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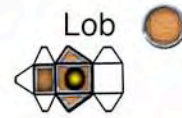
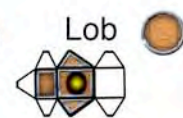
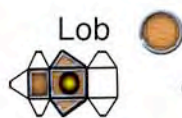


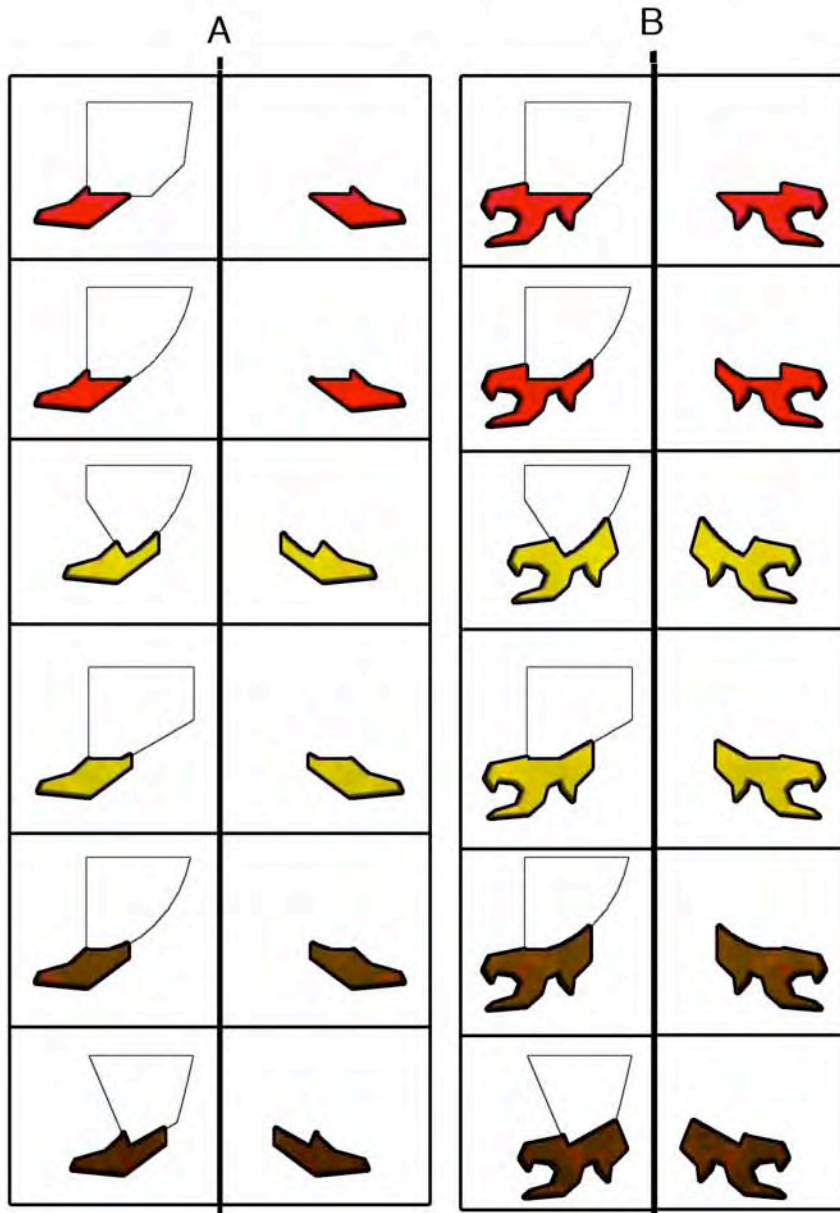
Being a modular kit of ship forms to aid in one's endeavours when constructing 1/600 scale Heavy Screw Galleys for use in Victorian Science Fiction Aeronaval games such as GDW's *Sky Galleons of Mars*.

