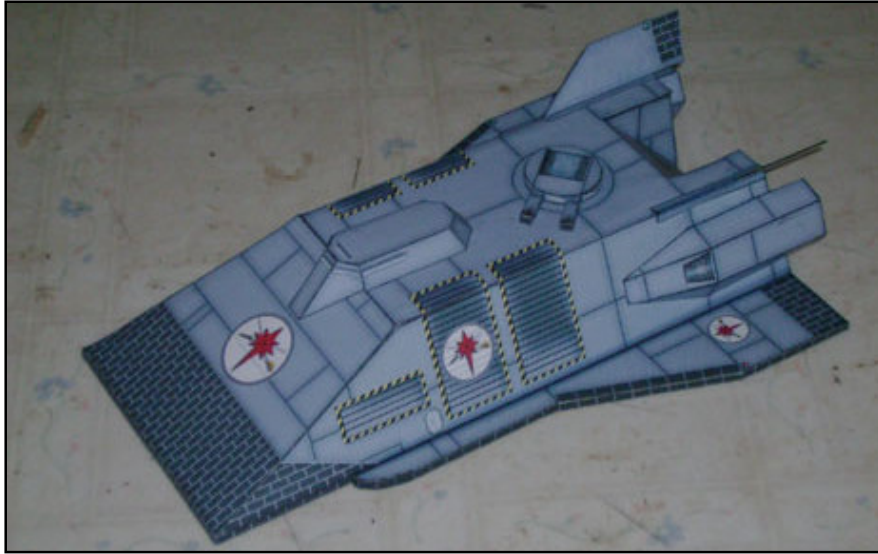


# LEOPARD-CLASS DROPSHIP

By Dog Hair Terrain

(For use with Battletech, Mechwarrior: Dark Age, or 6mm/1:285 micro armor games)



## Printing.

This model was designed to be printed on 8 ½ x 11 paper. It should print well on any laserjet or inkjet printer. For better results, print on good quality white cardstock.

Once the sheets are printed, spray them with sealer, such as Colorplace clear sealant (available in the hardware section of most department stores). This will keep the ink from smearing when parts are being glued together.

## You will need:

- 8 sheets of white cardstock
- Spray-on sealer
- Scissors or X-acto knife
- White glue (PVA for you European types)
- Black or gray felt-tip markers.

## Assembly

### 1. Keel (Parts 4-5):

- Cut out the fore and aft parts (Parts 4 and 4B). Glue them 4B tab labeled “This end goes forward” to the rear of Part 4.

### 2. Aft (Parts 1-3):

- Begin by cutting out the aft panels (parts 1-3) Score the paper along the fold base of the white tabs. Any exposed edges should be “dressed up” with the felt tip marker. To prevent the ink from bleeding, lightly mark on the backside of the part.
- Note that the center panel on Part 1 is cut down to the black line. This will be the center of the aft indent.
- Once the panels are cut out, fold in the center of the Aft Panel. Glue the Aft Indent Panels (Parts 2 & 3).

### 3. Sides (Parts 6-9):

- Cut the side panels out. Glue the aft sections to the part of the sides. This works best if you line up the edges so only a thin black line is showing. Make sure your sides are as long as the keel, as well.
- Score the line along the top of the heat shield near the bottom of the sides.
- Glue the sides to the hull. When the joint is dry, glue them to the sides of the aft section.

### 4. Engines (Parts 10-11):

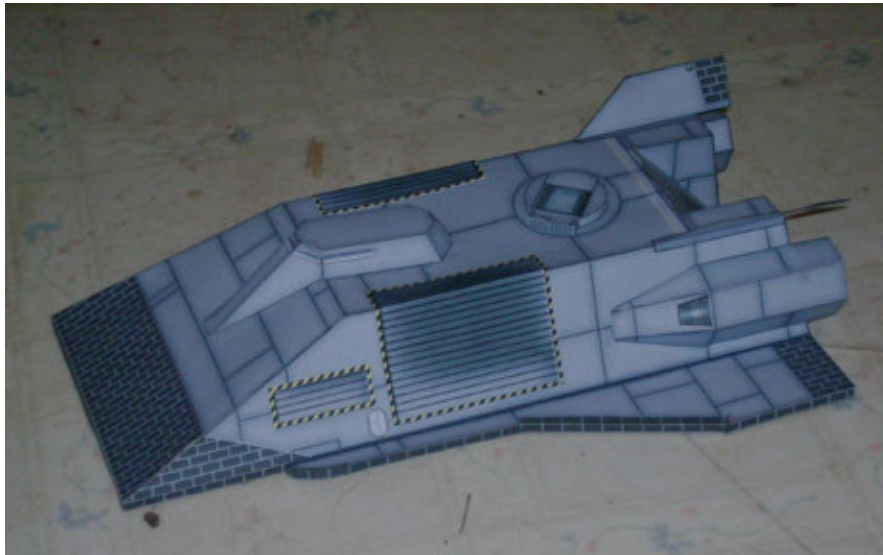
- Cut out and assemble the engines. Note there is a left and right engine.
- Glue the engines to the sides, about midway up.

### 5. Turret Assembly (Parts 12-16):

- Cut out and assemble the turret. You may use either the LRM-20 missile launcher, or the dual PPC barrels.

### 6. Upper Deck and Nose (Parts 17-18):

- Cut out part 17. Glue the turret in place.
- Glue part 18 to part 17.
- Glue the assembled upper deck to the rest of the model. This works best if you glue small sections at a time. Start by lining up the doors on one side, and work your way aft. When the glue is dry, complete the other side the same way.
- Glue the nose down, completing the hull.



### 7. Alternate Cargo Configuration

- If you wish your dropship to be a cargo version, cut out part the cargo doors.
- Line the doors up with the lower and forward hazard lines on the sides of the hull. The cargo doors are slightly larger than the 'mechbay doors, so they will cover them completely.
- Score the doors along the top of the hull.
- Glue the doors into place (You may wish to do this before you glue the nose of the ship down—doing it this way allows you to press them firmly to the hull).

## **8. Bridge Assembly (Parts 19-20)**

- Cut out and glue together the bridge sections.
- When the glue is dry, center the bridge on the nose of the hull, and glue it into place.
- There are two types of “Nose” available. The shorter version seems to work better, and is more in keeping with the ship’s design.
- If you wish, you may now add the overhead windows to the front of the bridge.

