

BATTLESTAR GALACTICA

COLONIAL LANDRAM



This cardmodel is free. It is a non-profit fan project and for personal use only. No commercial use.

Battlestar Galactica ©, (R) and TM 1978 - 2008 Universal City Studios / Sci-Fi Channel. No infringement intended.

The Landram model is available in three sizes. This file contains the assembly instructions for all versions. The parts pages are available separately.

This is the very first paper model I designed. It took me two years to complete this kit, including a one and a half year "creative break" used to learn how to make paper models and to complete other projects. Thank you all for your patience and creative support. Special thanks to Chris "Rhaven Blaack" Tucker whose test-build and advice vastly improved the design of this kit!

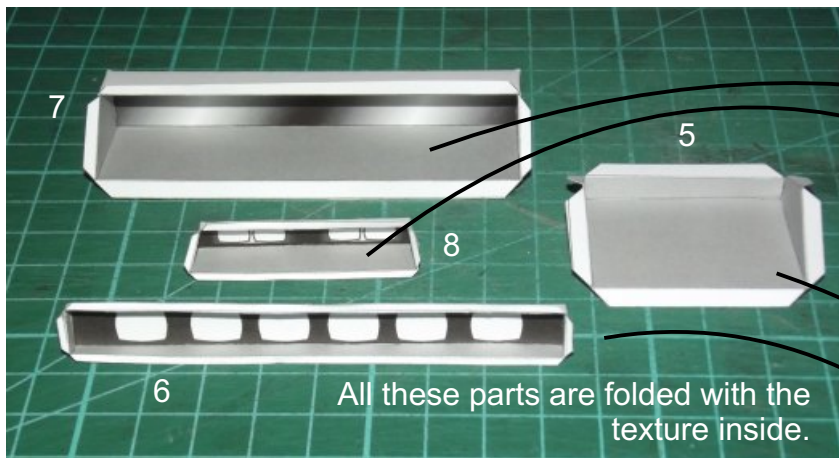
Please post pictures of your builds on www.zealot.com or send them to gal78@hotmail.de (please refer to "model pics" or your mail will be regarded as spam).

Have fun and enjoy!

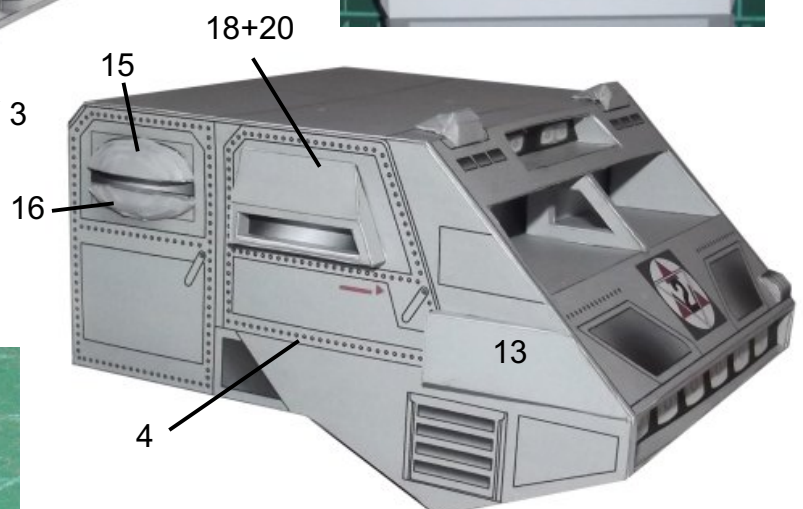
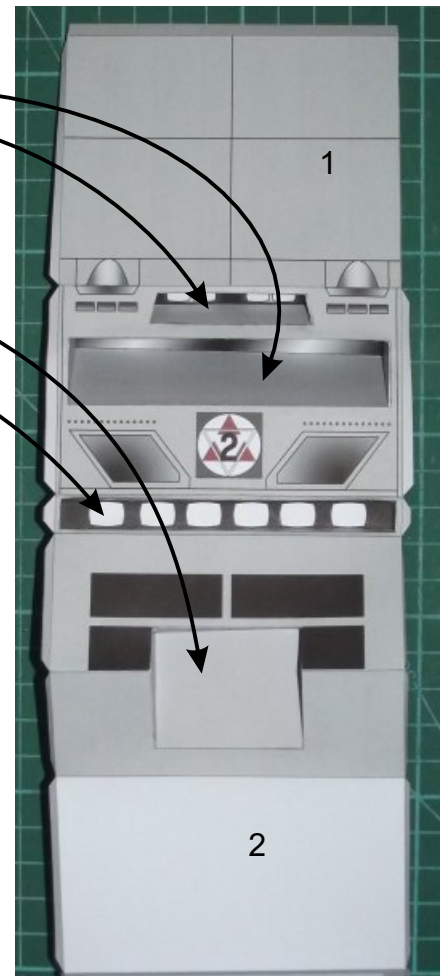
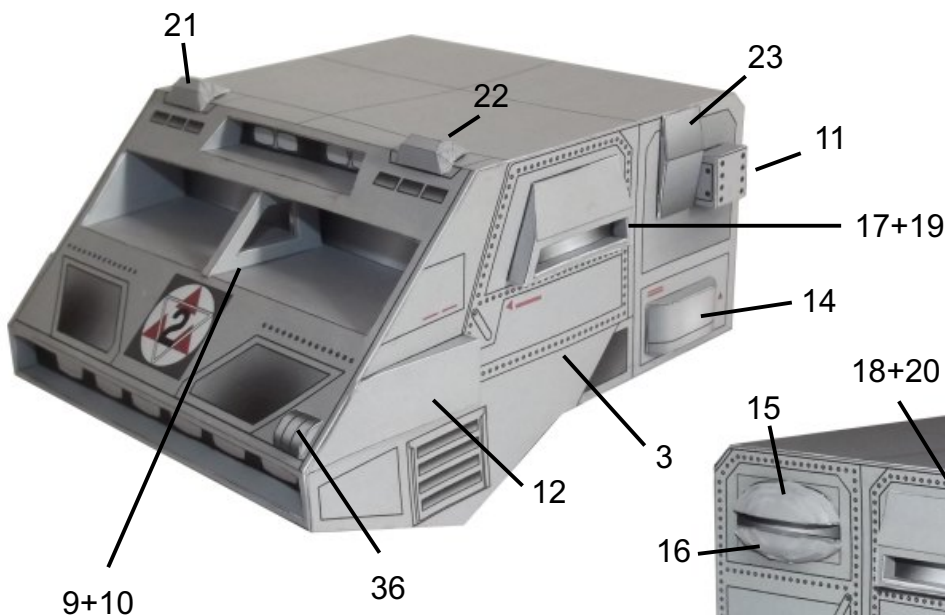


