



# PART 6

## MECHS AND WEAPONS



Mechs are the most complex models in this set and are recommended for veteran modelers (which, if you've already built everything else in the set you already are, congratulations!).

With their interchangeable parts and options, you can create mechs to suit whatever your personal tastes, even homages to well known robotic heroes and villains!







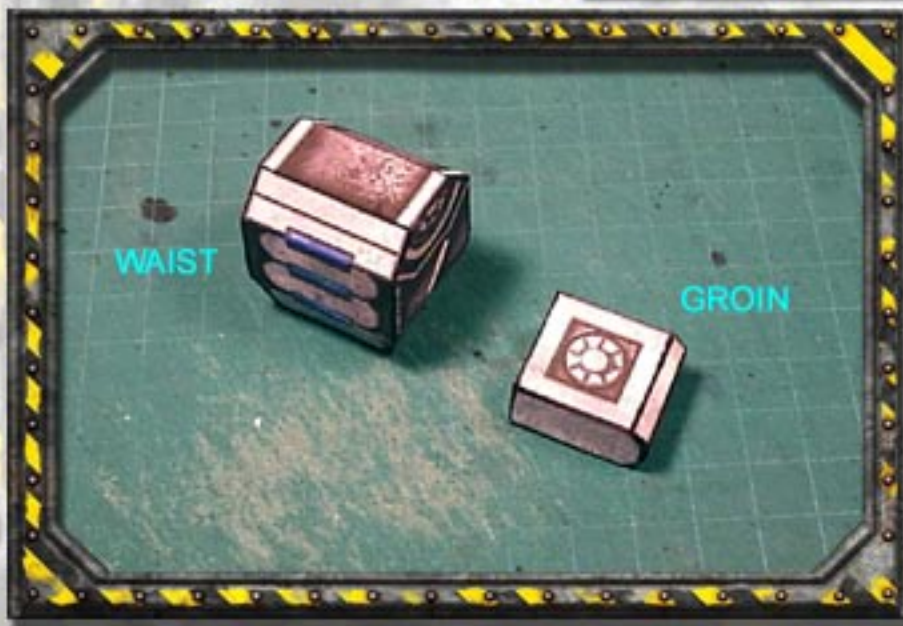
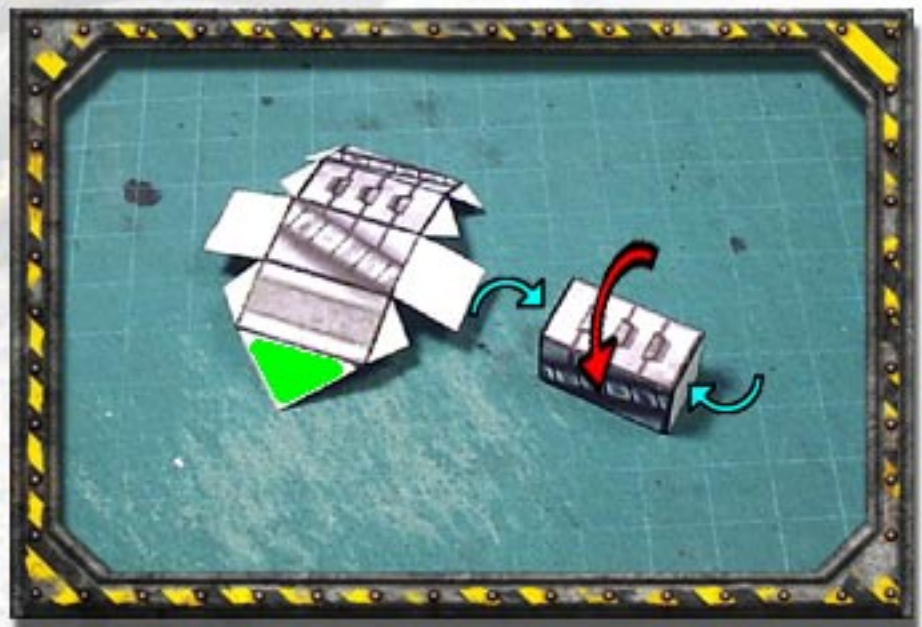
Mechs are made out of component parts much like a lego set or a 3D puzzle. To keep things reasonably easy to follow, this section of the instructions will be presented in the same print order as the PDF (ie torso, arms, legs, weapons).

Begin by scoring, cutting out, folding and edging each component part as indicated.

Learn all about edging and other top tips in the tutorials section at [www.worldworksgames.com](http://www.worldworksgames.com)

To save time, components will be explained only where needed. It's important then to point out the most commonly repeated assembly method, the box. This is nothing new or complex but it does show up ALOT.

We'll start with the neck. Run a bead of glue along the end tab and fold it over to meet the other side. When this is dry, apply glue to the end tabs and fold them up into place as shown.

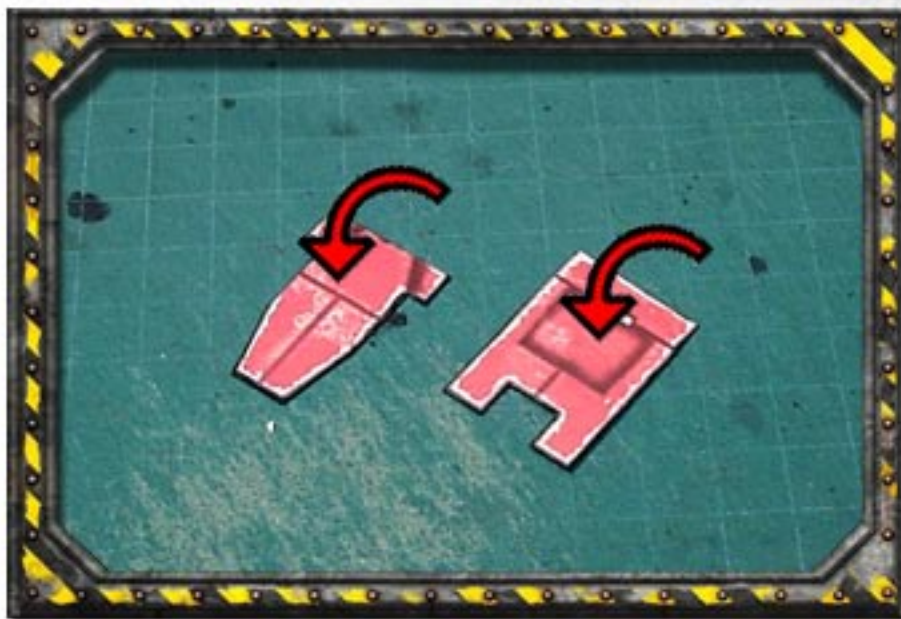


Boxes do not always have four sides but they always assemble in this same, two-step fashion.

On the torso page, the waist and groin components are also boxes.