## **9. Wing Assembly (Parts 21-22)**

- Cut out the wings.
- Score along the edges and glue them together. This works best if start at the aft end of each wing and work your way forward.
- The side of the front of the wing is slightly too long. This was to ensure you had enough material to work with. Simply trim off the excess and glue it into place.
- Complete both wings in this manner.
- Attach the wings to the base of the hull, making sure to keep them flat. Note that the Port wing has a red running light, and the Starboard a green one.

## **10. Tail Fins (Parts 23-24)**

- Cut out the Fins.
- Fold the fin along the centerline, and glue the sides together.
- Remember DO NOT glue the small tabs at the bottom together. Fold these **OUT** instead.
- Do the same with the second fin.
- Glue both fins to the aft of the ship. Line up the back end of the tabs with the aft end of the ship. Remember that the Port fin has a red running light, and the Starboard a green one. (Match them up to the wings).

Your model is now complete. It is a good idea to give it a coat of spray-on sealer to help preserve it. Whether you want to display it or use it in a game is up to you.

Best Wishes,

Buck Hedges  
Dog Hair Terrain  
*buck\_hedges@yahoo.com*

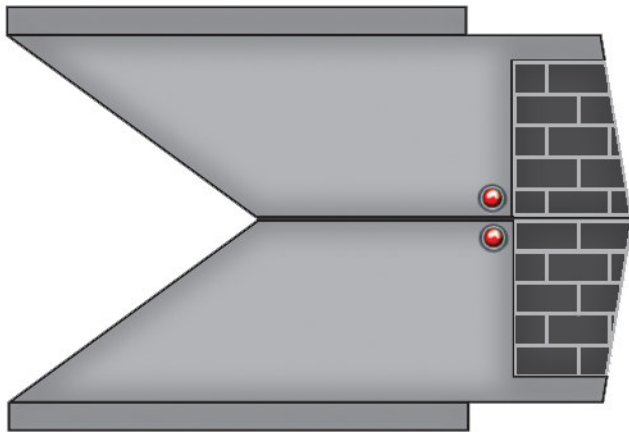


# DOG HAIR TERRAIN

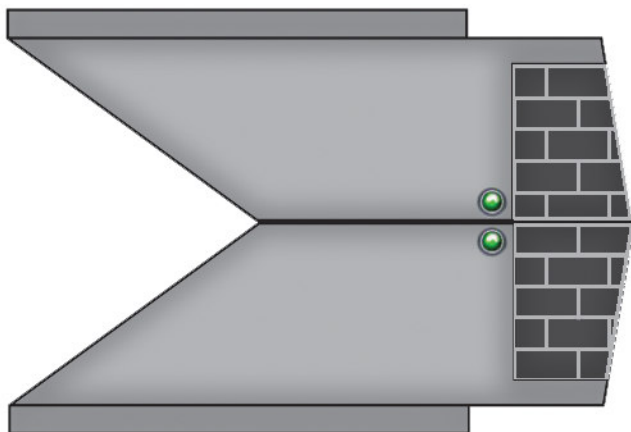
We build empires.

## "LEOPARD-CLASS DROP SHIP"

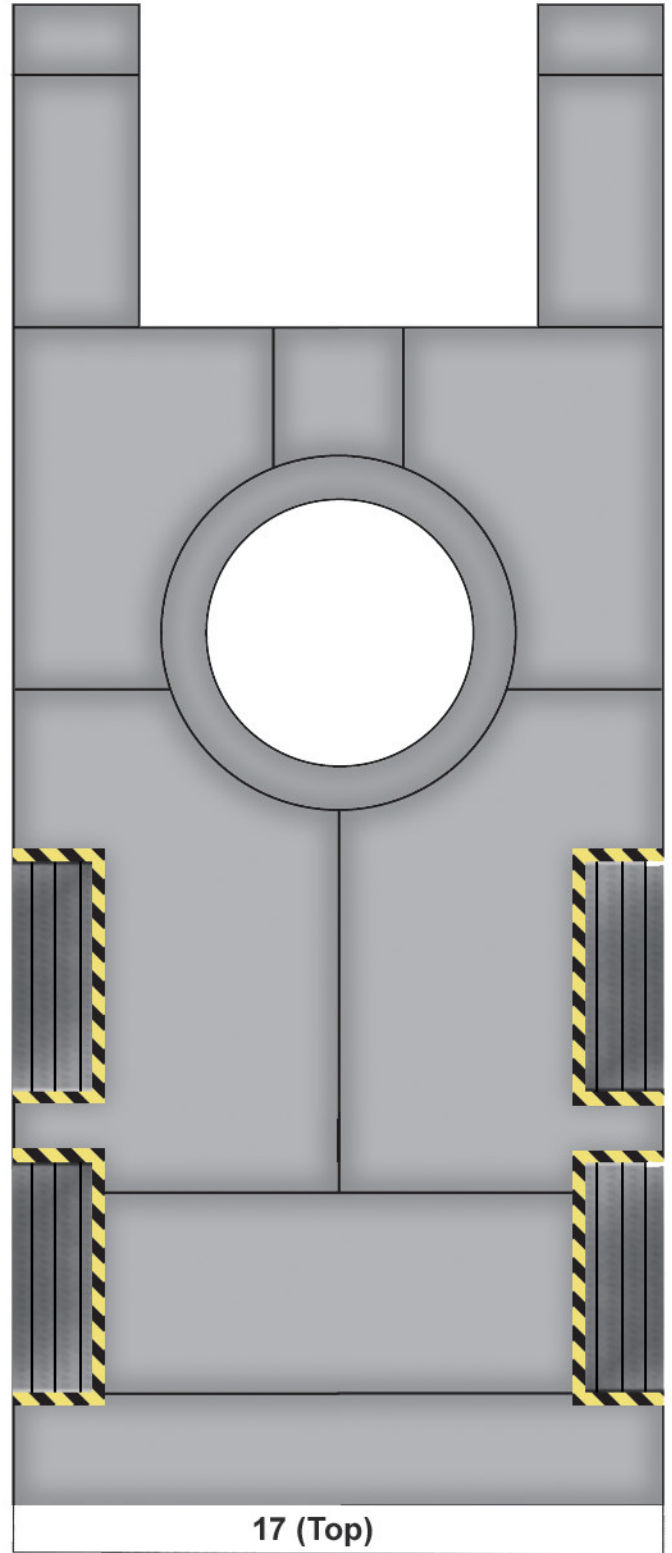
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1217 E. Dixon  
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USA  
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**24 (Port Fin)**