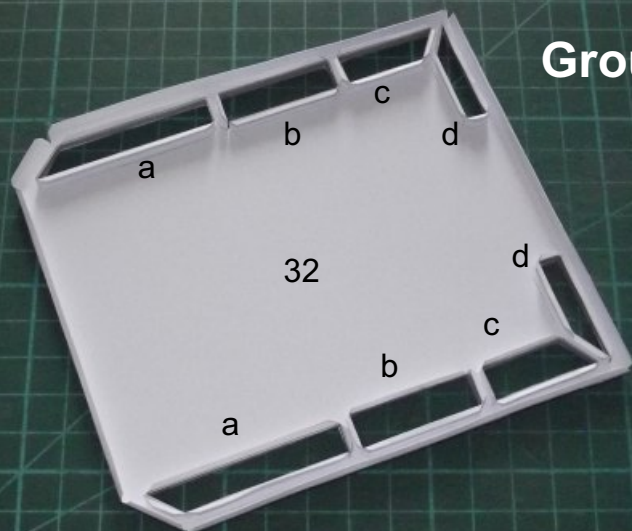
General tips:

- Do NOT cut out the white areas of parts 3, 4 & 34. These areas were uncoloured to save ink while printing and will be covered by detail parts. Cut out all areas marked with an **x** or a **✂**.
- Some pages have to be printed multiple times. Please refer to the info on the parts pages.
- Many parts come with very small or no glue tabs. Work carefully and take your time. If you are afraid of small flaps: Stay away from this kit ;-) (or try to assemble one of the bigger scale versions)!
- It is not necessary to cut off the flaps and glue the parts from behind.
- The additional numberplates give you the opportunity to build a whole Landram fleet. Just cut out the plates and glue them to your model.
- You can also build an unarmed version; see page 9 for details.