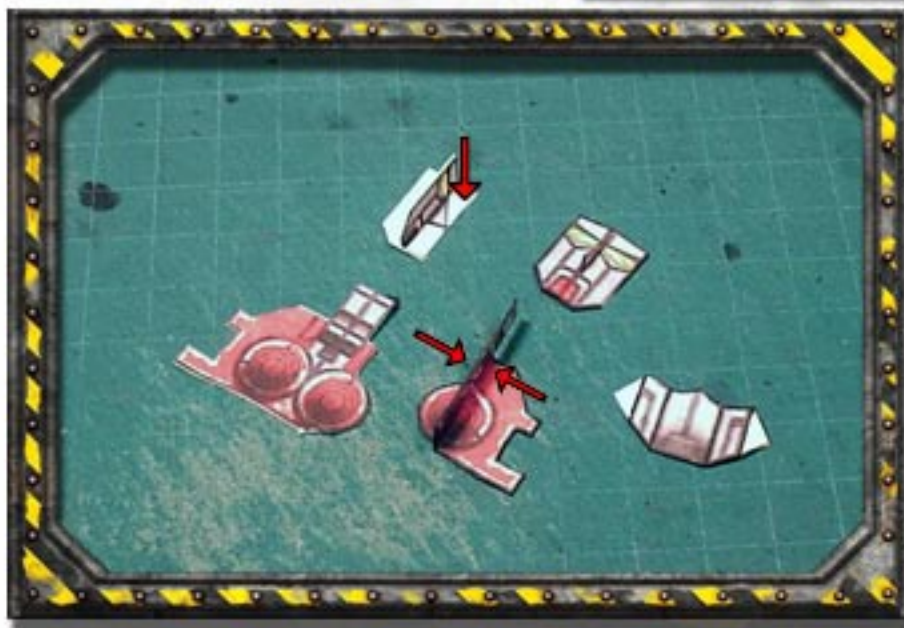
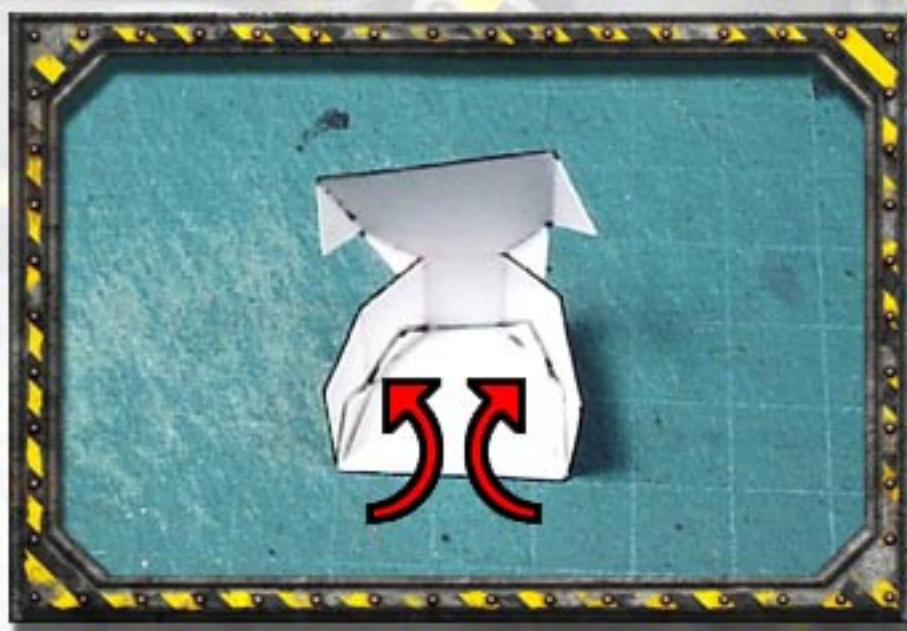
The groin plate and butt plate are simple fold-overs.

Cut them out and glue them together, burnishing (rubbing firmly) across the surface of the plate to spread the glue and help it set.

The head is sort of a box but not quite.

Apply glue to the small tabs along the inside of the head and set them into place.

Repeat this with the tabs on the other side to complete the head.



The standard head has a "droid" like appearance. Optional antennae are provided to add detail to the head. Also a face is included for those who like their mechs more "traditional" with a further optional faceplate.

In the case of the face and antennae, glue together the central elements as shown. Trim off the excess whitespace around the nose and re-edge as needed.

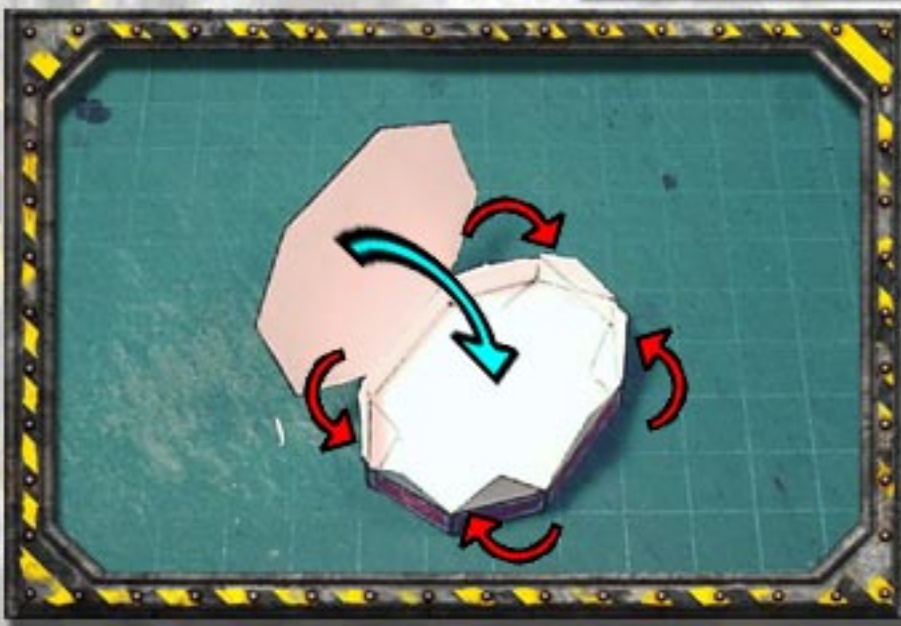






To attach the faceplate, apply a drop of glue to the **INSIDE** of the triangular tabs on the ends of the faceplate and attach it to the back of the face as shown.

Finish the head by leaving it as is, attaching one or two antennae, and/or adding a face with or without a faceplate.



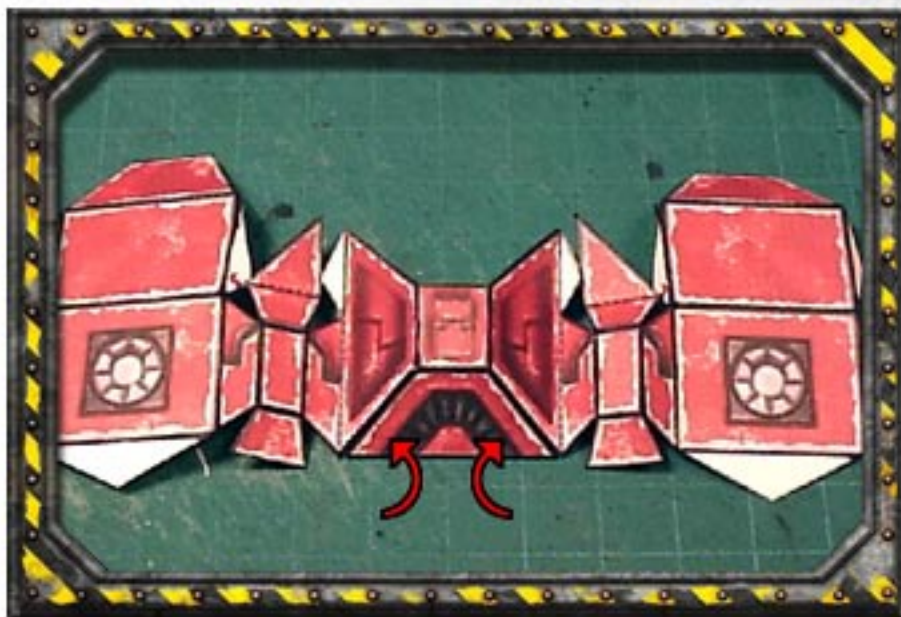
The waist is again a sort-of box.

Begin by applying glue to the tabs at the far ends of the waist and attaching them to the sides to create the basic shape.

When this is dry, apply glue to the tabs around the perimeter of the waist and fold down the top half.



