

# Legends of Kalidasia: Exterion Fleets Assembly Instructions

## Box Contents

### Argyle Attack Frigate x 3. Each Argyle includes:

- One Argyle Hull, One Spire, One Sensor Wire, and Two Gun Turrets



### Dryden Heavy Destroyer x 2: Each Dryden Destroyer Includes:

- One Dryden Hull



### Oscoda Escort Carrier:

- One Oscoda Hull, Four Gun Turrets



### Flight Bases and Pegs:

- Three Frigate Bases
- Two Destroyer Bases
- One Battle Cruiser Base
- Six Flight Pegs
- Six Flight Peg Toppers

Be sure to use proper safety equipment when assembling these figures such as safety goggles and a mask. Required tools include clippers, a file, hobby knife, sand paper and cyanoacrylate glue.

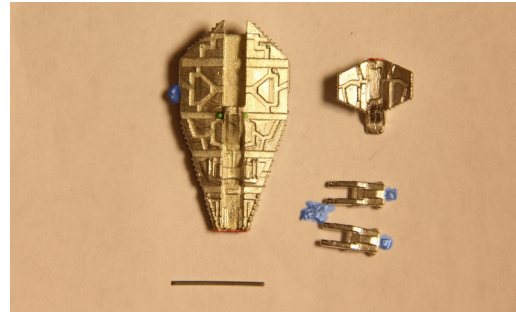
### Assembling the Argyle Frigate

#### Step 1 – Clean and Prepare the Parts

The Argyle miniature should be washed in water and then flashing needs to be removed. In the image below, areas highlighted in blue represent

common types of flashing. Sides of the miniature marked with a red line need to be filed smooth. The green areas are casting artifacts that can be removed with a sturdy flat metal tool such as tweezers. Do not use a hobby knife for this step as its blade is too fragile.

The gun barrels may need to be filed to ensure they are of equal diameter.



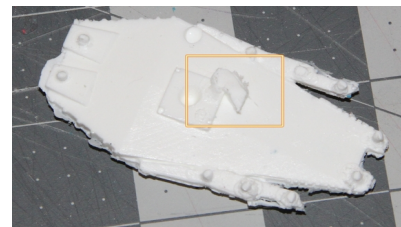
#### Step 2 – Assemble the Miniature

Assemble the miniature as shown in the image. To create the Sensor Spines, cut the sensor wire in half and use a pin vise to drill small holes into the front of the miniature. In a pin vise is not available, two part epoxy putty can be used to attach the sensor spines.



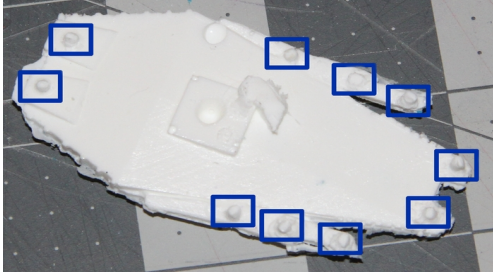
### Assembling the Dryden Heavy Destroyer

#### Step 1 – Remove Resin Feed



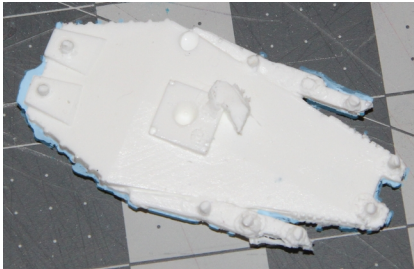
Using either a hobby knife, file or small saw, remove the resin feed channel from the miniature.

*Step 2 – Remove Resin Vents*



The Dryden has a number of resin vents to ensure that the cast succeeds. Each one of these needs removed with a file or with sand paper.

*Step 3 – Remove Flashing*



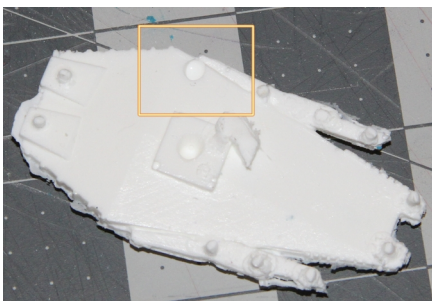
Flashing is the thin resin around the miniature produced where the two halves of the mold meet. This can be removed with a file, sand paper or a hobby knife. If desired, the sides of the miniature can be smoothed with fine sand paper.

Be careful not to remove the side cooling vents or engine detail.