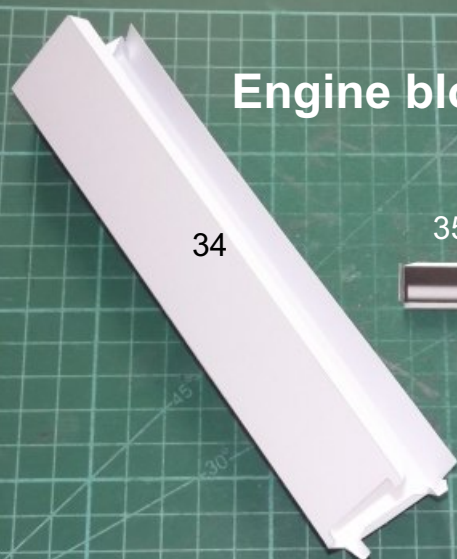
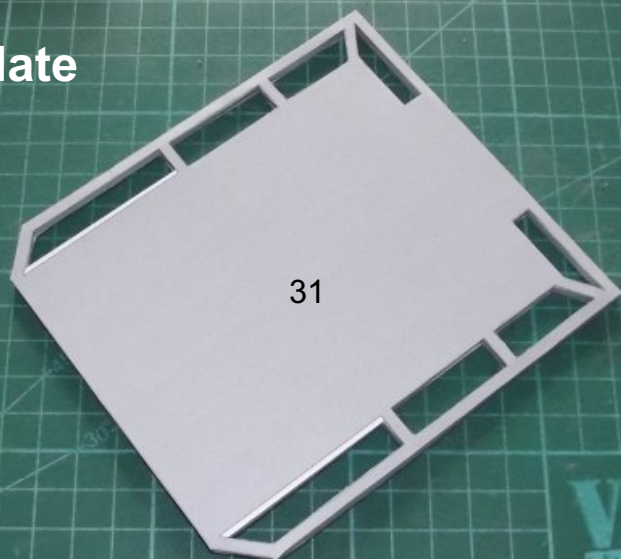


