between the front and rear windows. Make sure these are dry before moving forward.

The next step is to glue the rear tab to the to the smaller tabs on the backs of the cockpit, located behind the rear windows.



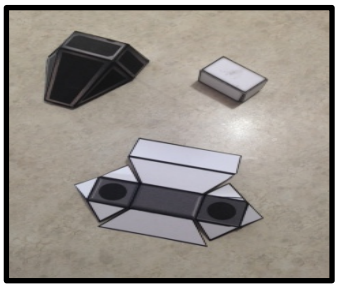


After that is dry, build one of the support blocks and glue it into the inside of the cockpit canopy. The block will be glued with the flaps pointing to the "top" of the canopy.

Make sure it is all the way against the back of the canopy to make sure it is reinforced.

Fold the flaps onto the reinforcement block (called a "reinforcer") and glue them in place.

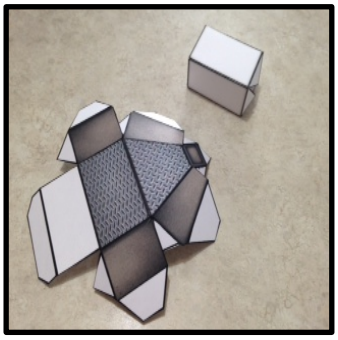
Glue the bottom of the canopy to the tabs, and set it aside to dry.



Now is the time to build the rear cockpit section. Form the second support piece, and glue the tabs similar to the way you did on the canopy.

Insert the reinforcer into the rear cockpit (as you did with the canopy), and fold the triangle tabs in. Fold over the bottom flap, completing the box. Set this aside to dry.

STEP TWO: LOWER COCKPIT

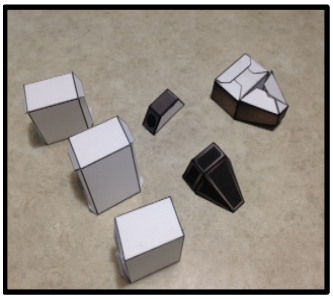


Score, cut out, edge the lower cockpit, and assemble the reinforcer. Make sure to score ALL of the lines. You will cut the tabs on the front, so the three triangles are attached to the front square. This is important.

Note: The reinforcer only has tabs on the side, and not actual flaps.

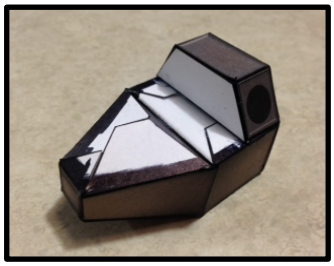
Start with the two small triangle tabs on the nose of the cockpit. Once dry, move to the next tabs on the sides. Glue the reinforcer to the bottom of the cockpit. Make sure that the reinforcer has the widest side to the bottom.

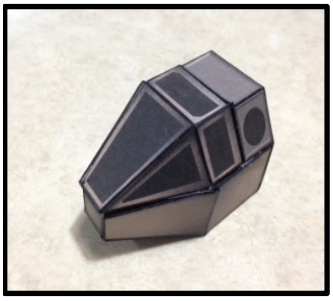
Once this is dry, fold in the rear tabs, and glue the back of the cockpit to the rear of the reinforcer. Set this aside to dry, and construct the three reinfocers on the next page.



At this point, you will have a lower cockpit, an upper cockpit, a canopy, and three reinforcers. One suggestion I have is to color the edges of the tabs black to conceal the seams.

Glue the rear canopy to the back of the cockpit. (This image shows the tabs colored with black marker to conceal the seams).

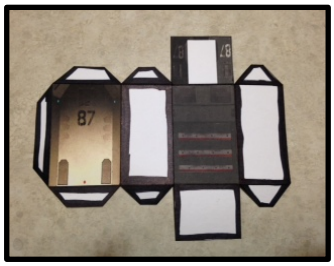


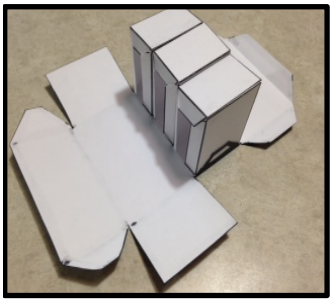


Once that is completely dry, glue the canopy in place. Once this is dry, you can "weld" the seams to make sure that the model stays intact permanently.

STEP THREE: CARGO BAY

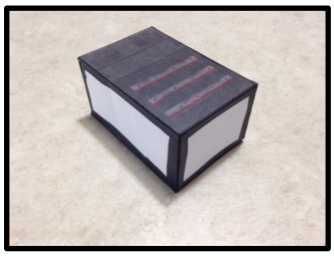
Set the cockpit aside to dry completely. Score, cut out, edge, and color the tabs of the cargo bay.