Squirmydad@yahoo.com
MMiP #28 entry
Grand Finale Showcase
September, 2006

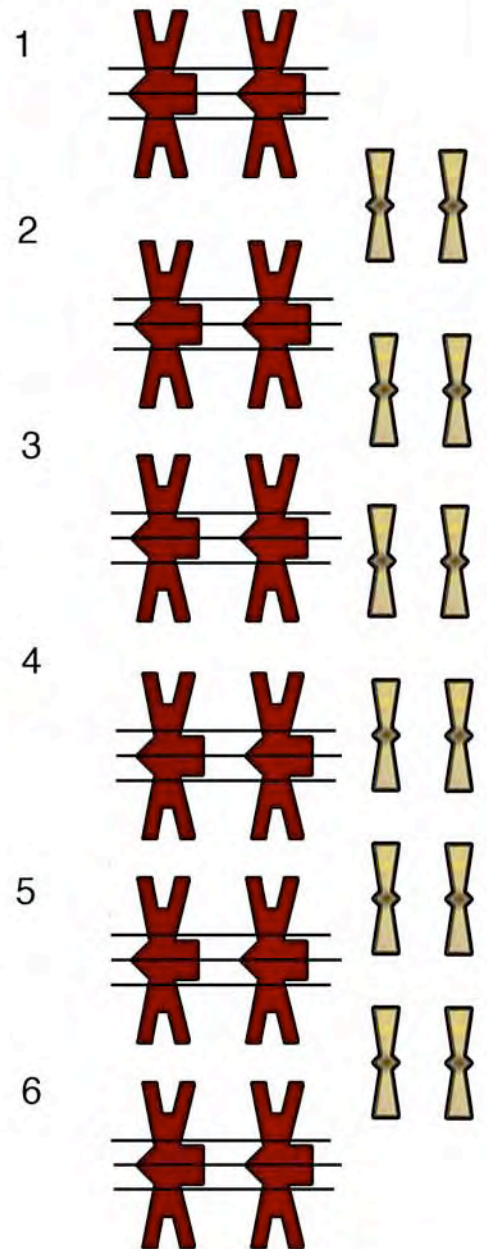
Rams (attach to Bow sections)

A		B		C		
						1
						2
						3
						4
						5
						6
						7
						8
						9

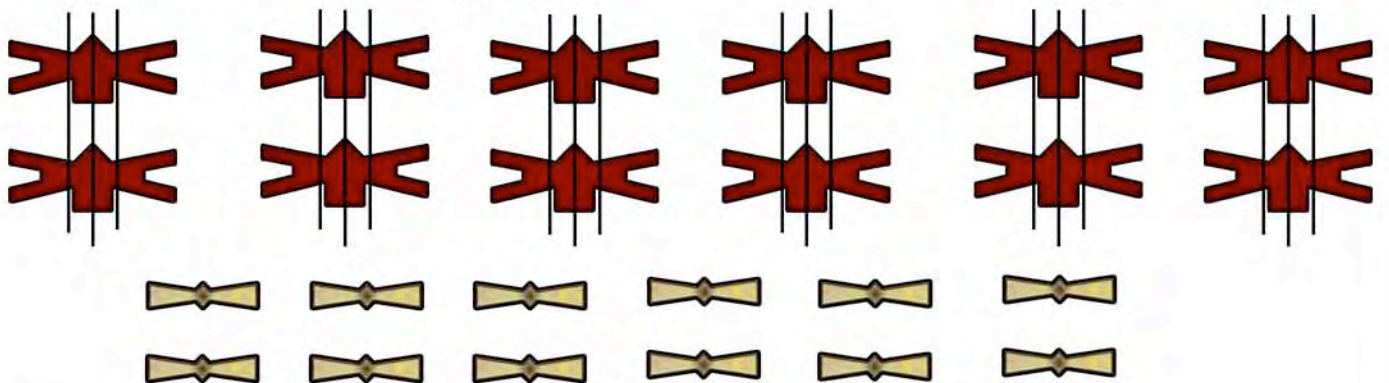




Stingers
(attach under sterns)