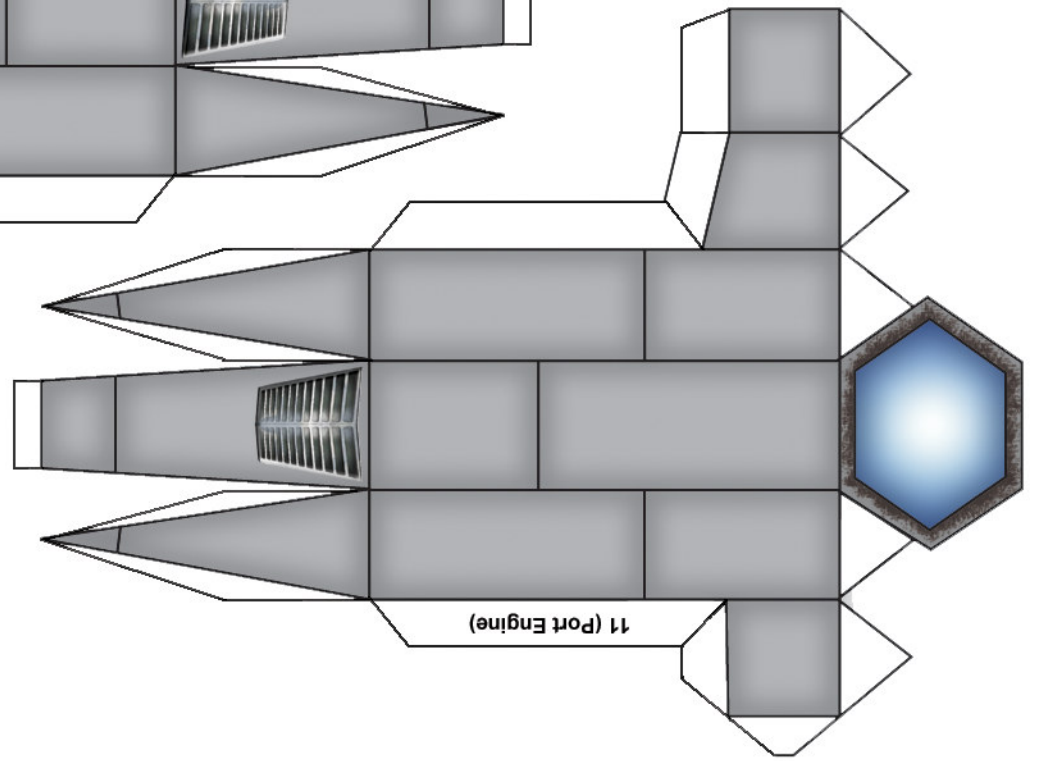
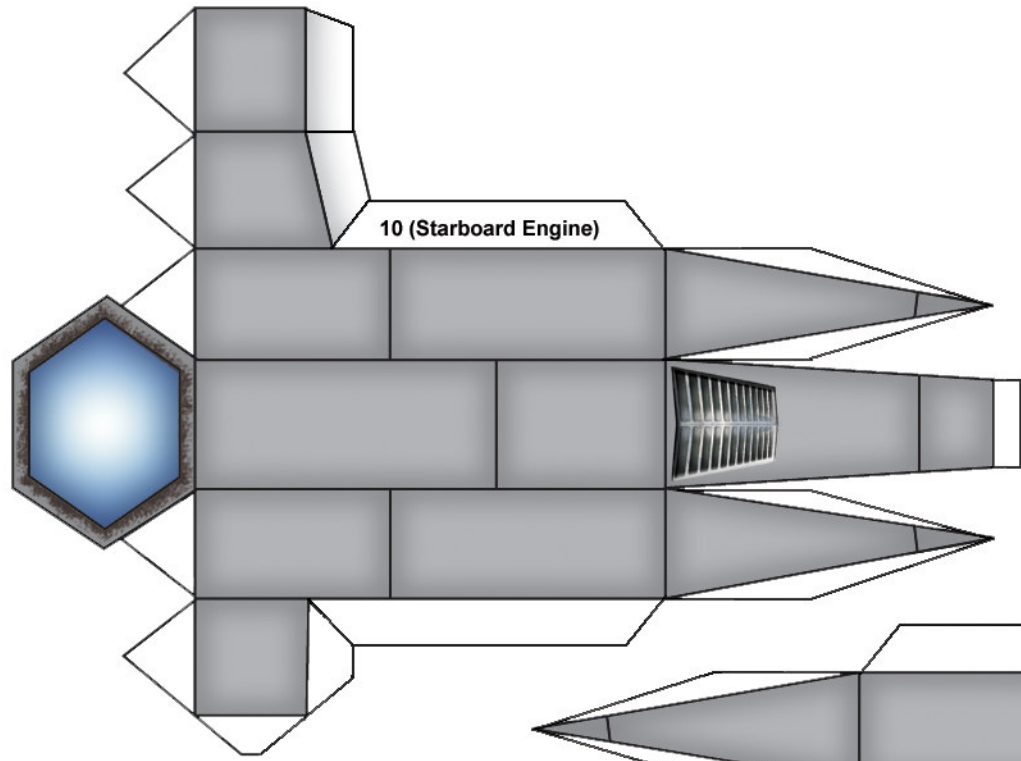
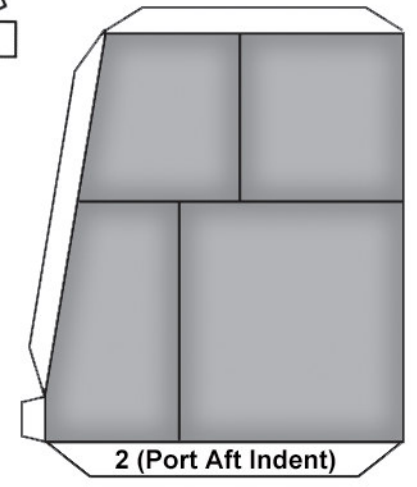
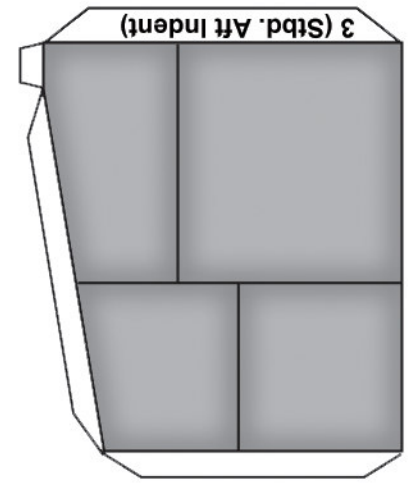
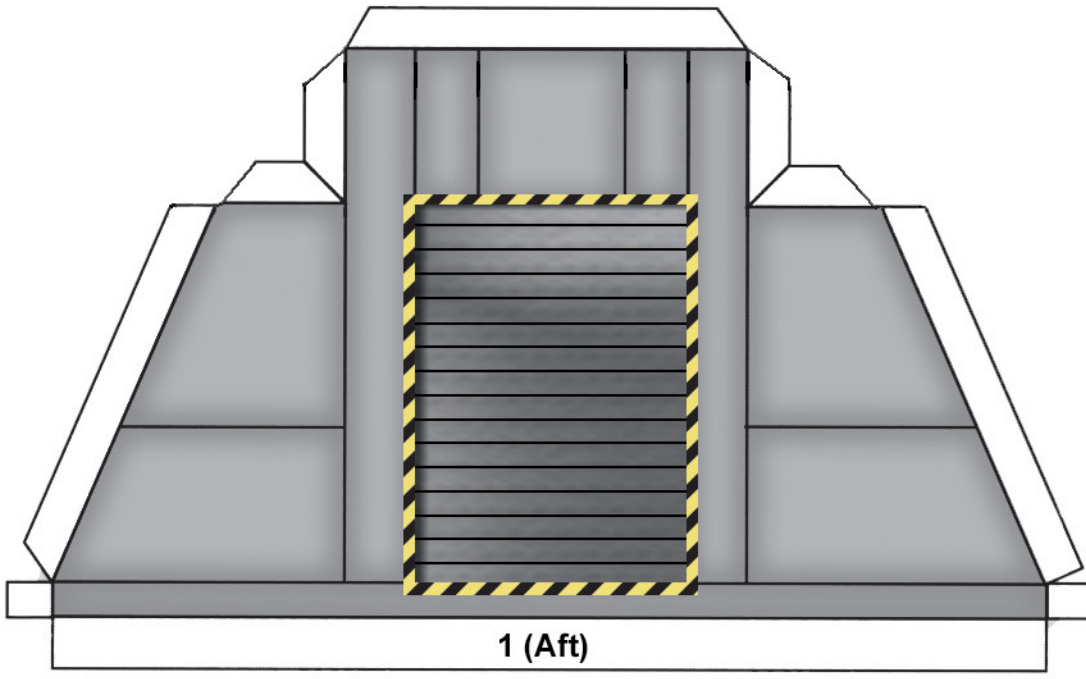