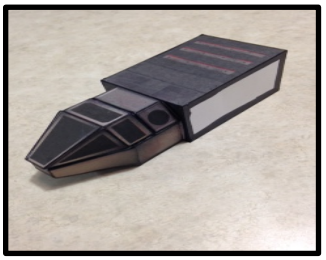


Flip the cargo bay over, and glue the three reinforcers as shown. Make sure to glue the three together as you glue them to the bay, to make it more durable.

Starting with the bottom of the cargo bay (with the landing gear and "87" on it), glue it and its tabs in place. Next, glue the top and tabs in place. Finally, glue the end tabs in place.



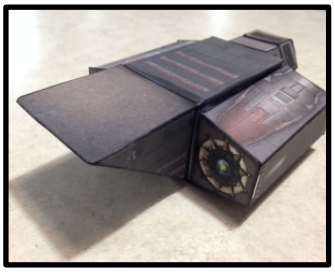
Next, glue the cockpit to the center of the front of the cargo bay (it has vents, and a white square). Make sure the TOP of the cockpit is even with the top of the cargo bay.



STEP FOUR: NACELLES

Score, cut out, edge and color the tabs of the nacelles. You will repeat these for both nacelles. Form the reinforcer, as per the ones used in the cargo bay.

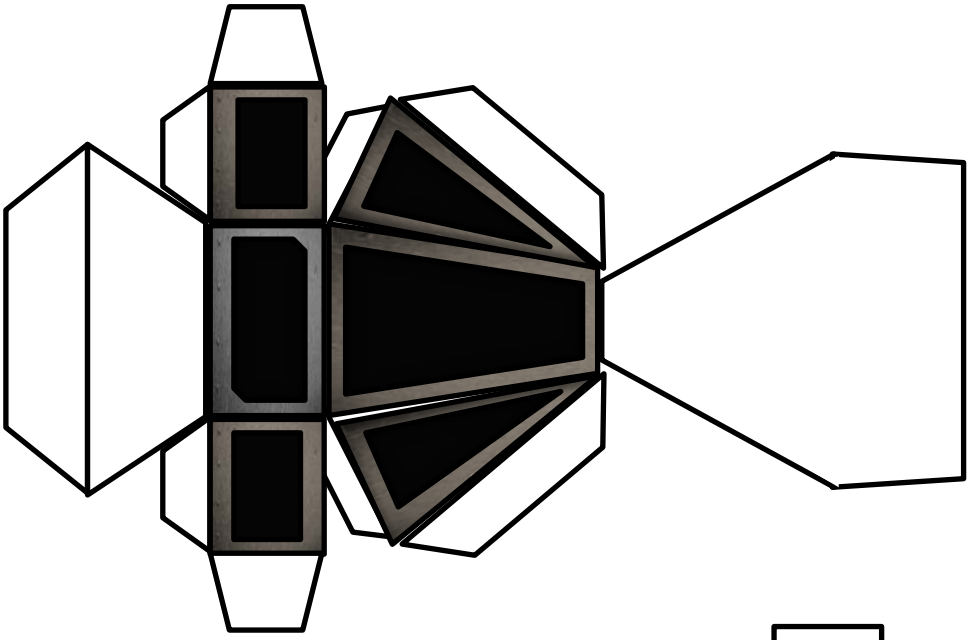
Assemble the nacelles. They are designed to be used on either side of the model. Glue them so they are flush with the BOTTOM of the model, leaving a small lip on top to hold the wings.