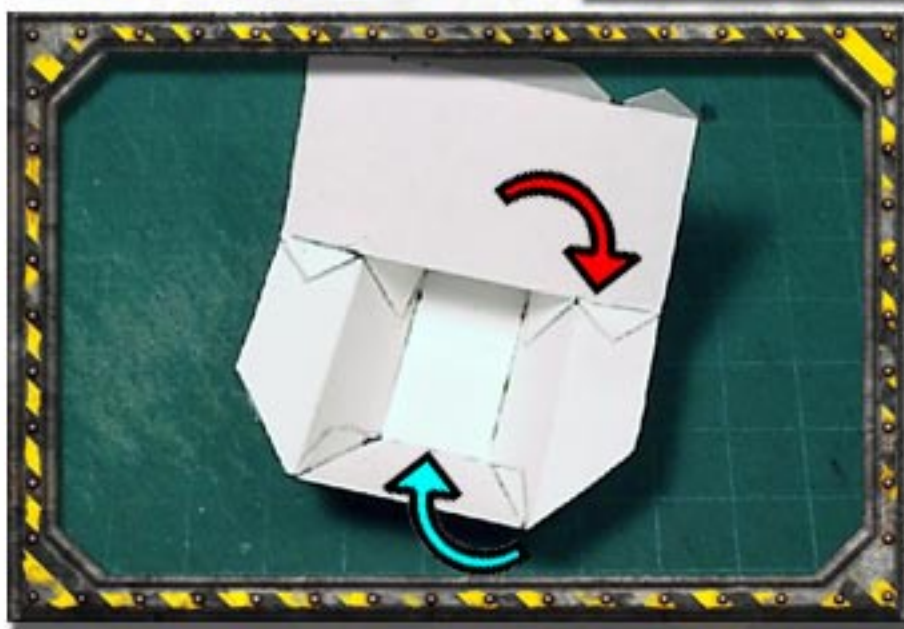
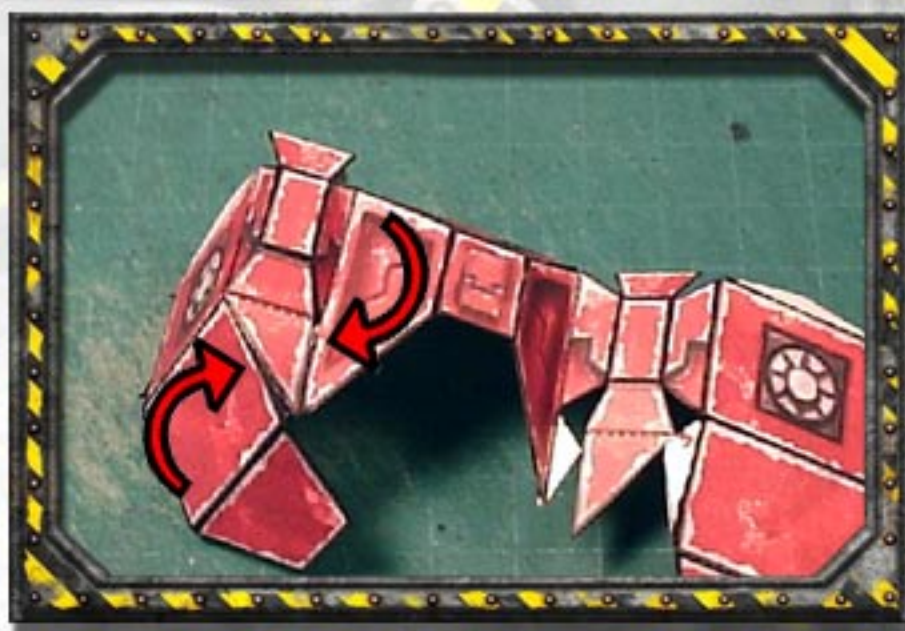




Moving on to the chest. Pay close attention to both the placement and direction of the folds on the chest.

Begin by attaching the two triangular tabs at the top to the main body of the chest.

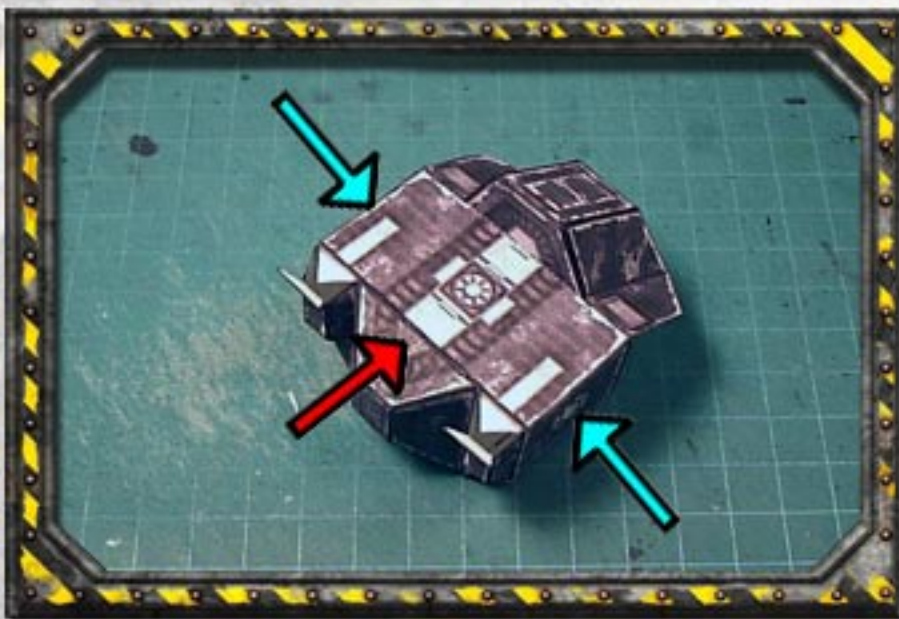
Once this is dry, fold in and glue into place the triangular wedge beneath one of the "pecs". Repeat with the other "pec".



While the front part of the chest dries, apply glue to the various tabs on the back half of the chest and glue them into place as shown.



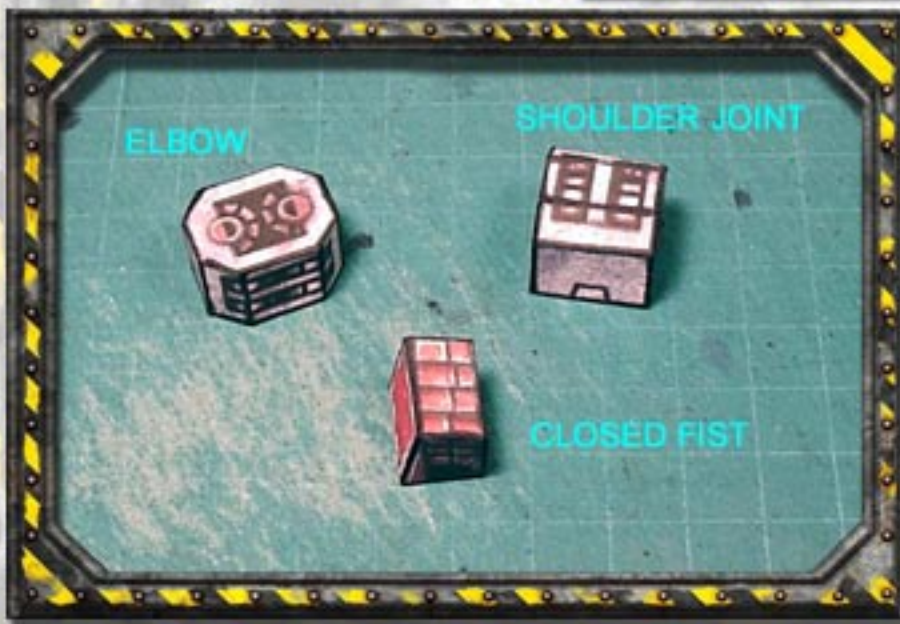
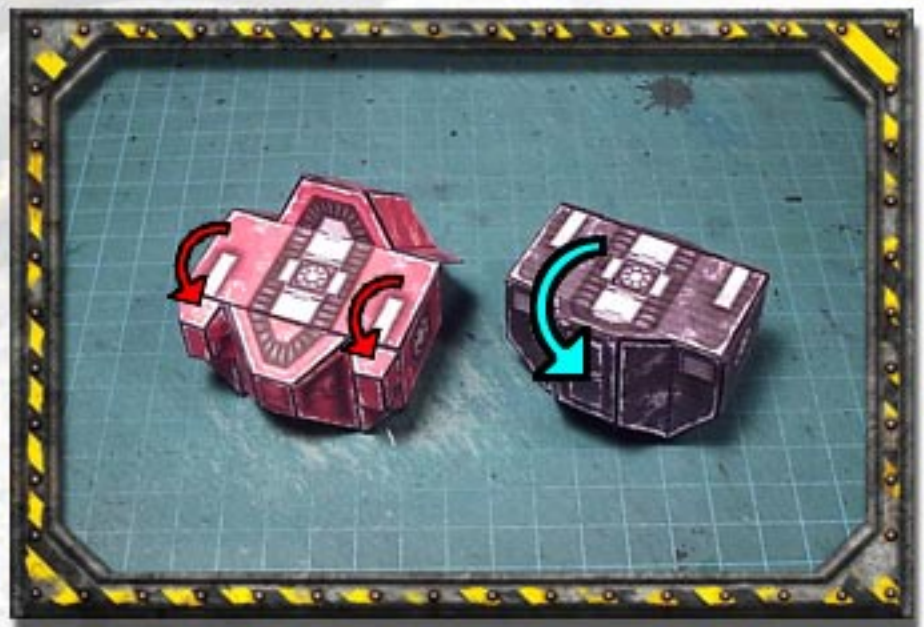




Attach the front part of the chest to the back part by first gluing the tab at the top front of the chest and then attaching the tabs along the sides to the back.

Complete the chest by first gluing the top portions of the "pecs" in place and then finally gluing the back down and into place.