**23 (Starboard Fin)**

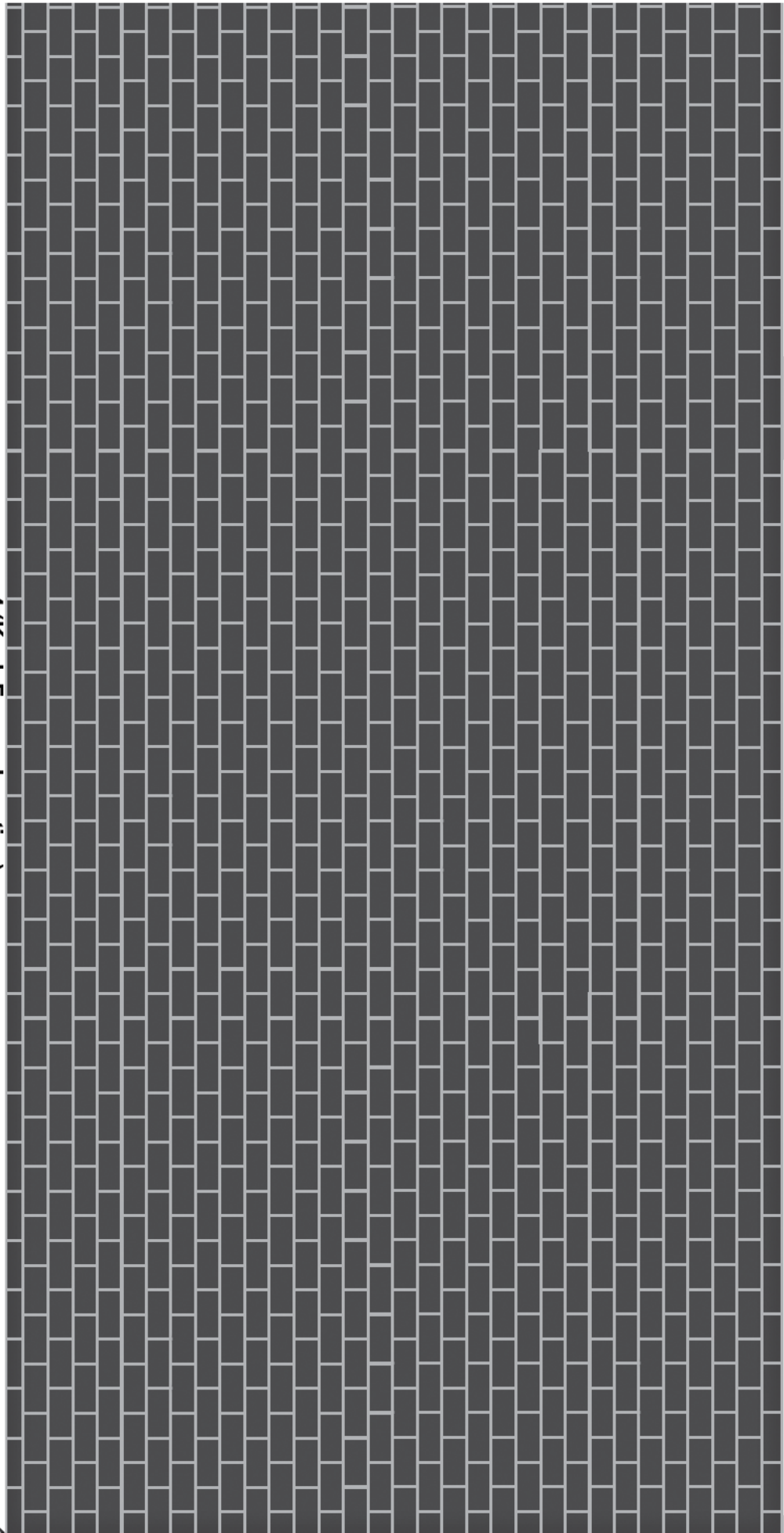


**17 (Top)**

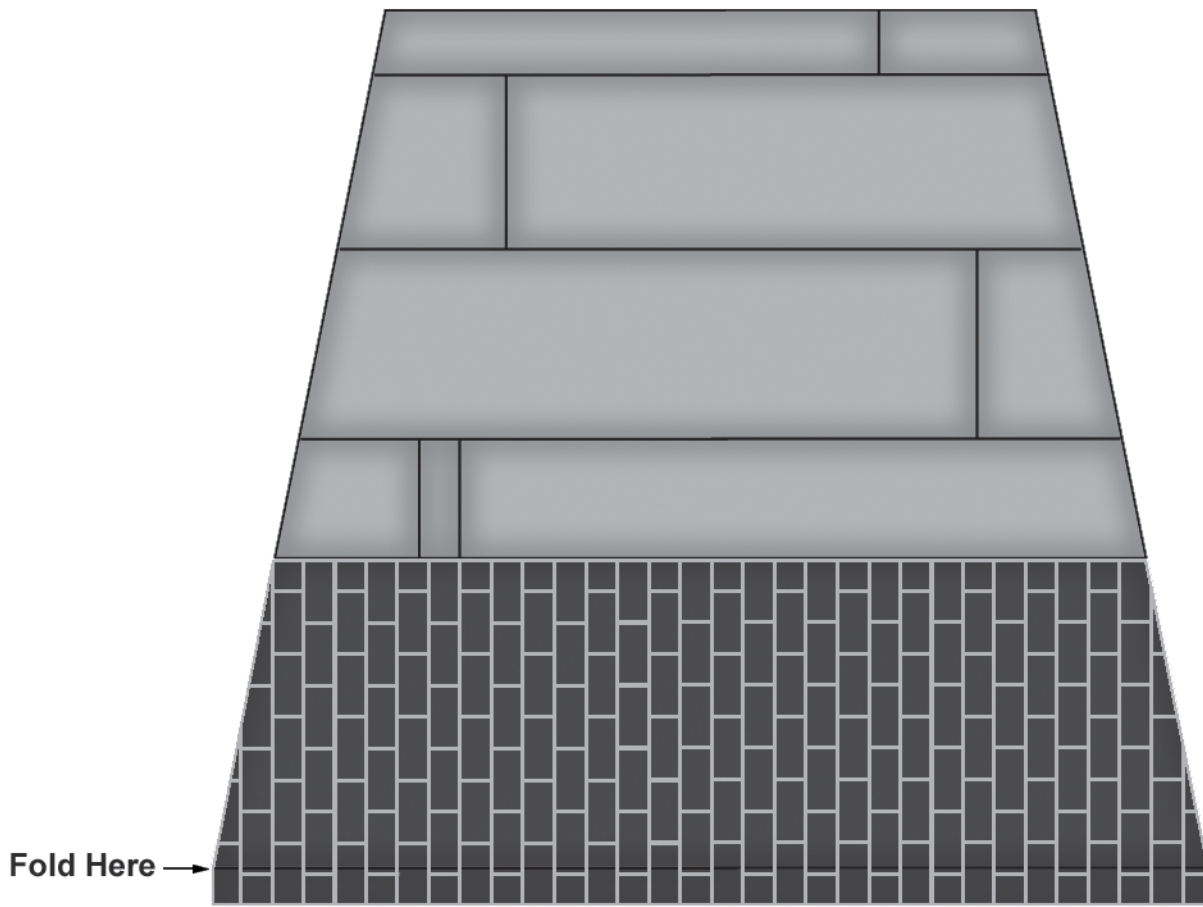
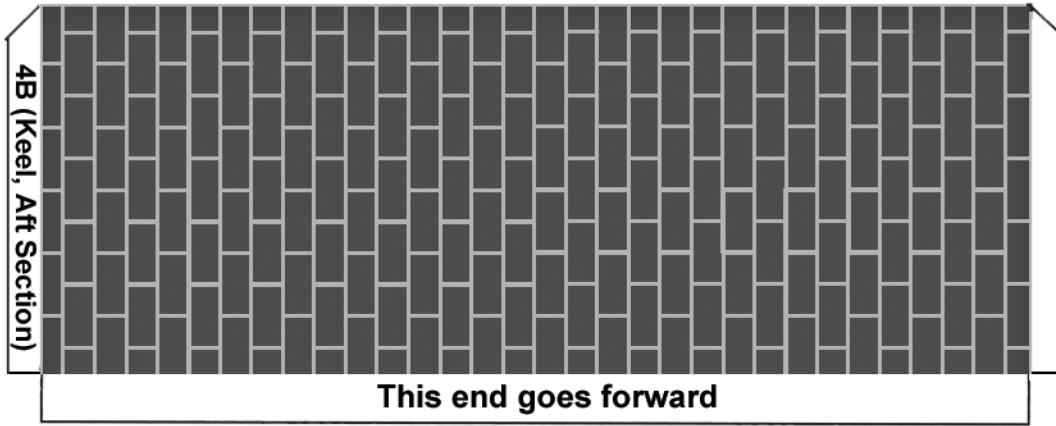
This model was created for use with Classic Battletech and if you prefer, Mechwarrior: Dark Age. Scale is 6mm (Model Railroad: N Scale, Standard Model Scale: 1/285). Created by Buck Hedges and Dog Hair Terrain. Copyright 2006, all rights reserved. Make as many copies as you like, and please refer people to our website.