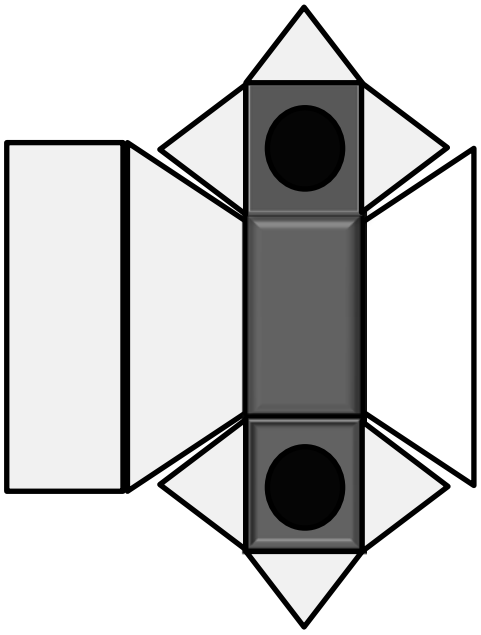


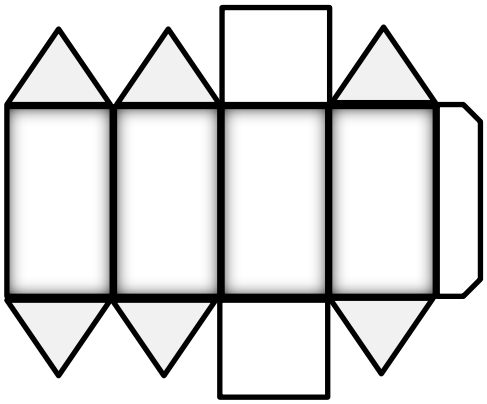
Assemble the exit ramp, and glue it to the rear of the model. Make sure it is flush with the TOP of the model.

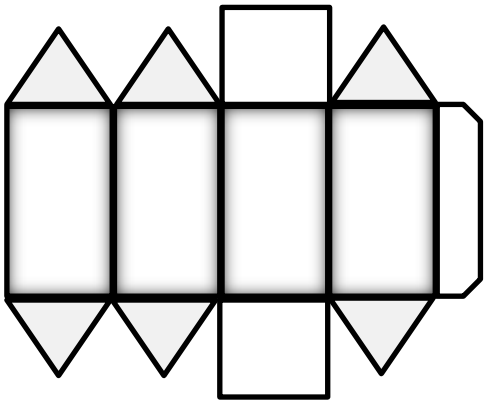
Score the wings on the red line. Fold these over, cut them out, and edge them. Make sure NOT to glue the tabs on the rear fins. These will mount on the exit ramp. Fold the guns creating an "L-shaped" mount.

Glue each of the tabs on the fins to the top and sides of the exit ramp. Glue the wings to the sides. OPTIONAL: You can mount the guns under the wings.









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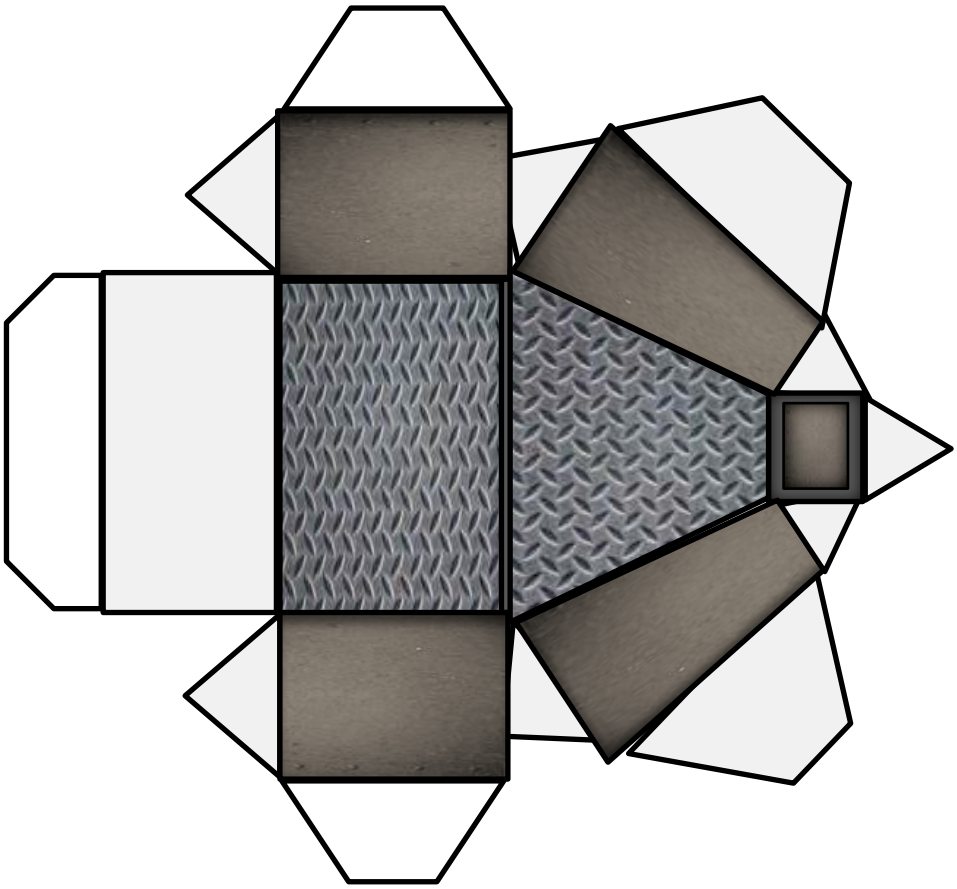