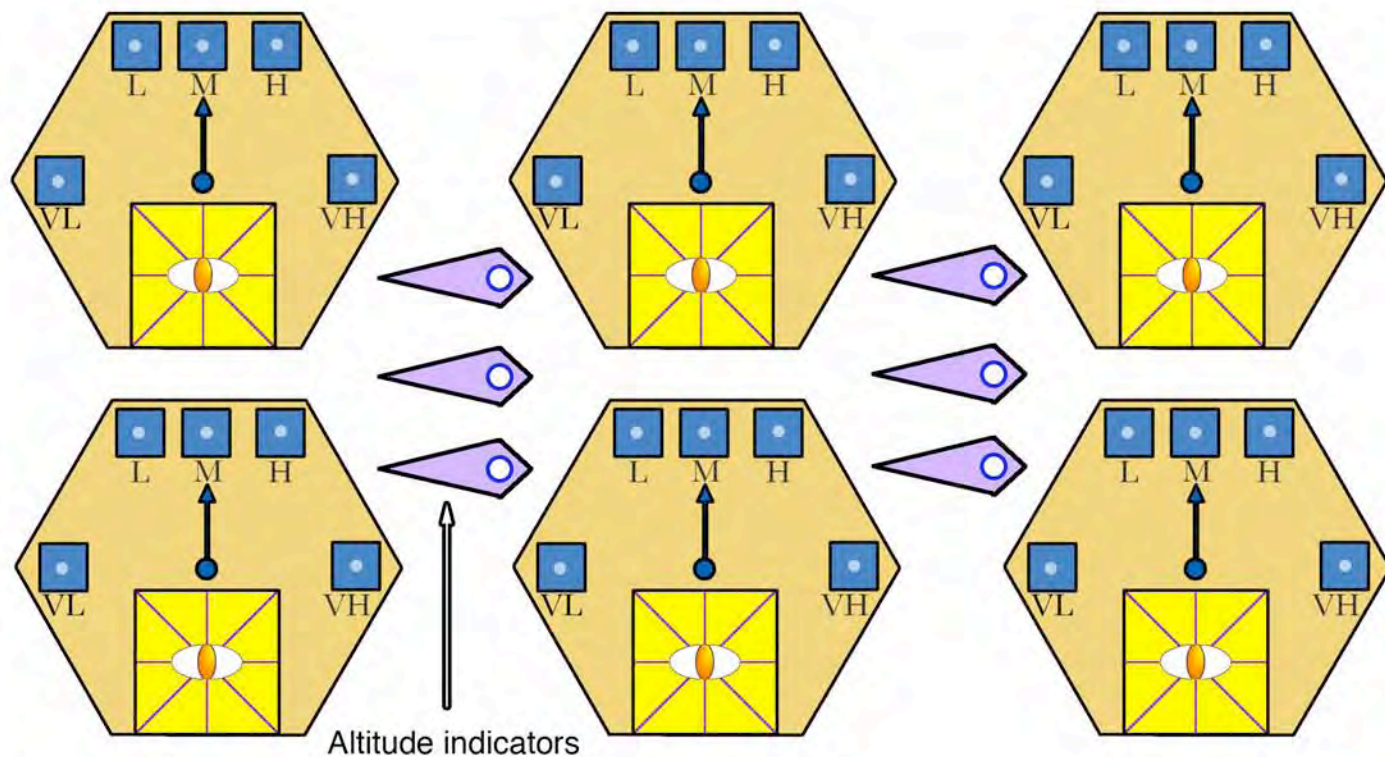


Propellers

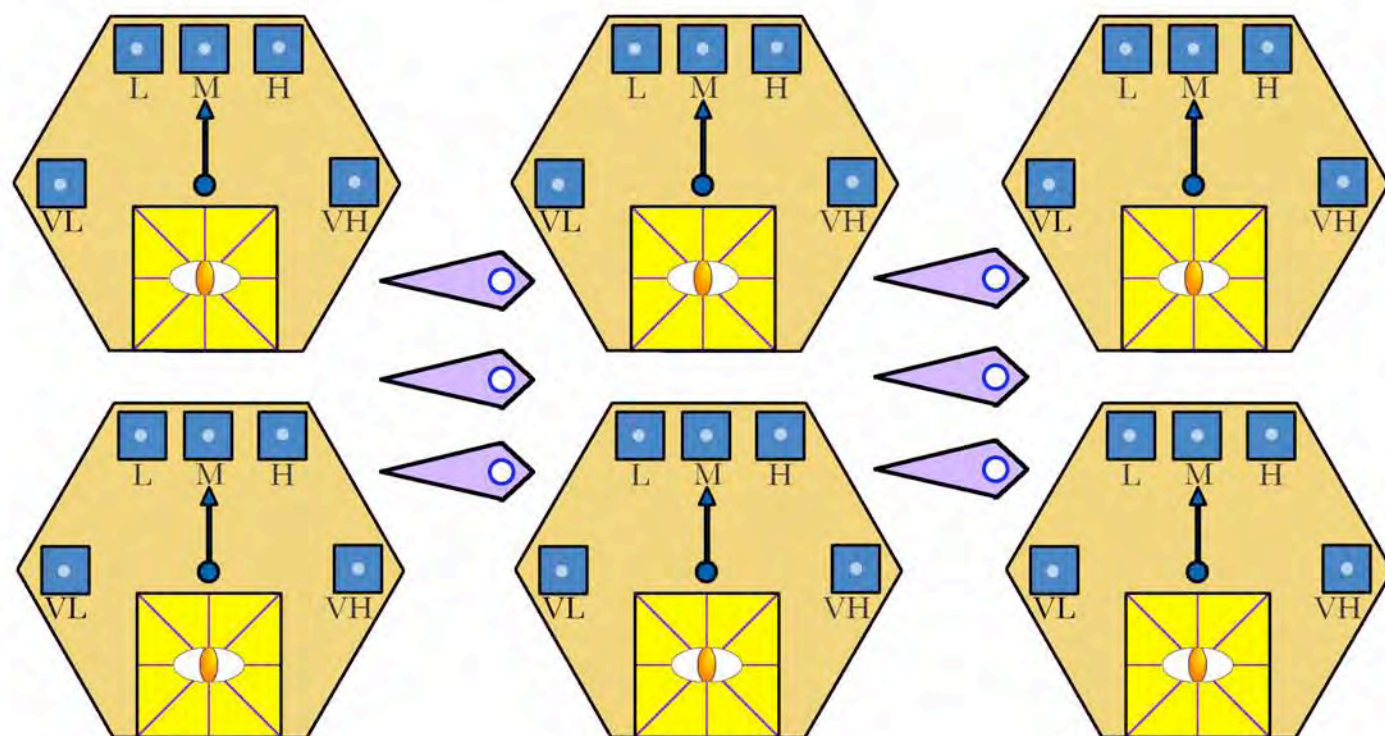


Banners

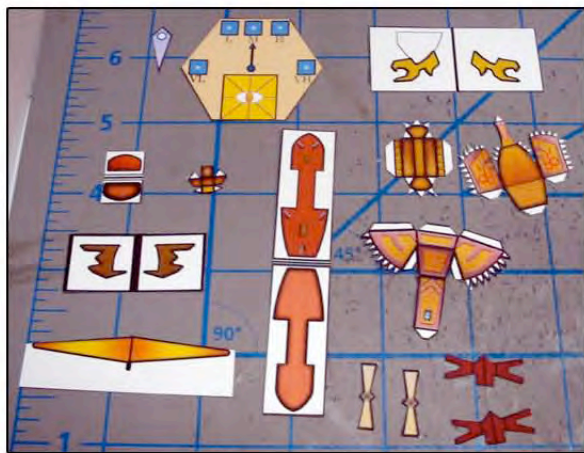




Flight bases for sky galleons; Glue to 1/4" thick black foamcore.
insert a black toothpick in the center as a flight stand, cut out circle
on the altitude indicator and place over flight stand.