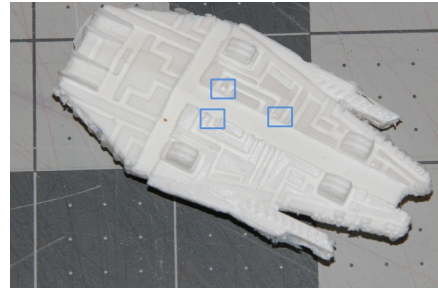
*Step 4 – Clean the Miniature*

Wash the miniature in water with some dish soap to remove any remaining mold release agent.

*Step 5 – Fill Air Bubbles*



The bottom of the miniature may contain several noticeable air bubbles. If desired, these can be filled with a two part epoxy putty. Do not fill the flight stand hole in the middle of the miniature.



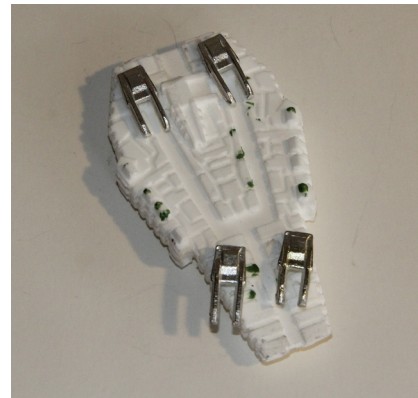
The top of the miniature may contain several tiny air bubbles. These spots can be filled in as well with the epoxy putty, cyanoacrylate glue, or they can be modeled and painted to resemble battle damage / micro meteor impacts.

**Assembling the Oscoda:**

*Step 1- Clean and prepare the miniature*

The first step in cleaning the Oscoda is to wash the hull and guns in soapy water. This is to remove any residue from the molding process. Next, use fine grit sand paper to remove the flashing and mold line that runs around the middle of the miniature. Careful use of a hobby knife can remove the mold lines between the side cooling vents, docking bays, and main engines. If there are any air bubbles in the armor plating, these can be filled with a two part epoxy putty.

*Step 2- Assemble the miniature*



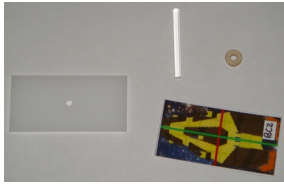
Glue the main gun turrets to the hull using cyanoacrylate glue. Two of the gun turrets have slanted bases and two have flat bases. The slanted based turrets should be mounted in the front.

**Base Assembly Instructions**

Once the figure has been assembled and painted, they need to be attached to their flight base. It should be noted that depending on your method of figure storage, it may be recommended to not glue the figure to the flight base.

**Assembling the Flight Bases**

Each flight base contains a base, a flight peg, and a flight peg top. The warship tokens are not included in this pack and can be found in the Exterior Fleets. The size of the bases will match the size of the game tokens. Battle Cruisers use the 1.5" flight peg and all other ships use the 1" flight peg. (Please note that figure images used here may not match the included figures)

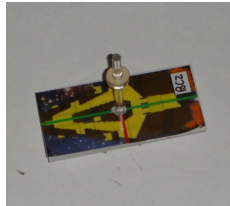


Trim the token down to the size of the base and glue the token to the top of the base.

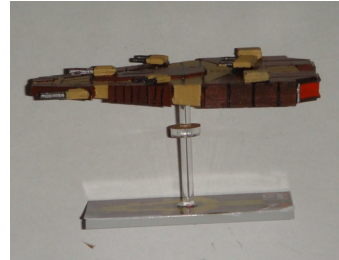
Punch a hole through the token so that the flight peg can be inserted into the base. The base of the flight peg might need to be filed a little bit in order to fit.



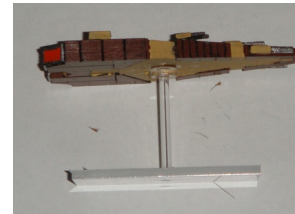
Slide the flight peg topper down the flight peg, but do not glue it in place.



If desired, glue the warship to the top of the flight peg.



If the warship was glued to the flight peg, apply some glue to the warship around the flight peg and slide the flight peg topper up against the warship.



#### Contact Information

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The completed and painted warships. The two coffee colored armor segments in the front of the Oscoda indicate that this warship is part of the Arbiters of Justice, the most fanatically militant faction of the Colayth Guard. Arbiters of the Justice warships have different armor segments painted in this color as squadron markings.