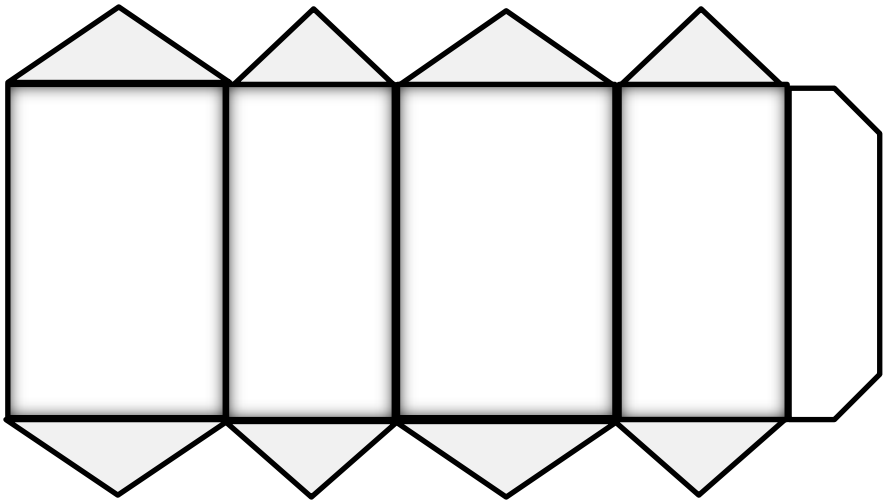

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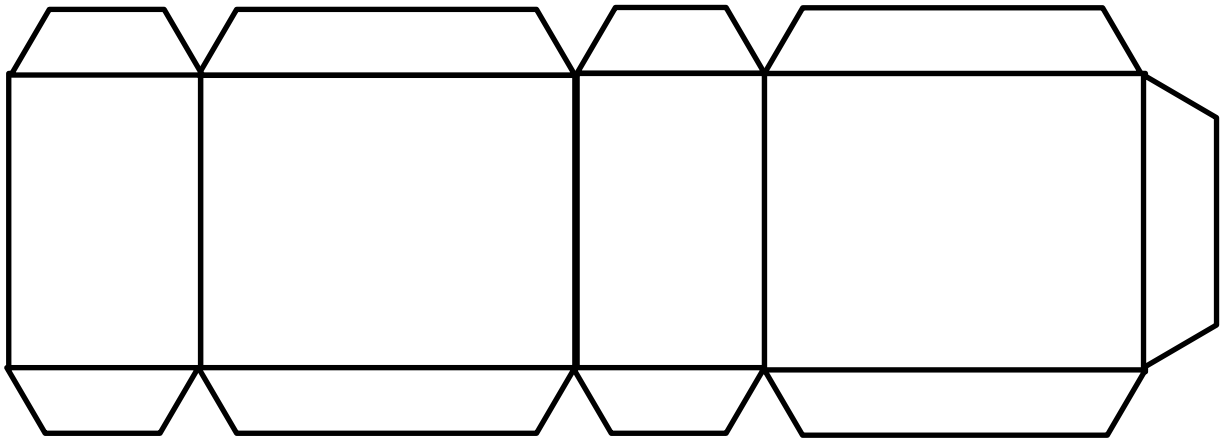