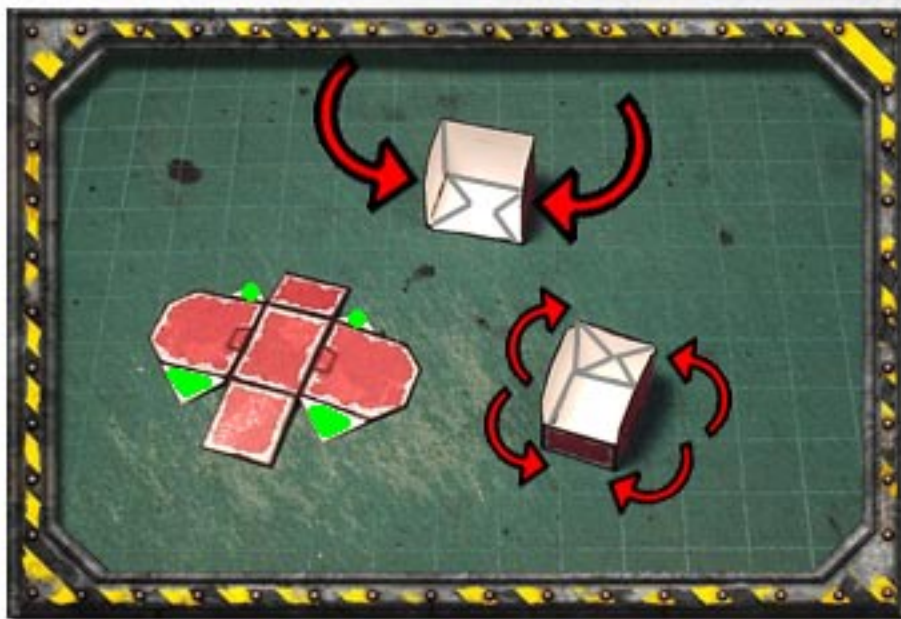
Put the completed torso elements to one side.



Moving on to the arms, we once again encounter the box fold. In this case, the elbow, shoulder joint and closed fist are all versions of the simple box.





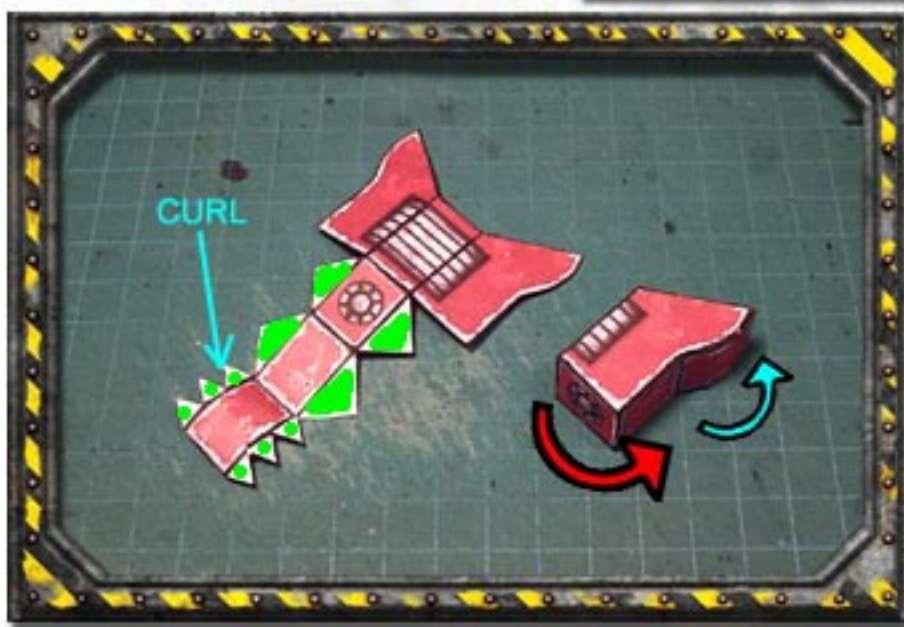
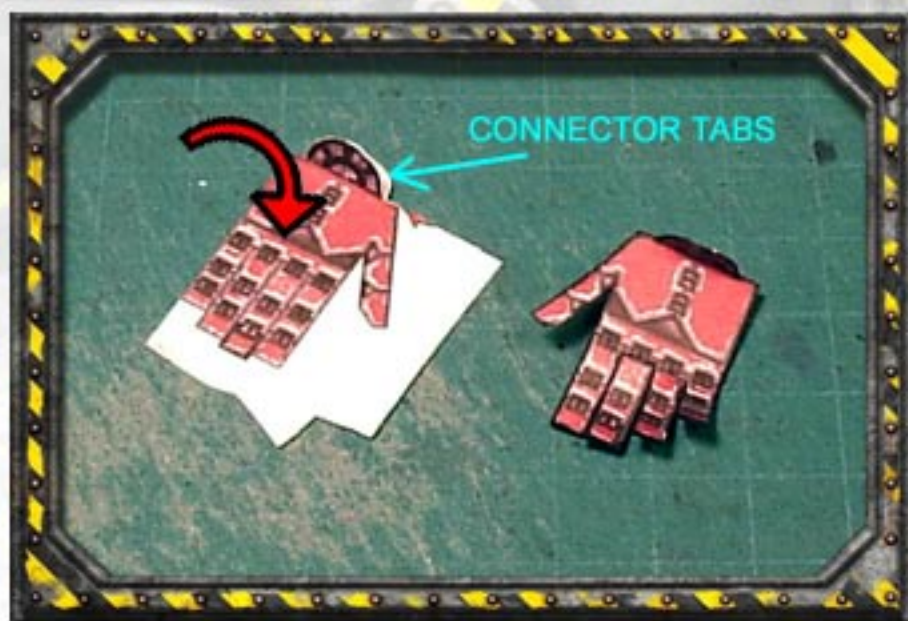


The elbow and shoulder couplings are pseudo-boxes.

Simply apply glue to the tabs and fold them up and into place as shown.

The open hands are fold overs. When gluing them together however, be sure to avoid accidentally gluing together the connector tabs at the wrist.

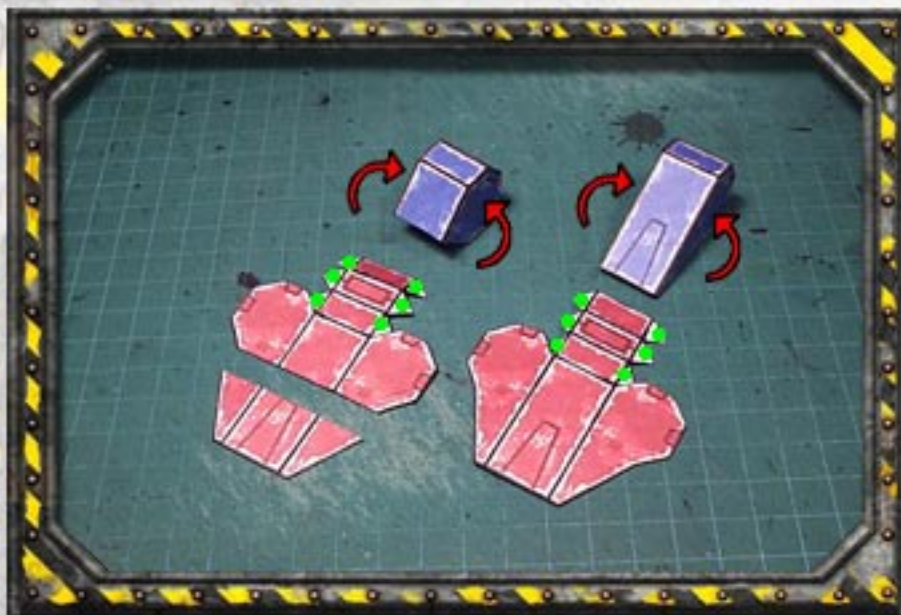
Trim away the excess whitespace when dry and if desired separate each finger and re-edge as needed.



The forearms are also pseudo-boxes. Curl the end piece of the forearm and then apply glue to each of the tabs on the sides of the forearm and fold it into place as shown.