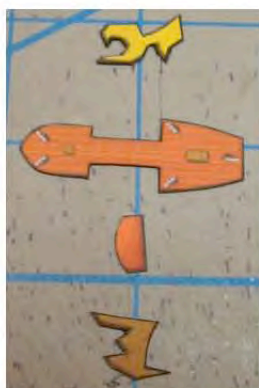
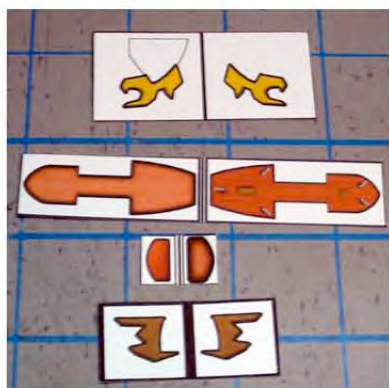
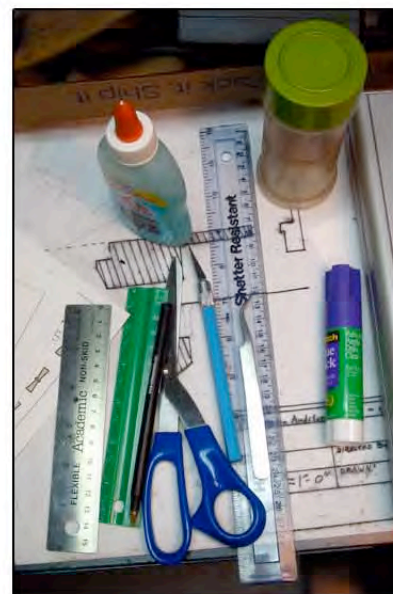


*Oenotrian Flag design by Paul Westermeyer



First: Cut everything out. The Hullcutter shipyard contains four different color versions of ship components and different versions of the same components. For this sampling I chose Deck 9 from color version #2 (red) and all the other components from color version #4 (yellow). The other pieces pictured here are Loft #4, widestern #4 (with trim), center #8 (with hatches), bow #1 (with trim), balcony #4. I also cut out ram C7, stinger B3. and one propeller assembly from the Accessories file.

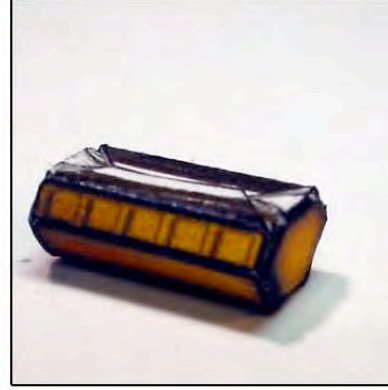
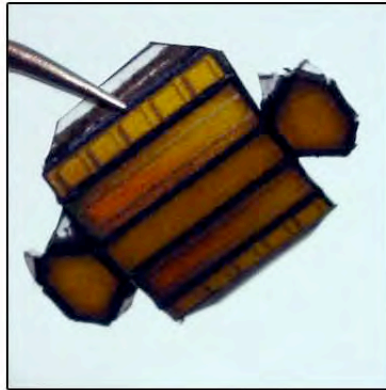
You might need some tools like the ones pictured here; I use scissors for big cuts, and for curved areas. X-acto knives are for small cuts, the gluestick is for flat-foldover pieces (like the deck), the gel glue is for everything else that needs to be attached. A straight edge and an old black ball-point pen for scoring fold lines.



Here are the flat-foldover pieces I've chosen for this model. Score them on their center fold line, apply glue (I use a gluestick for this), press together neatly, and cut out. This is a good time to apply a dark marker around the edges to color the white paper. I like these calligraphy pens because they have a nice sharp point to get into small areas that need color.



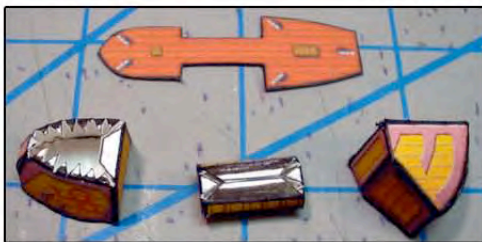
Next; I like to start at the rear of the vessel and work my way forward. The stern is scored, the edges and tabs are colored, and then start glueing tabs.