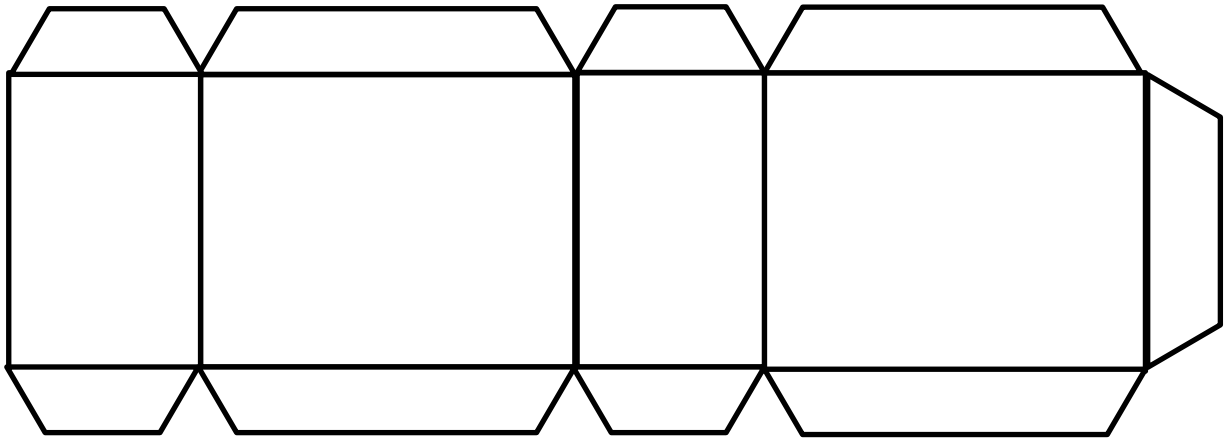

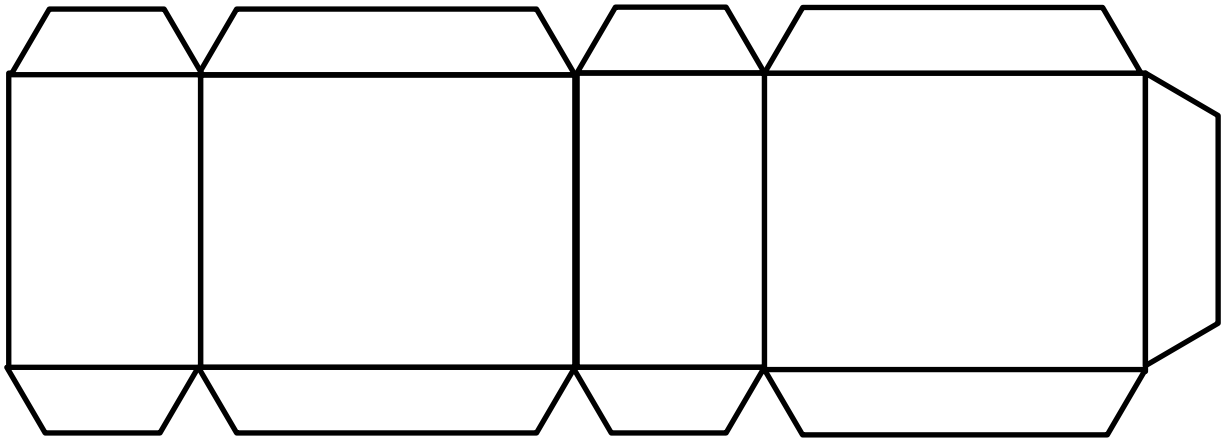

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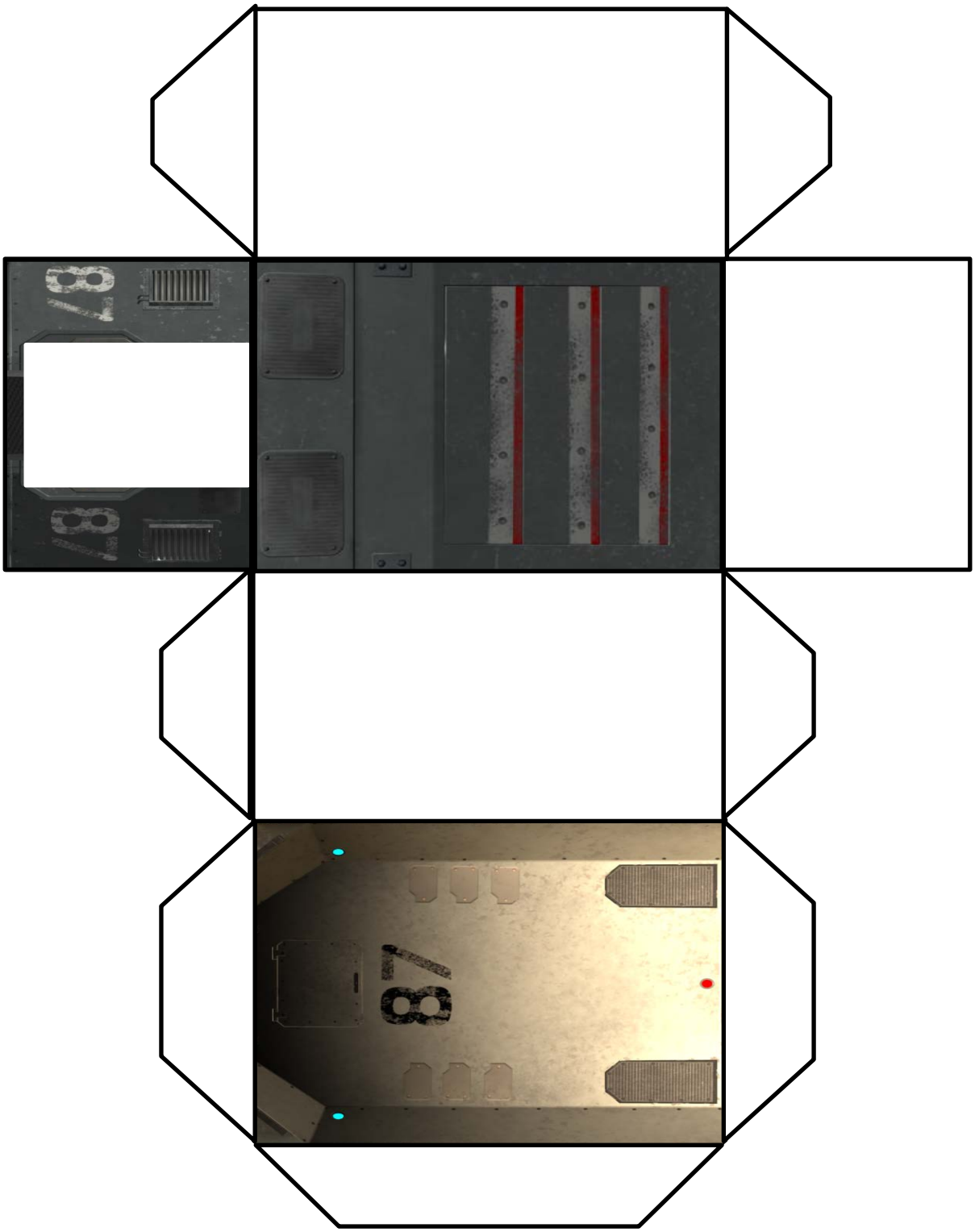