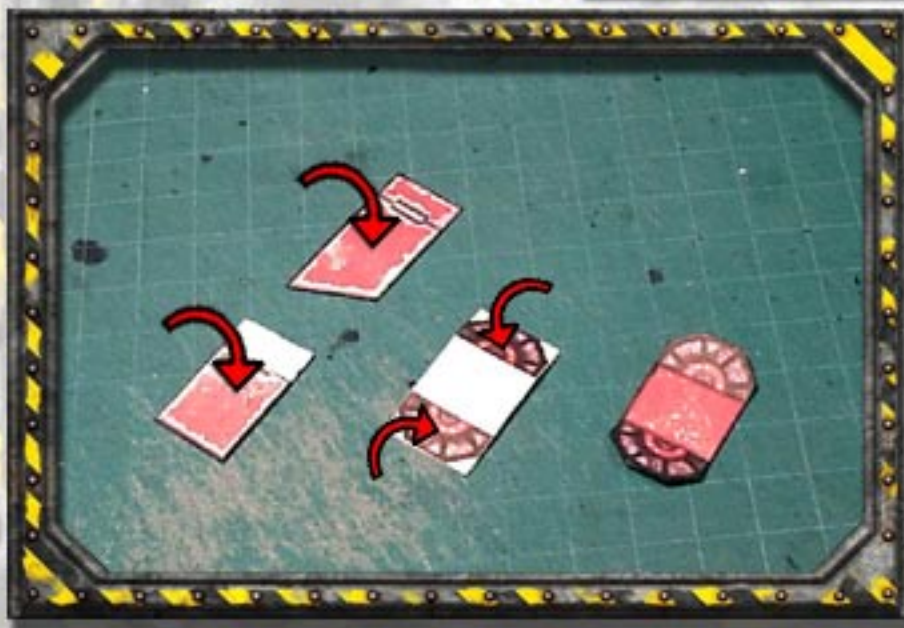
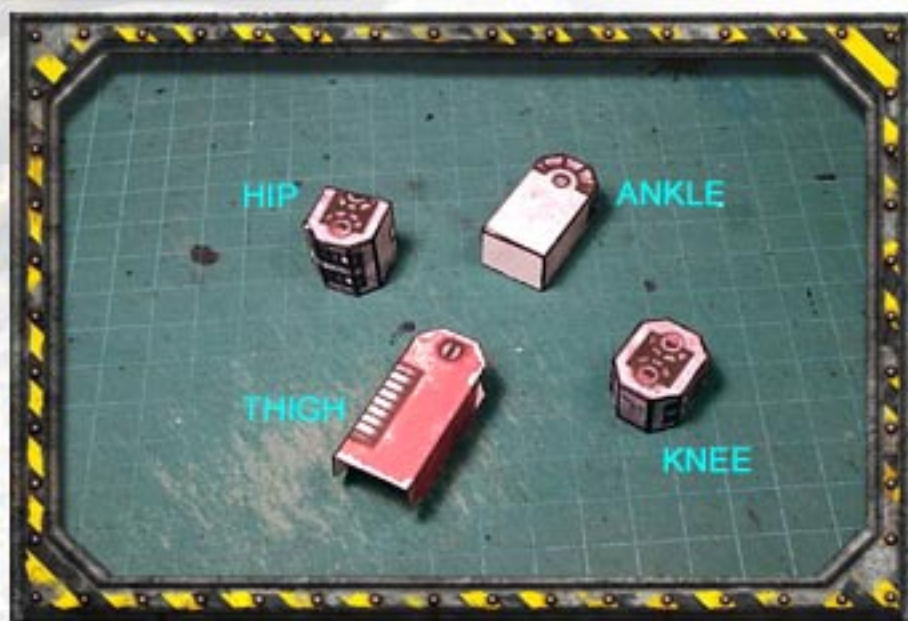


The last element on the arms page is the shoulder guard. Again, it is a pseudo-box with two open sides.

You may wish to make a shortened version however by drawing a line from corner-to-corner and across the middle prior to assembly as shown.

Put your completed arm elements to one side.

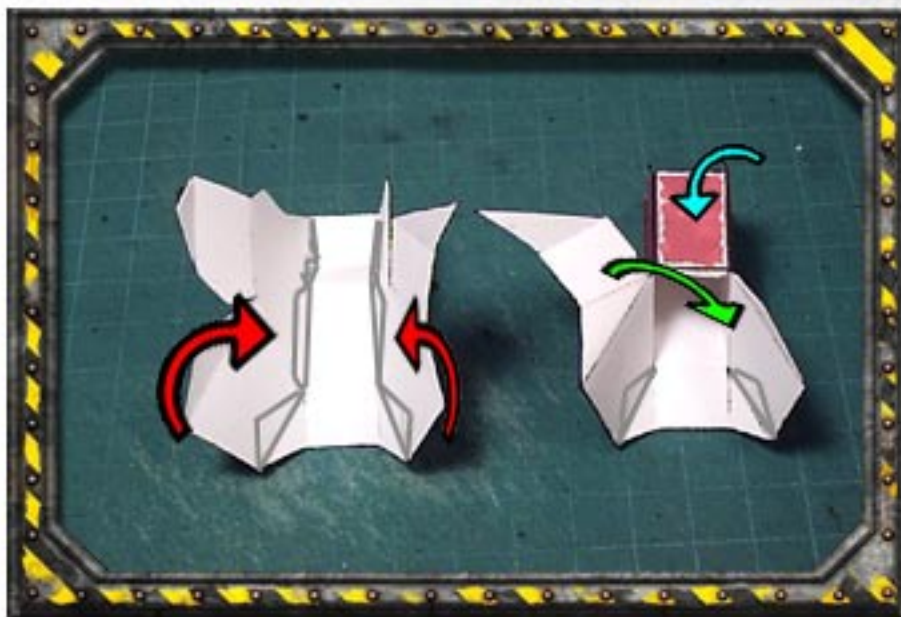
On to legs! Here the pure box elements include the hip, knee, ankle and to a lesser degree thigh.



Fold-over elements on these pages are the hip and side plates and the ankle joint, with the additional step of removing the excess whitespace from the finished joint and re-edging as needed.







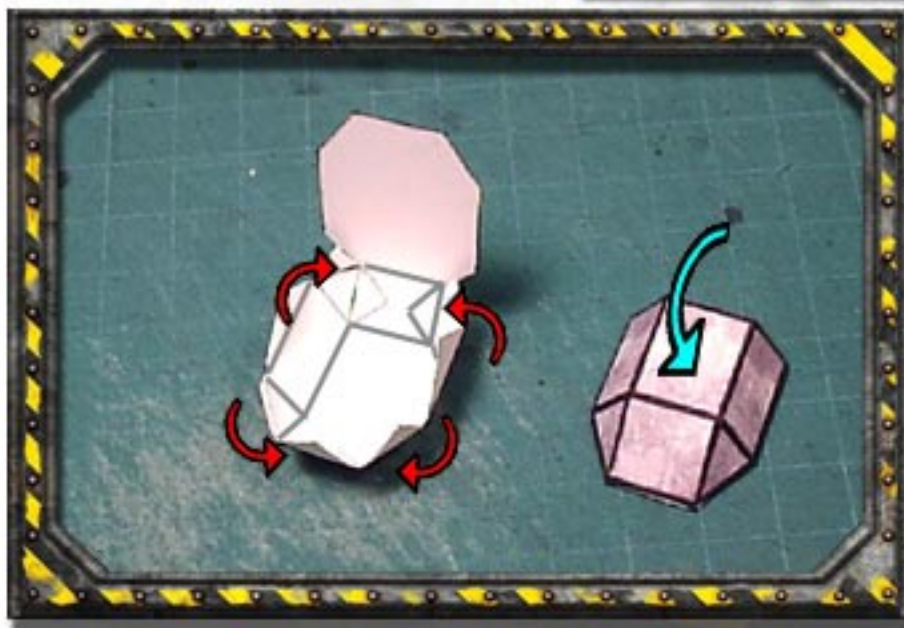
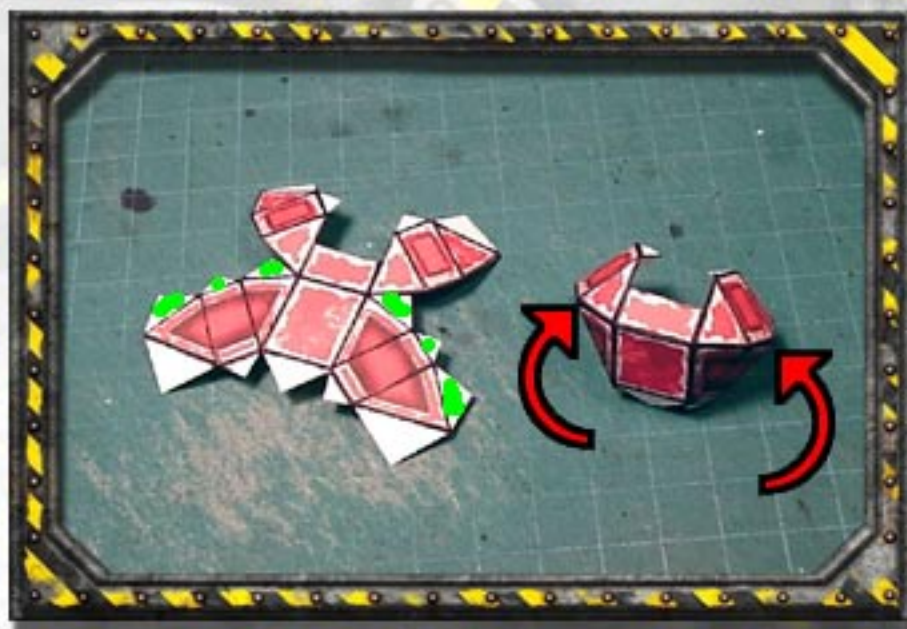
The "calves" assemble in a similar way to the forearms.