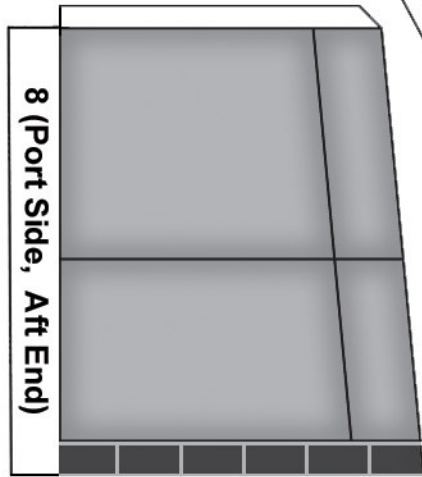
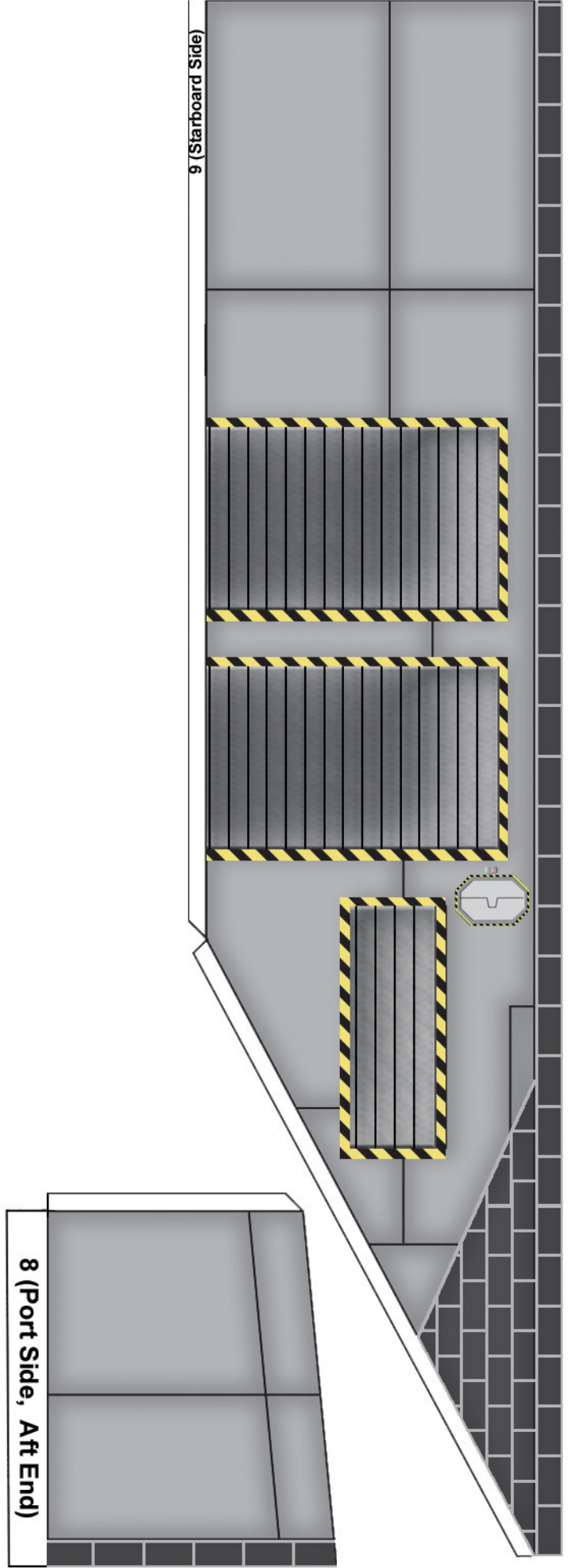
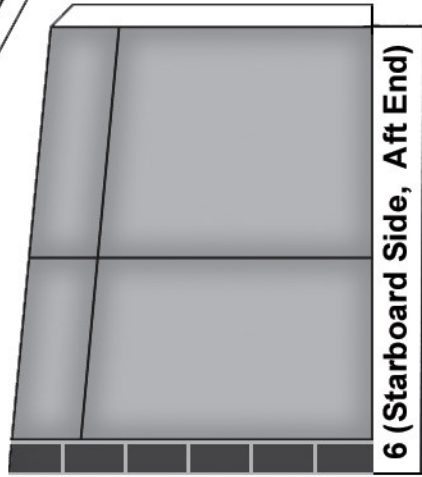
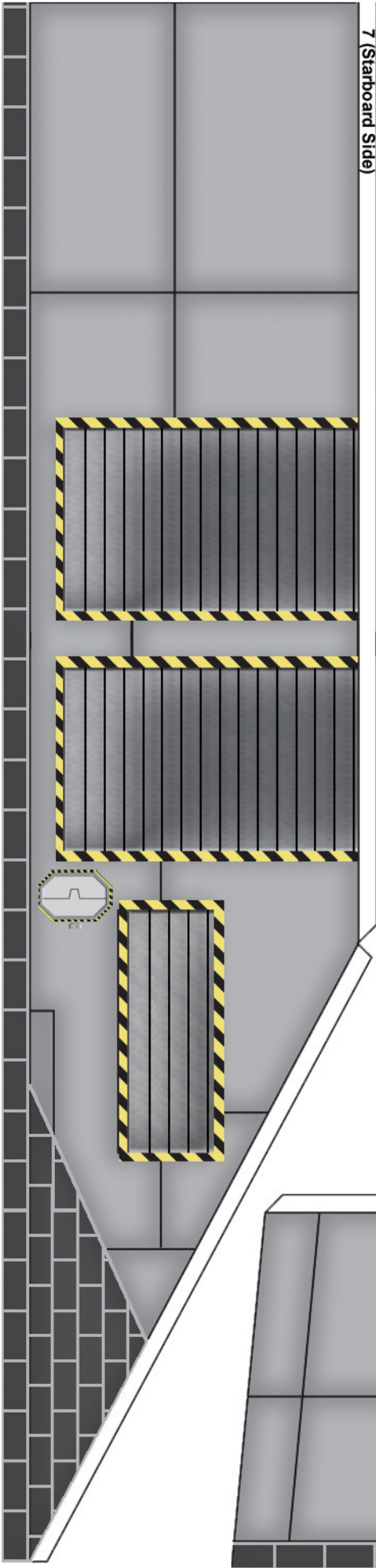
**4 (Keel, Forward section)**