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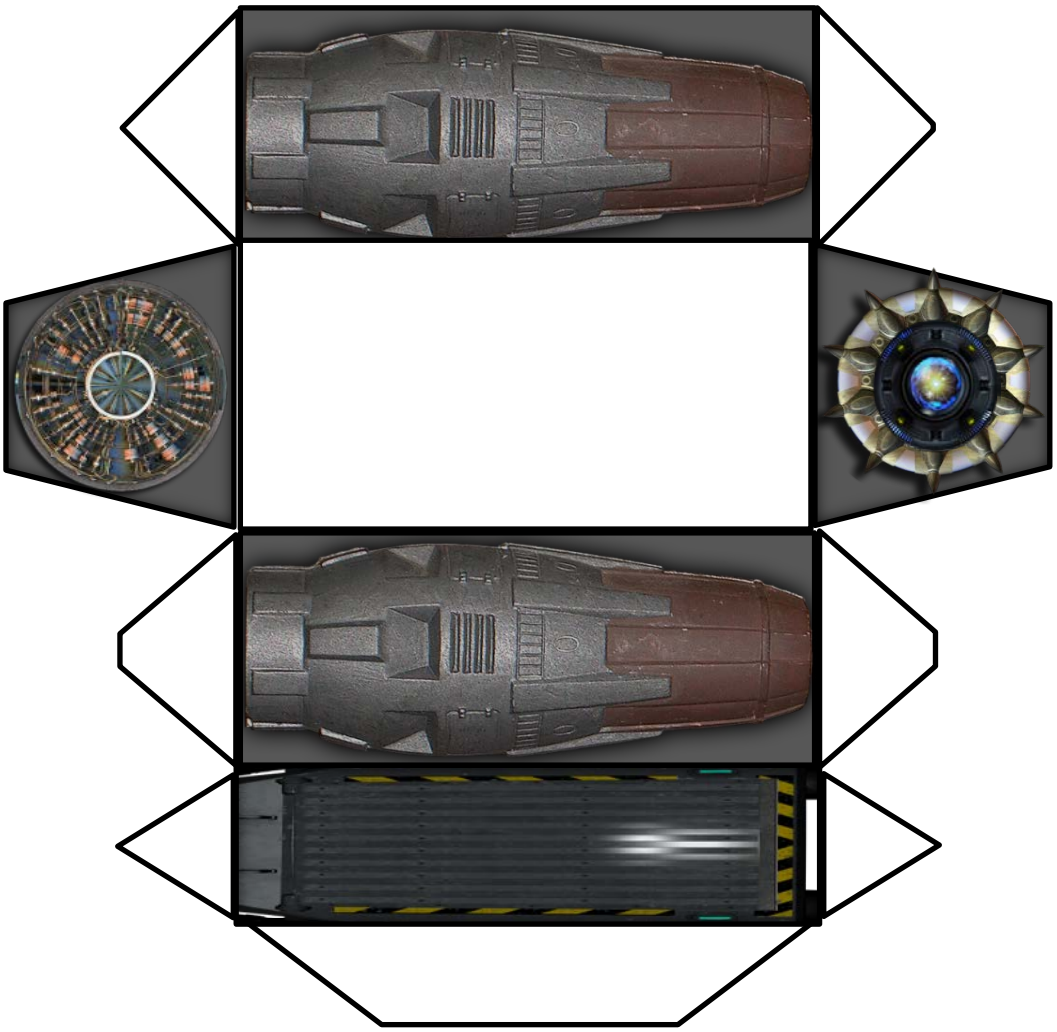