Begin by applying glue to each of the tabs running along the inside and connecting them to the sides of the shape.

Next, glue and fold over the back part of the calf. Finish by attaching the back half of the ankle guard at the bottom.

The "calves" have optional "muscles".

To make them, simply put a drop of glue on each of the tabs running along the inside and match it up to the top half as shown.



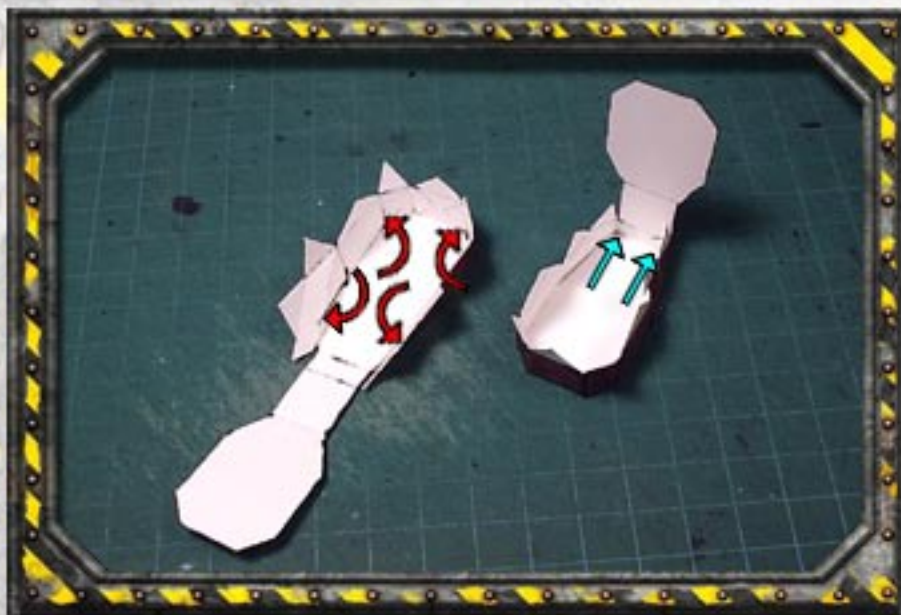
The foot is a two-part assembly.

For the top portion, apply a drop of glue to each of the small tabs running along the inside edge and match them up to the outside edge.

When dry, apply a drop of glue on each of the tabs running around the perimeter and fold the bottom up and into place as shown.







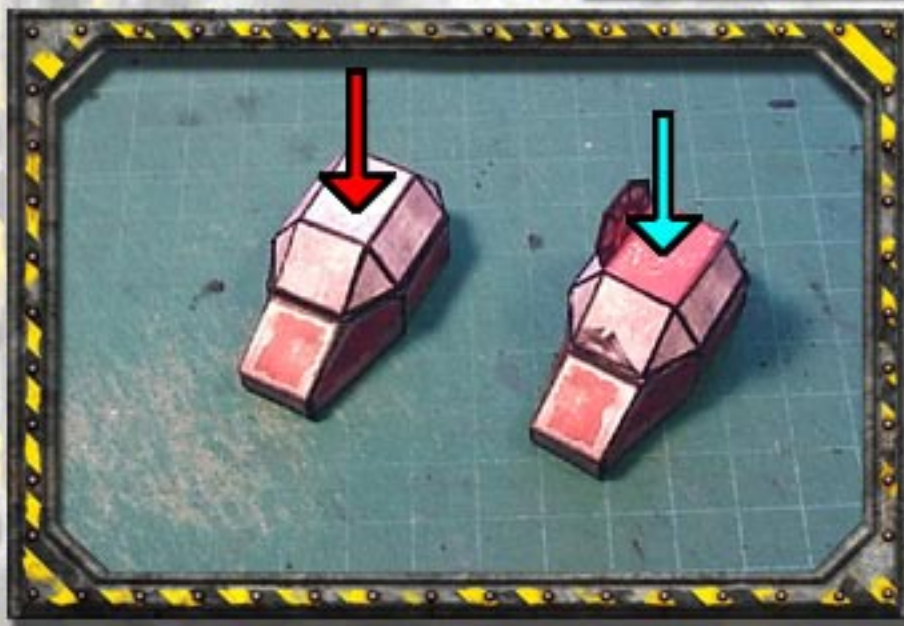
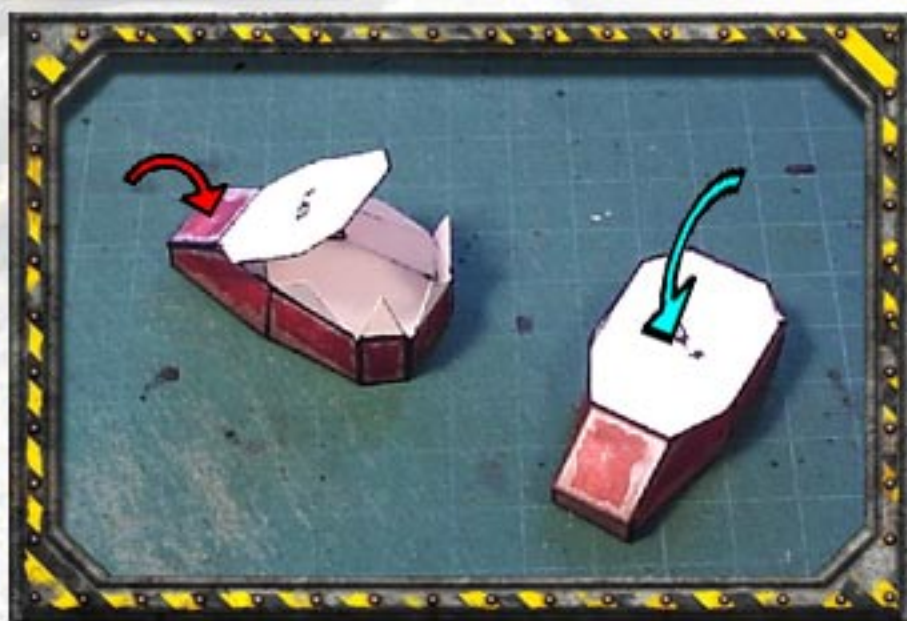
On to the bottom half of the foot.

Begin by attaching the tabs to the back and sides of the foot as shown. Let this dry completely before moving on.

Next, glue the small tabs to the front of the toes.

Apply glue to the tabs on the "instep" of the foot.

When dry, apply glue to the tabs surrounding the top of the foot and fold it down into place as shown.



Complete the foot by attaching the top of the foot to the bottom half.

When that's dry, apply a drop of the glue to the top part of the finished foot and attach the ankle joint.







Now for the weapons.

All of the hand-to-hand elements are simple fold-overs. Apply glue to the inside, burnish, let dry, trim and edge.

Most of the weapon components are versions of the box, even the gunbarrels for the gatling gun and mega-cannon are essentially "round" boxes.



