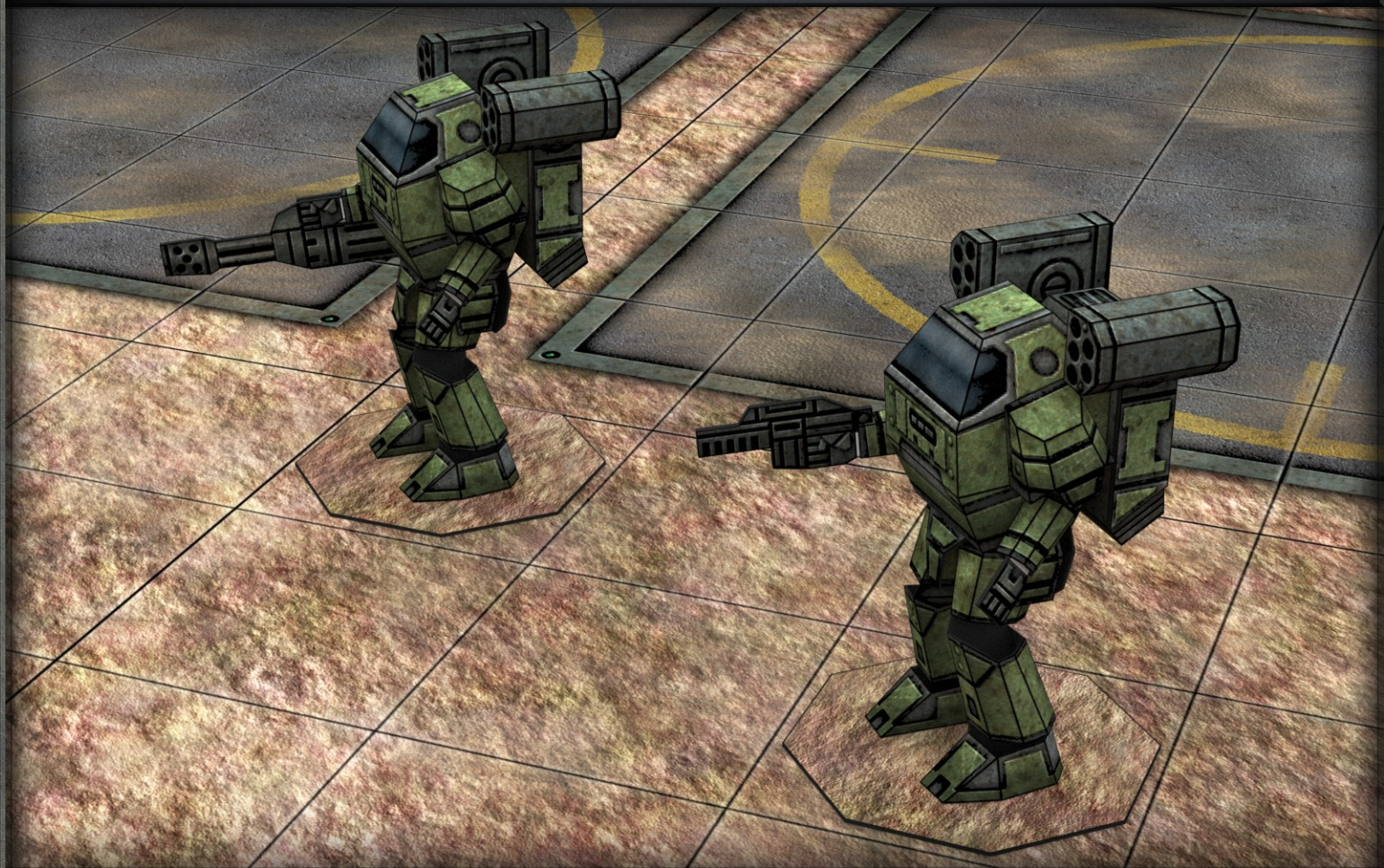


1:60 SCALE CARDSTOCK MODEL KIT



BATTLESUIT MARINES

MODEL COLOR SCHEMES

STANDARD GREEN



DESERT SAND



ARID BROWN



RED OXIDE



BASIC SCHEMES I

MODEL COLOR SCHEMES

URBAN GRAY



ARCTIC WHITE



STEALTH



POLICE BLUE



BASIC SCHEMES II

MODEL OPTIONS

JUMP PACKS



PDW



MACHINE GUN



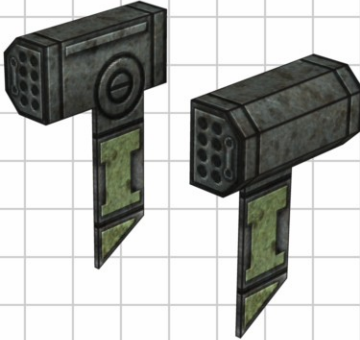
FLAMER



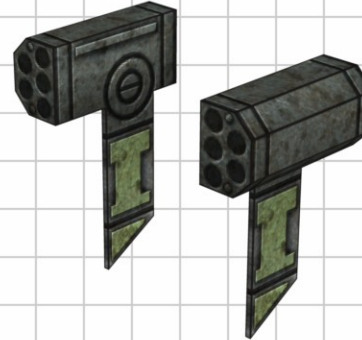
MARINE WEAPONS

MODEL OPTIONS

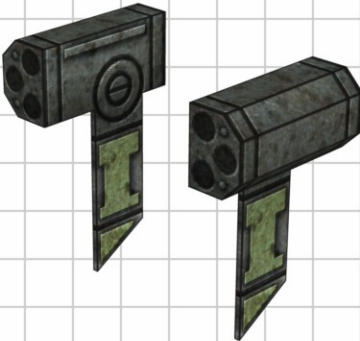
GRENADE PODS



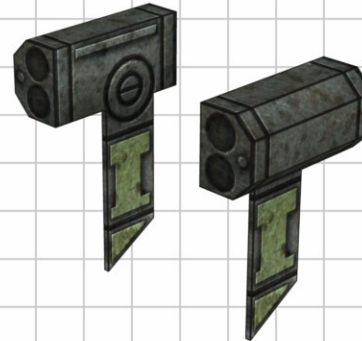
LIGHT MISSILE PODS



MEDIUM MISSILE PODS



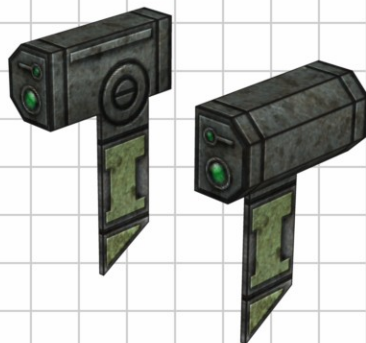
HEAVY MISSILE PODS



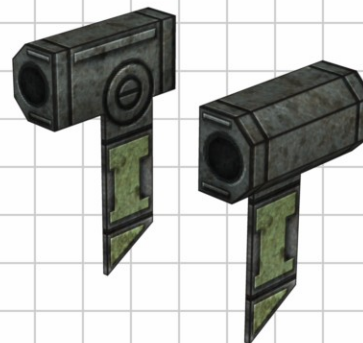
MARINE WEAPONS

MODEL OPTIONS

TADS PODS



TAC NUKE PODS



The three hand weapons (personal defense weapon, machine gun, and flamer) are removable and interchangeable. They slot into place next to the regular hands, and come in both left and right hand styles. The pods also come in matching left-right pairs.

The grenade pods are solid state, stacked-munition antipersonnel weapon systems. They can be used in a direct or indirect fire role, acting either as a mortar or an airbursting antipersonnel weapon system, firing short bursts of grenades.

The light, medium, and heavy missile pods are antimateriel weapons designed to engage other battle-suits, light vehicles, and heavier vehicles respectively.

The Target Acquisition and Designation System pods are included for forward observers or officers, and are intended to mark targets for indirect fire, off-table artillery, or airstrikes.

The tactical nuke pod is more a joke than a serious weapon, unless you want to use it to wipe out the figures three tables away. Treat it as a bunker buster or fuel-air explosive missile instead.

MARINE WEAPONS

ASSEMBLY INSTRUCTIONS



THE TORSO

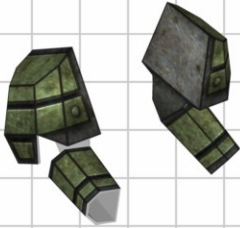
The torso is basically a cylinder. Start with the long strip, folding it into shape, then close off the sides.



THE SKIRT

Shape the armor skirt as shown to the left, then glue it to the bottom of the torso.

ASSEMBLY INSTRUCTIONS

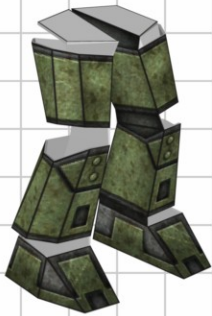


THE ARMS

The arms are one-piece parts that consist of an inner arm shape, with the forearms and shoulders being half-cylindrical fold strips that radiate outwards. Tweezers make them easy.