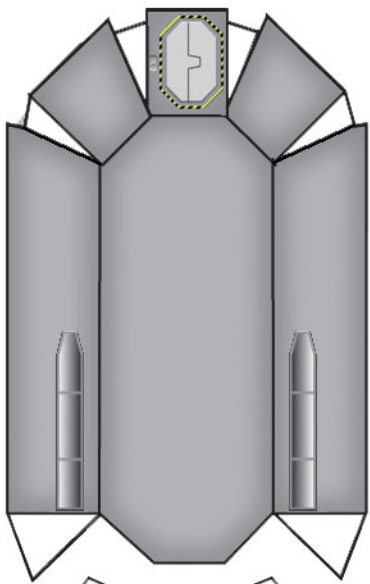
**This end goes forward**



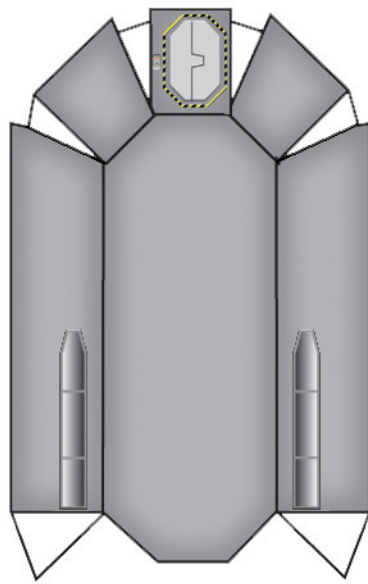
18 (Nose)



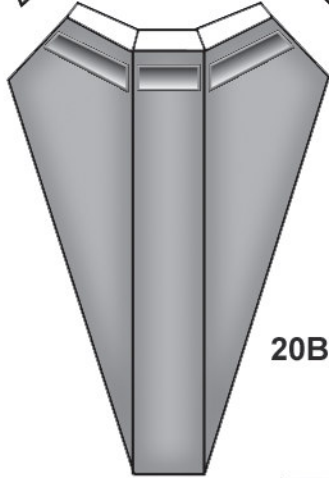




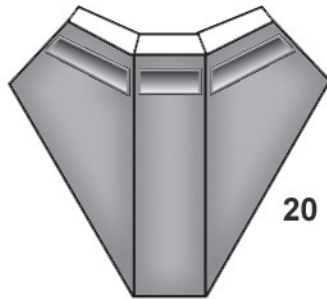
19B (Alternate Bridge)



19 (Bridge)



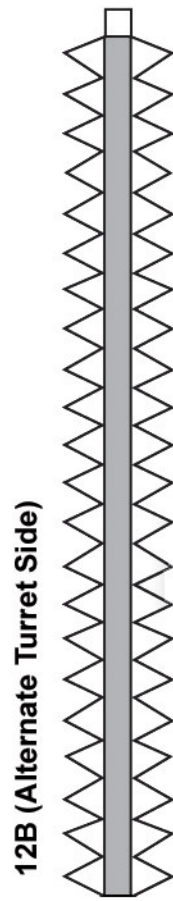
20B (Alternate Bridge Nose)



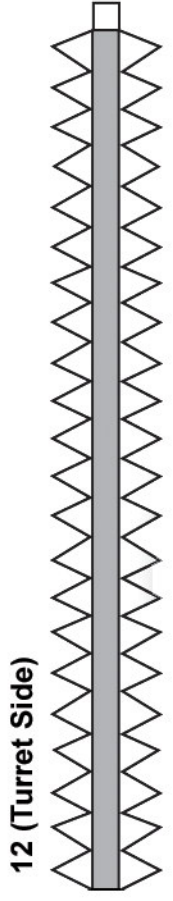
20 (Bridge Nose)



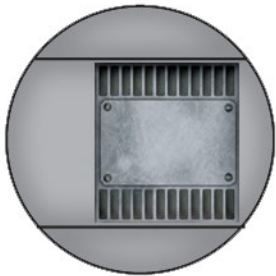
Bridge Overhead Window (Optional)



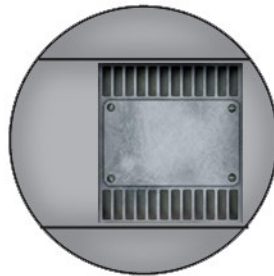
12B (Alternate Turret Side)



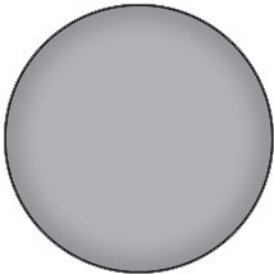
12 (Turret Side)



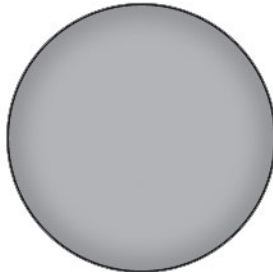
14B (Alternate Turret Top)



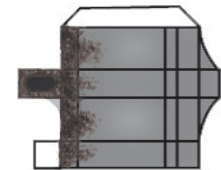
14B (Turret Top)



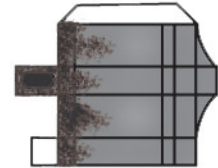
13B (Alternate Turret Bottom)



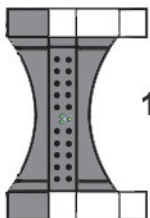
13 (Turret Bottom)