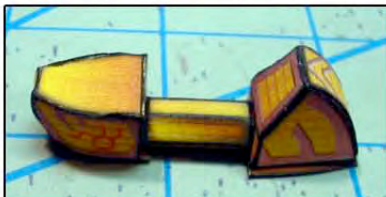
The center sections come in two sizes, make sure you have the right one for the deck you've chosen. The larger ones have an 'X' on them to indicate the top side. The lighter colored end of the center section is meant to face forward.



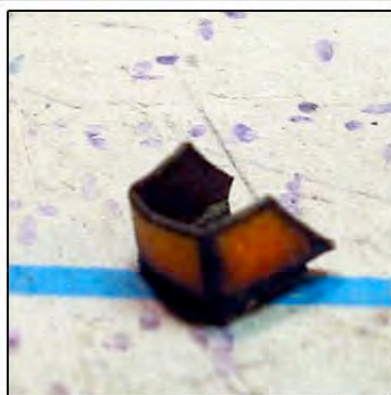
The bows are a little bit trickier, fold up the parts, glue along the base edge, then attach the rear flaps, then roll the long bow flap up onto the tabs.



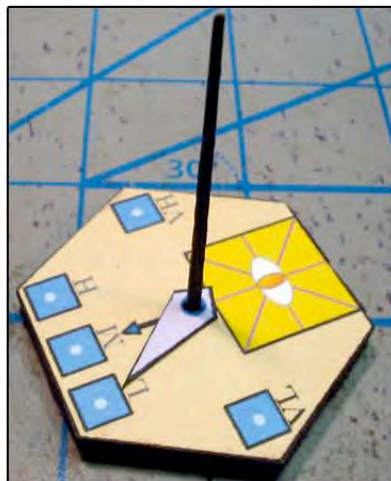
Now that you have all three sections built line them up on the underside of the deck section and glue in place.



This is a good time to glue the ram and stinger pieces onto the hull sections.



The balconies don't have backs and you'll need to color the backside and the tabs before assembly. Some people like to cut the tabs off that would attach the piece to the hull, that works fine too. The balconies attach to the lower part of the stern, make sure you have one that will attach correctly to the stern you've chosen.



The flight bases are a simple affair. Cut out the base and glue to something sturdy like black foamcore. Blacken a toothpick or use some steel wire for a flight pole and insert into the center of the base. It's best to slip the altitude indicator on the pole before mounting the model on top.



The propeller assemblies (both the roros and the struts) are single-sided flat pieces; color their backsides before assembly. The struts fold up in the middle. They are designed to fit any of the hulls available but you may have to trim their lengths a little bit to make them ideal. The rotors attach to the flat back-end of the struts.

And that's it!



Hullcutter shipyard designers notes.

First of all, I forgot to include instructions for the Lob gun pieces. The Lob gun is a simple triangular box shape that sits on the circular piece. The circle is intended to function as a turntable for the artillery piece. Glue it onto the center of the model (if the deck is wide enough) or on the forward part of the stern section. Lob guns in *Space:1889* are supposed to have a tremendous recoil and need to be placed near the center of balance on sky galleons.

Also, I misplaced some of my notes that indicated which rams, balconies, and stingers went to which hull-sections. You'll have to guess and trim to fit until I get them all figured out. Again.

Okay, that said, this was a rather long and difficult project for me. I started it originally in March of 2006, then set it down until September because the project looked rather daunting. And it was. Once I got off my duff though it did teach me a great deal about setting up workflows for texturing many pieces at the same time.

When I originally started this project I was just going to make a simple model of the Hullcutter presented in the basic *Sky Galleons of Mars* set, then Dampfpanzerwagon's (Tony Harwood) heavy screw galley pictures gave me the idea for this larger project. So thanks Tony! I'd also like to thank ONE-MONK for starting the Miniatures in Paper Showcases, MeEbbles for his advice on models (bulkheads and layers) even though he didn't know he was giving it, Shaun Astin for being a pal and having such incredible enthusiasm for paper-modelling, and lastly, but most of all, to Justbill, without whose kindly reminder (Hey Squirmymdad!), I would not have restarted this project.

Thanks all and I hope you enjoy these models!

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09/2006