1. Fold the forearm strip into place, and refine the shape if needed.
2. Fold the long shoulder strip into place, and refine the shape if needed.
3. Last of all, fold the top of the shoulder down to close off the shoulder.

For best results, color the entire unprinted side of the arms black.



THE LEGS

Each leg is a one-piece part. The feet, thighs, and lower legs are simple half-cylinder fold strips that radiate outwards from the inner side of each leg. Tweezers make it very easy.

1. Fold the lower leg into place and refine the shape.
2. Fold the thigh strip into place and refine the shape.
3. Fold the foot strip into place. Refine the shape, if necessary, to match the image to the left.
4. Fold down the upper tabs so that they are level and flat, as shown to the left.

For best results, color the entire unprinted side of the legs black.

ASSEMBLY INSTRUCTIONS



MAIN ASSEMBLY

Glue the arms and legs to the torso as shown to the left.



THE BASE

Cut out, fold, and glue the figure base together.

Glue the feet to the base, adjusting the pose of the legs slightly to your taste.

ASSEMBLY INSTRUCTIONS



THE HANDS

The left and right hands are flat fold-over parts. Plug them into the open wrist sockets.

For best results, color the wrist plugs black.



THE WEAPONS

All of the hand weapons are flat fold-over parts contained within a rectangular frame. Cut out the frame, fold and glue the weapon together, then trim out the remaining whitespace. The weapons are designed to slot in next to the hands.

If you do not want to add the jump pack or weapon pods, the model is now complete.

ASSEMBLY INSTRUCTIONS



THE JUMP PACK

The jump pack glues to the back of the torso as shown to the left.

Assembly is easier if you start with the long strip and then close off the sides.

If you do not want to add the weapon pods, the model is now complete.



THE WEAPON PODS

The weapon pods are a combination cylinder and flat fold-over part. Start by folding up the vertical gluing posts, which are textured to match the sides of the jump pack, then roll up the long strip of the pod cylinder and glue it into place. The final step is to close off the front and back flaps of the pods.

The model is now complete.