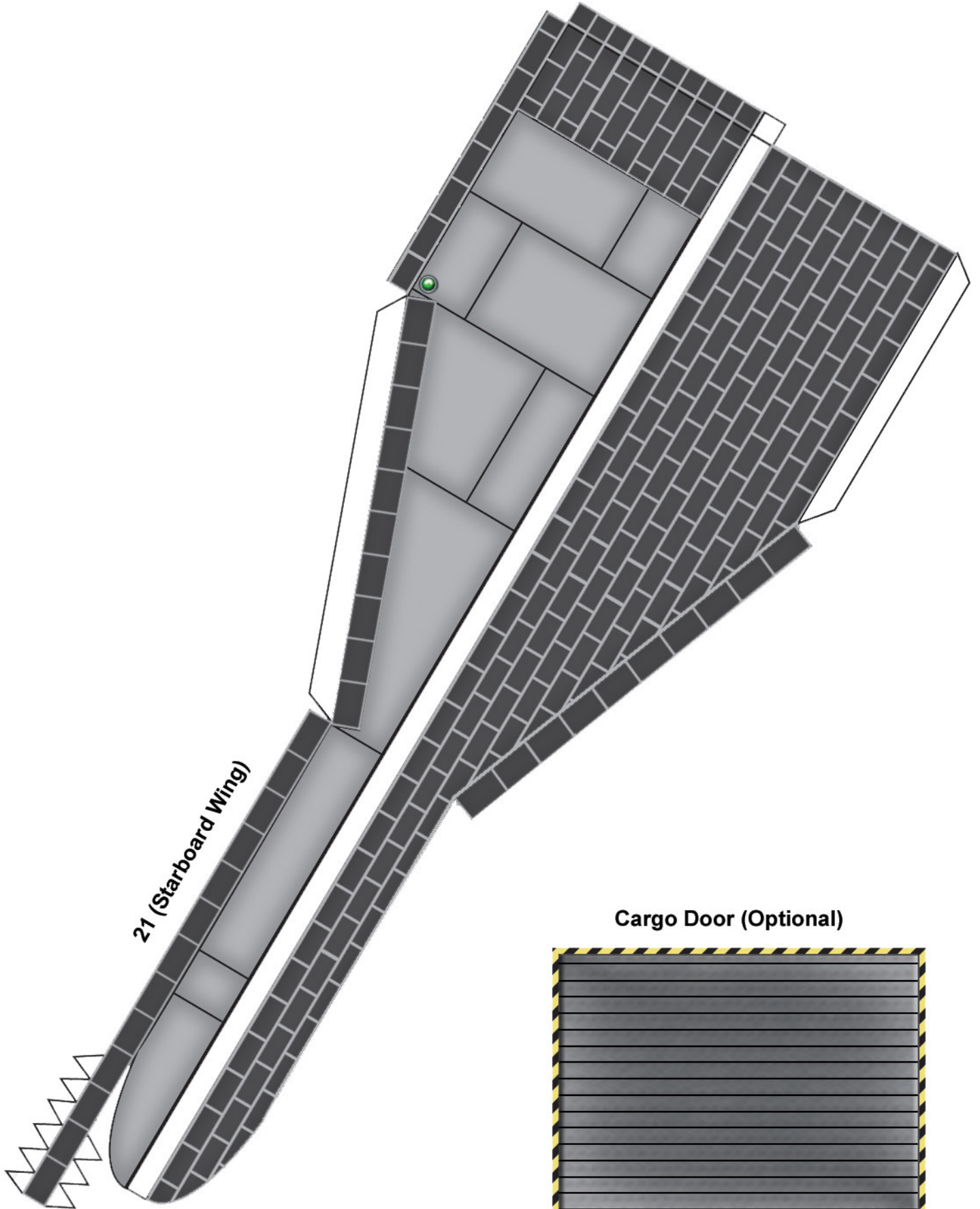
15 (Gun Barrel)



16 (Gun Barrel)



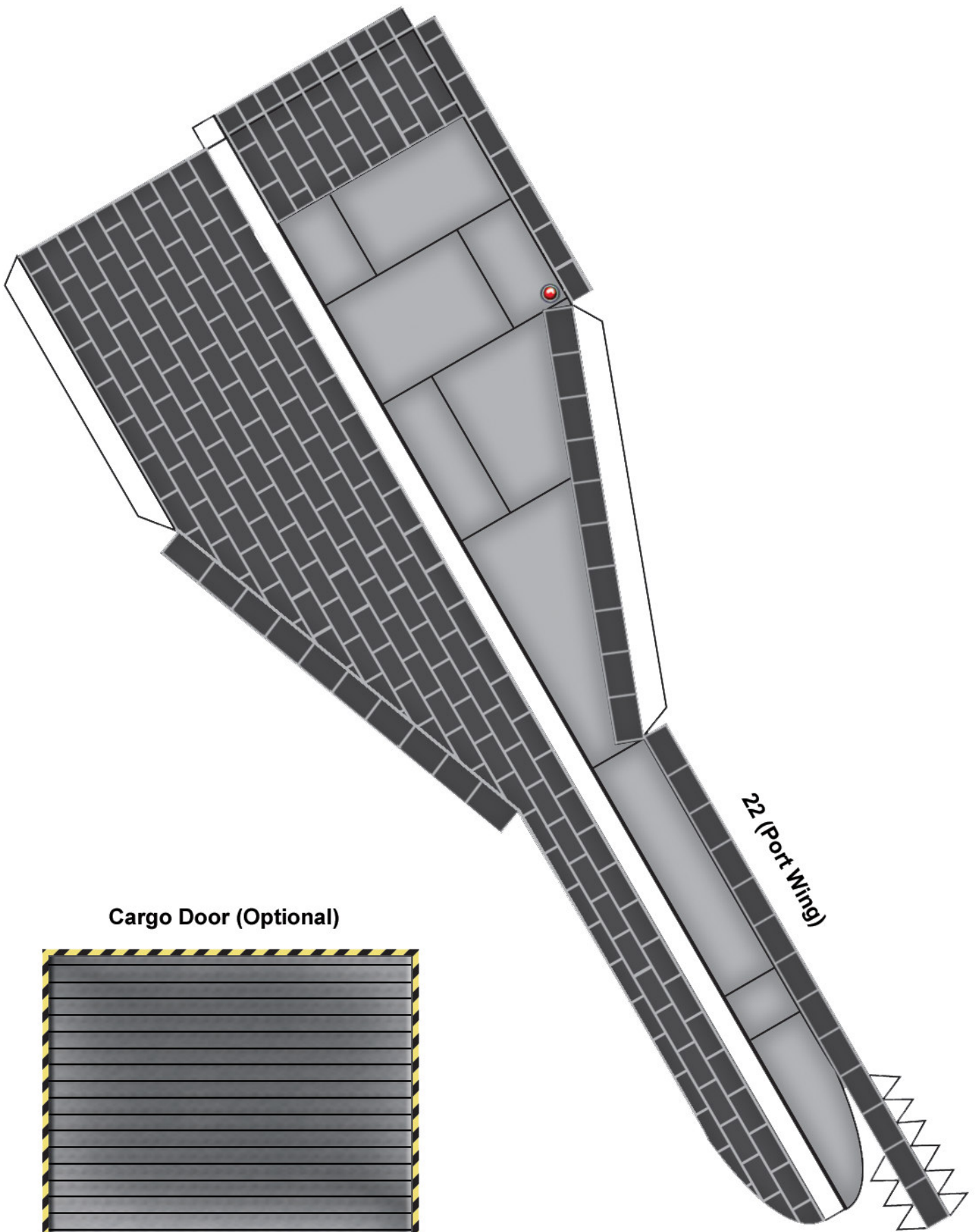
15B (Missile Turret)



21 (Starboard Wing)

Cargo Door (Optional)





**Cargo Door (Optional)**