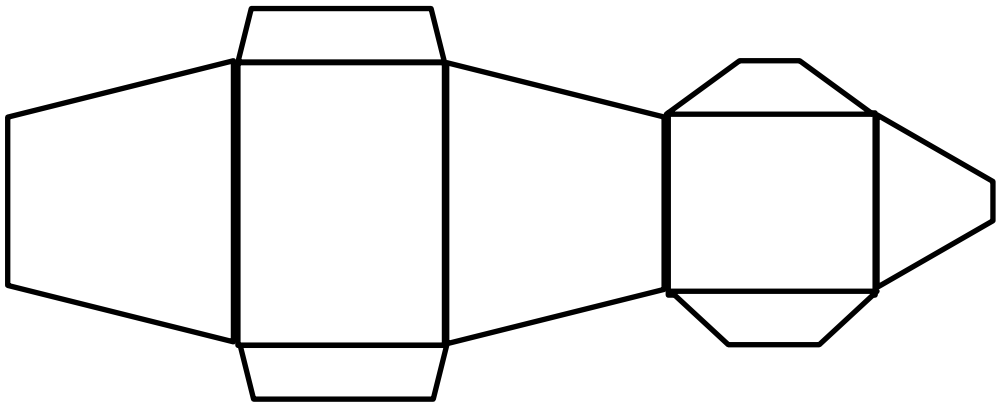

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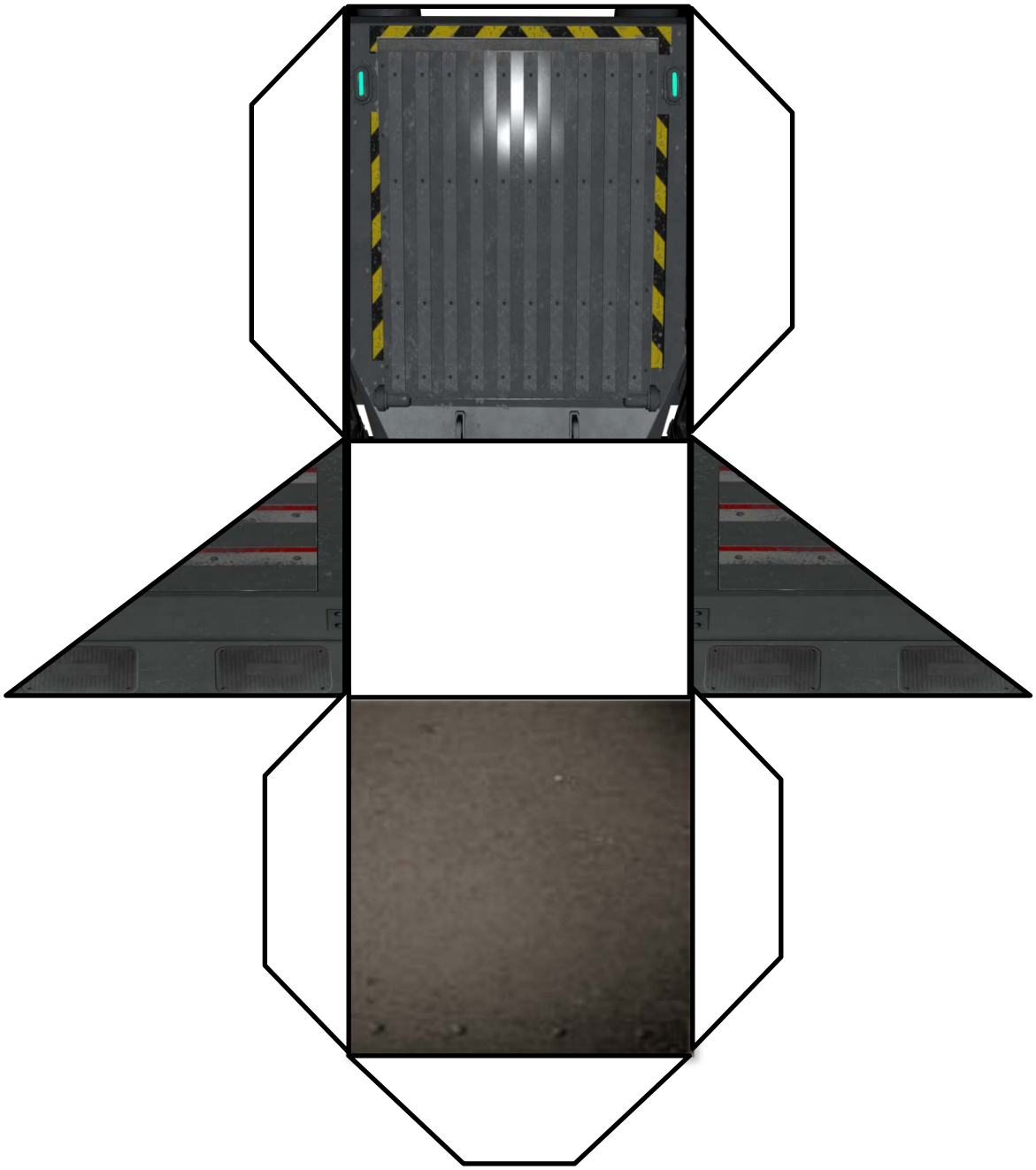