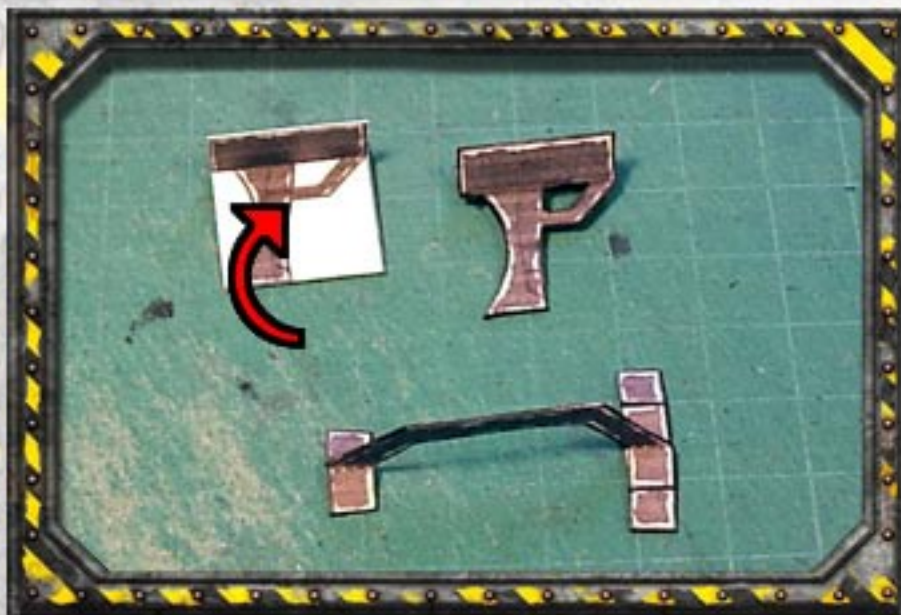
The power cell for the laser cannon is slightly different.

Apply a drop of glue to each of the internal tabs first and fold in the sides.

When that's dry, fold in the small, square tab at the back. Finish by gluing the long rectangular tab into place.







The optional hand grips and laser cannon braces are fold-overs.

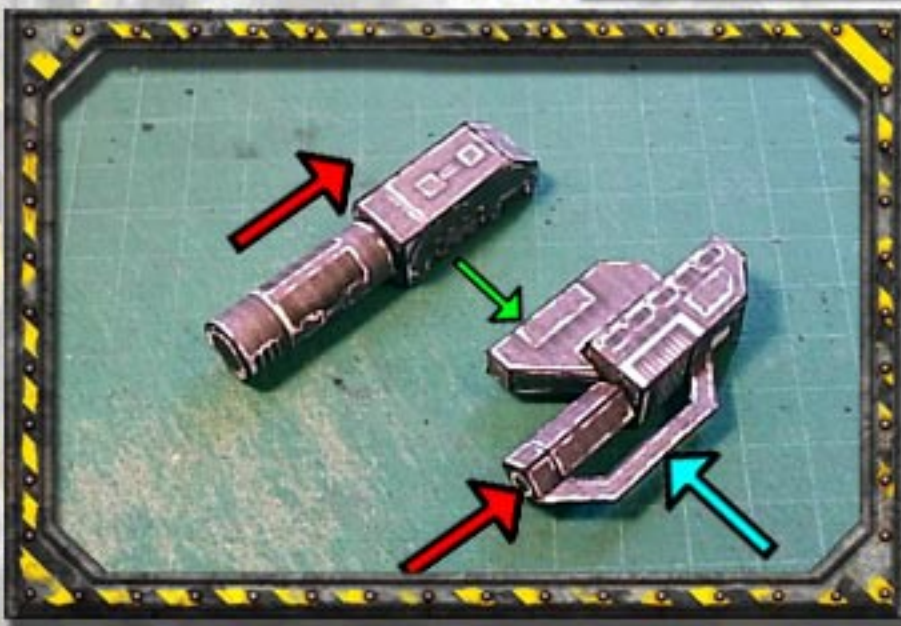
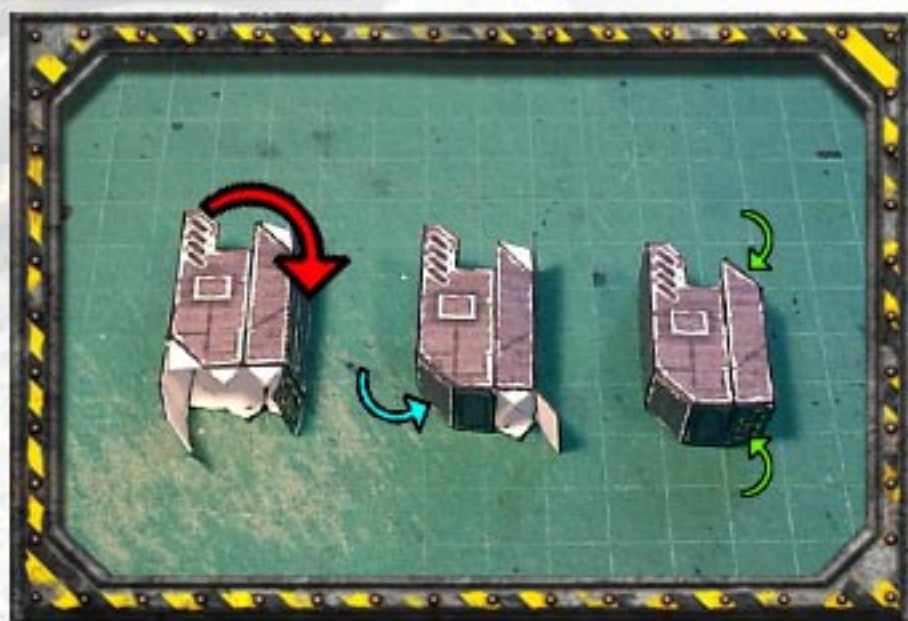
Take care when assembling them not to glue together the tabs on the ends.

Weapons can be expanded by optional "gun cradles". Begin by gluing the main tab along the inside to the outer side.

Next fold up the bottom corner and back.

Finish by folding the front and back tabs into place.

Note that the gun cradles are SPECIFIC to the weapons on that page.



Complete the weapons by gluing the barrels to their respective back ends.

Complete the laser cannon by first gluing the square barrel into place, followed by the power cell and finally the top brace as shown.







Complete the weapons by gluing them into the gun cradles.

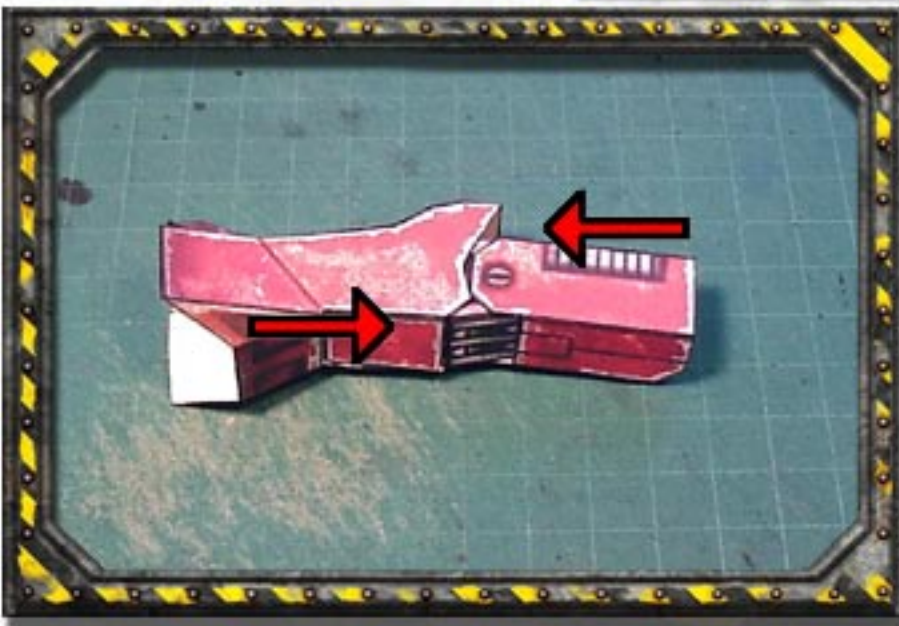
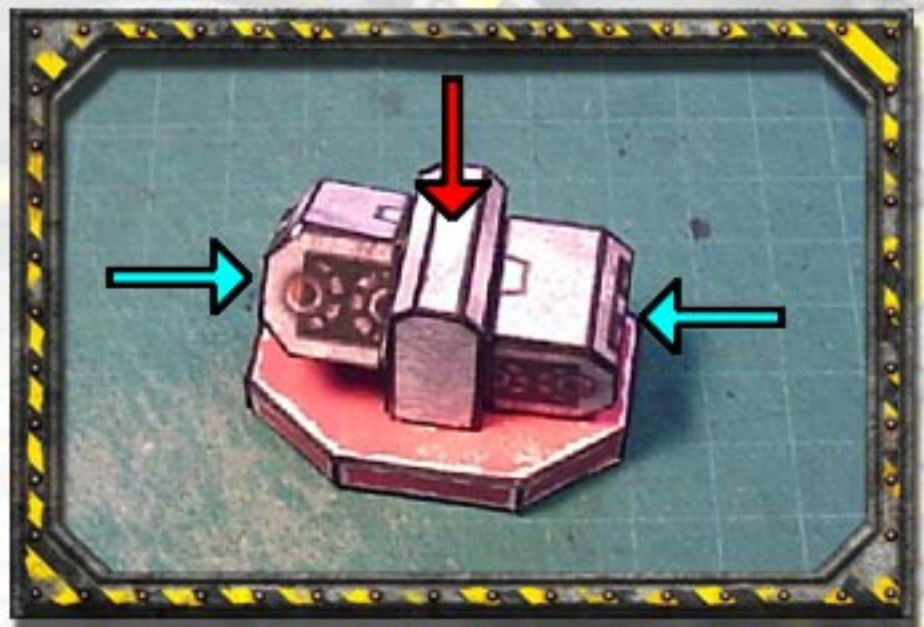
Add the optional hand grip if desired.