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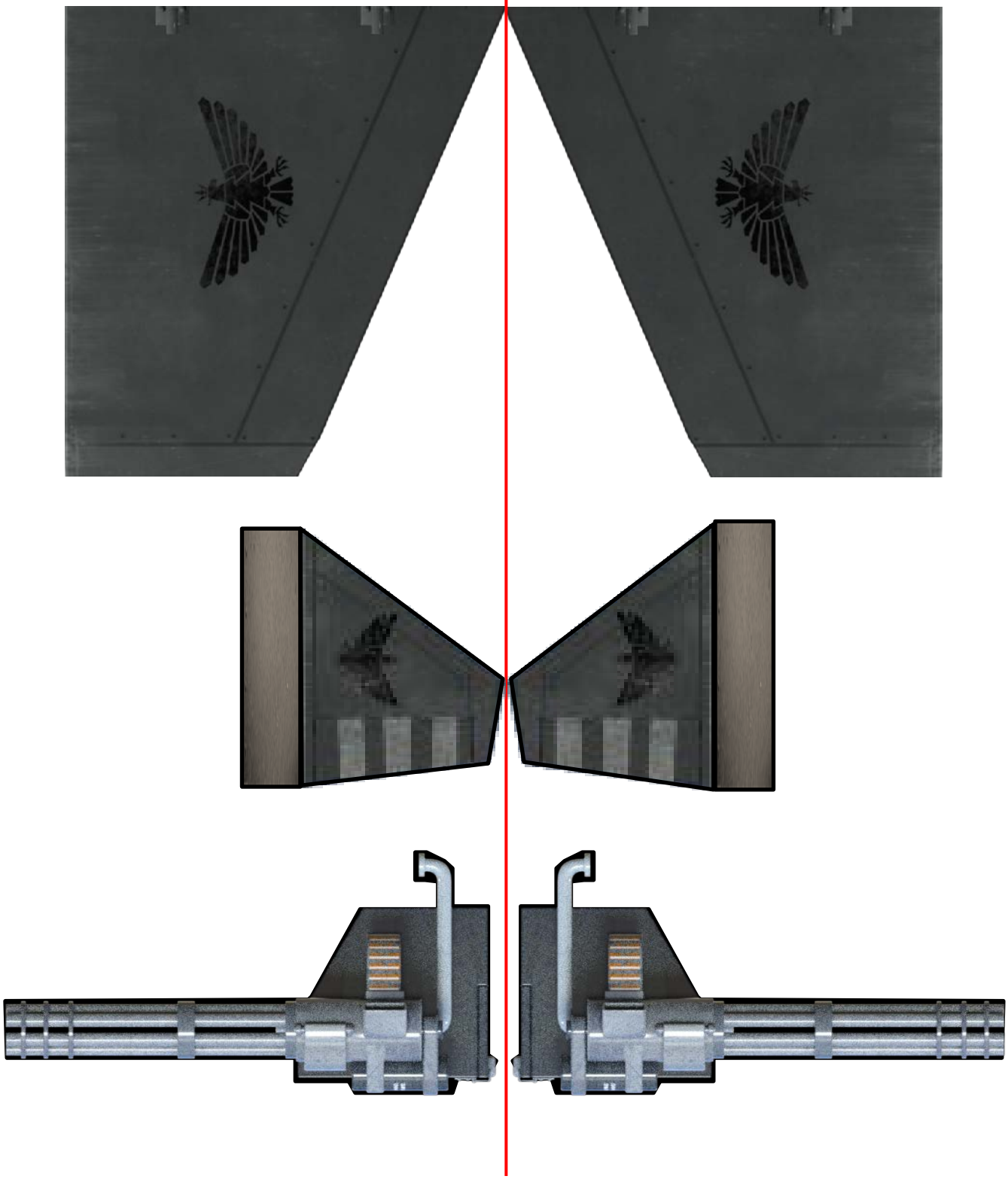

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