Note that there's nothing to stop you attaching weapons to your vehicles either!

Okay, time to put it all together! Before you get started, try and have a clear image of what pose you want the mech to be in. Sketch it out if you need to.

Begin by gluing the groin to the waist at it's designated gluing point.

When it's completely dry, glue the hips to the groin as shown.



Next, take a thigh, a knee and a calf and glue them together as shown.

Repeat with the other leg.





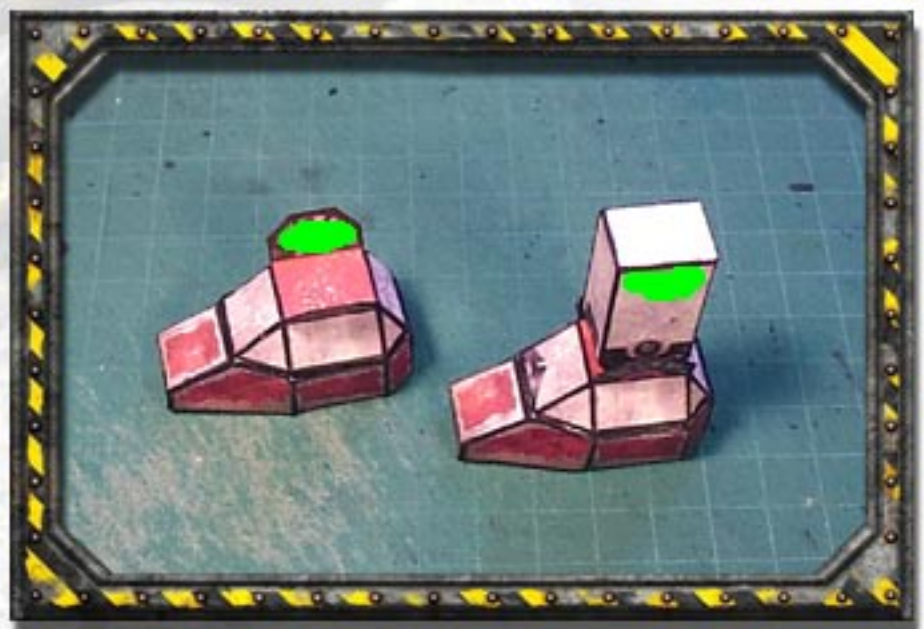


Glue the thighs to the hips and allow this to dry completely.

Now for the feet. Apply a drop of glue to the insides of the ankle joint and then insert the ankle.

**IMMEDIATELY** apply a drop of glue to the top sides of the ankle.

**Both these steps must be done quickly, BEFORE THE GLUE BEGINS TO DRY!!!**



With the foot/ankle still pliable, slide the ankle up into the calf and pose the foot properly. Pinch it to hold it and help set the glue.

Allow this to dry **COMPLETELY** before doing the other foot.





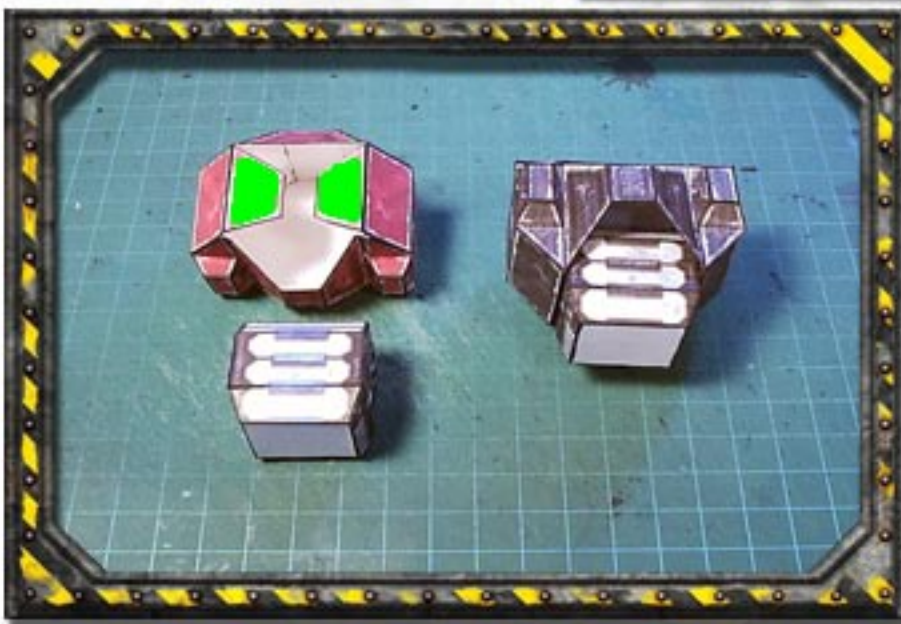
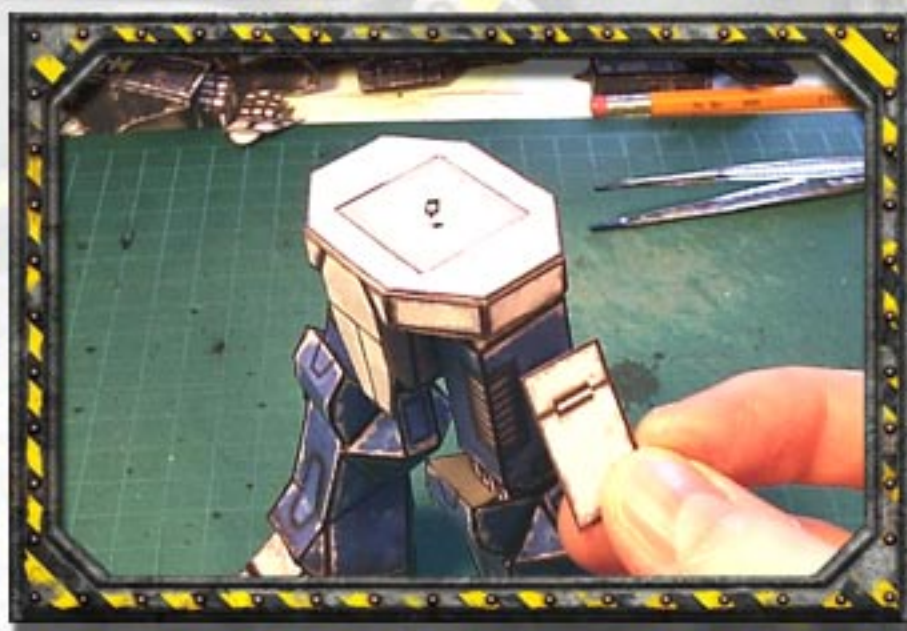


The calf "muscle" can now be attached if desired. Apply glue to the small triangular tabs surrounding the inside of the muscle and attach it to the top and back of the calf (the gap in the "muscle" is the top side).

Pinch and hold in place until dry.

Glue the groin, butt and side plates to the waist.

Aesthetically, you'll want to add at least the groin and butt plate at minimum.



To attach the chest to the mid-section, apply a generous amount of glue to the flaps on the inside of the chest and slide the mid-section into place as shown.

Again, pinch and hold until dry.







Once it's dry, glue the completed torso to the legs.

Glue the neck to the torso and finally glue the head to the neck.

Finish the arms by gluing the shoulder to the shoulder coupling and the elbow to the elbow coupling and the forearm.



Complete the mech by gluing the arms to the torso. Glue weapons to the hands of your choice and add them to the arms. Glue the shoulder guards on if you wish.

Like the vehicles, the mechs come with a variety of insignia and unit markings to add detail to you mechs.

If stability is an issue, print off a ground tile and make a base for your mech.