Command module

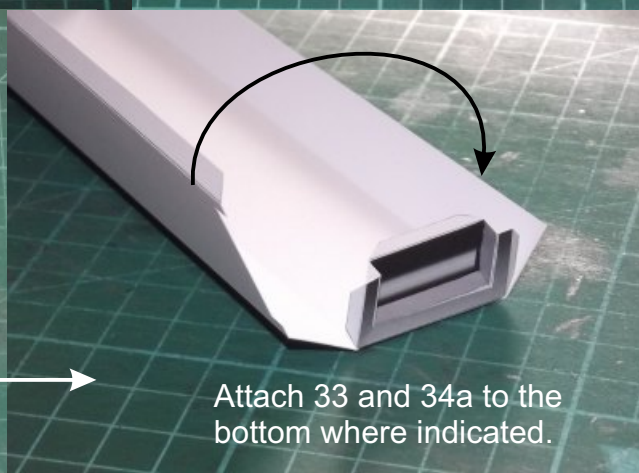




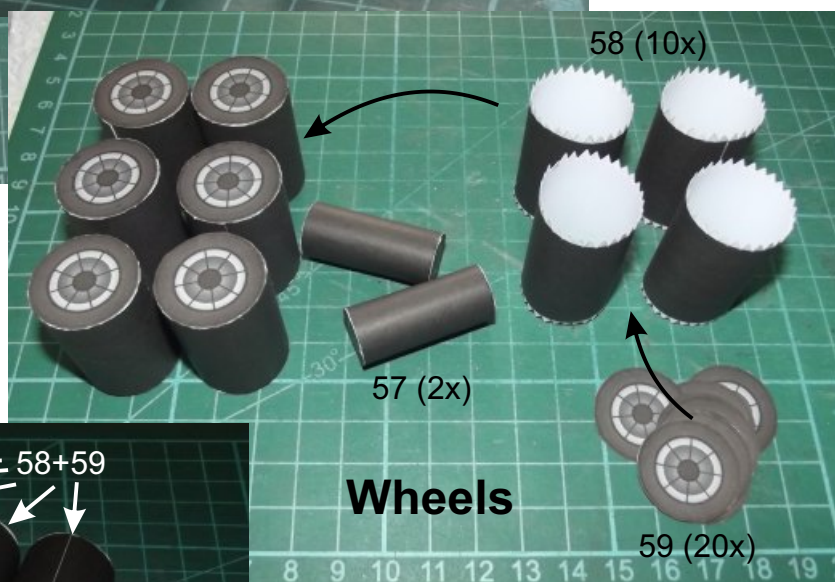
Ground plate



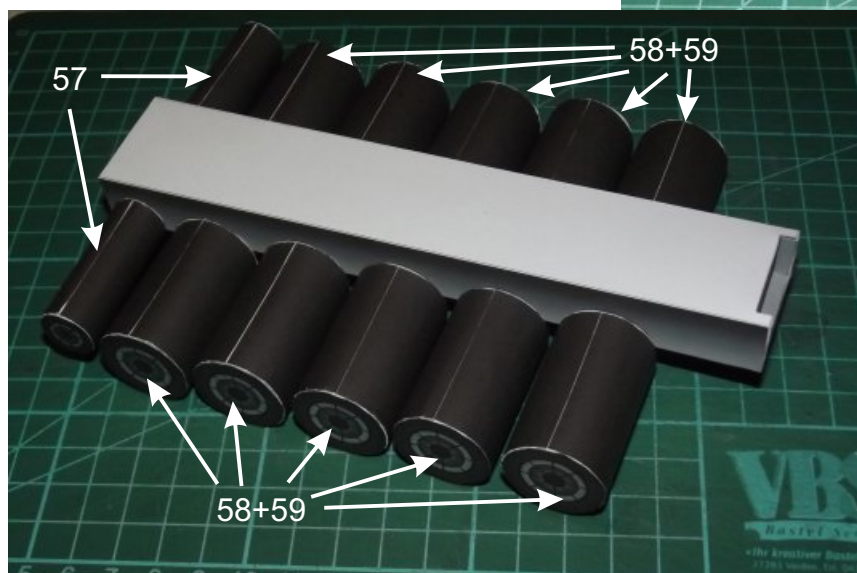
Engine block



Attach 33 and 34a to the bottom where indicated.



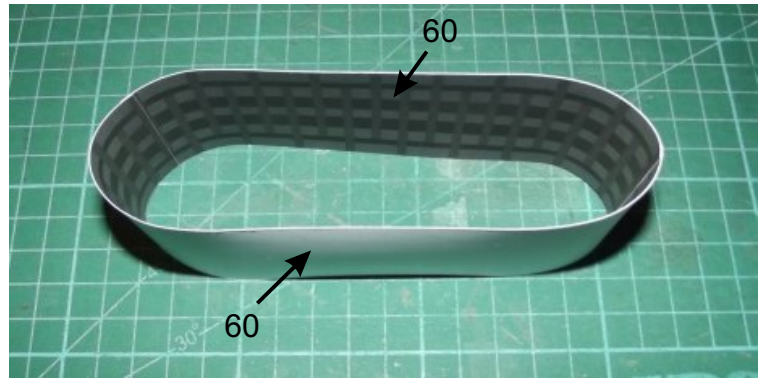
Wheels



The white markings on 34 show where to attach the wheels.

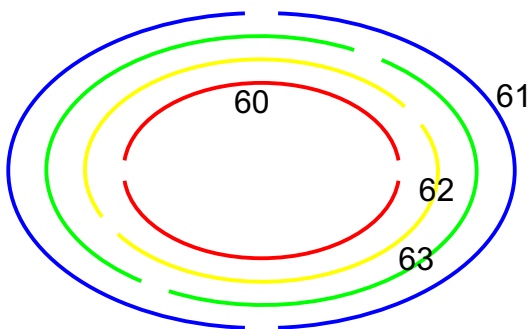
Tracks

Glue two parts 60 to a ring with the texture inside. Pre-shape the ring (with a big felt-tip or stick) so that it looks like this:



Thicken the ring by glueing two parts 62 and then two parts 63 around it. Then glue two parts 61 around the laminated ring, this time with the texture outside. Due to thickness of paper and accuracy of assembly it may be necessary to trim / shorten the laminated layers a bit.

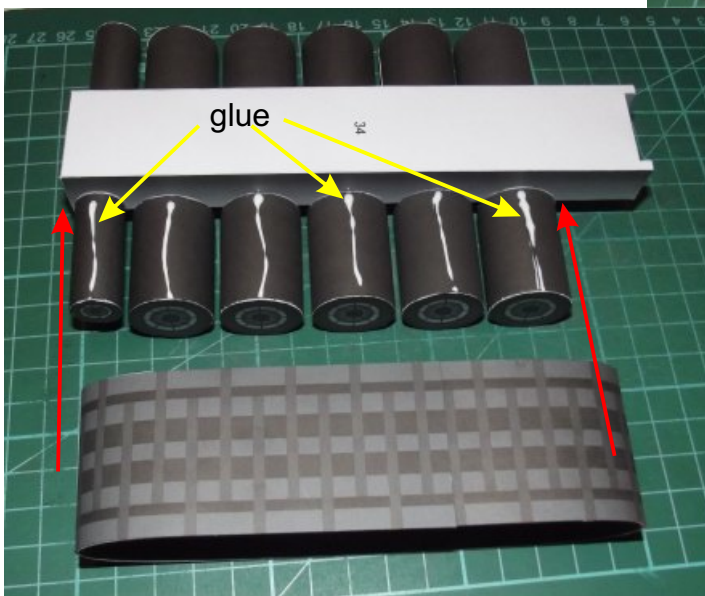
Important: The glue lines of the single parts must not match to stabilize the ring. Glue the onion layers together like this:



Do not use water-based glue or the result will be sloppy. While glue is curing make sure that the parts keep their shape, e. g. by using a rubber band or putting a weight on them:



Apply a streak of glue to each wheel, slide the tracks over them and gently press the upper side down so that it clings to them. Keep pressing till glue has cured.



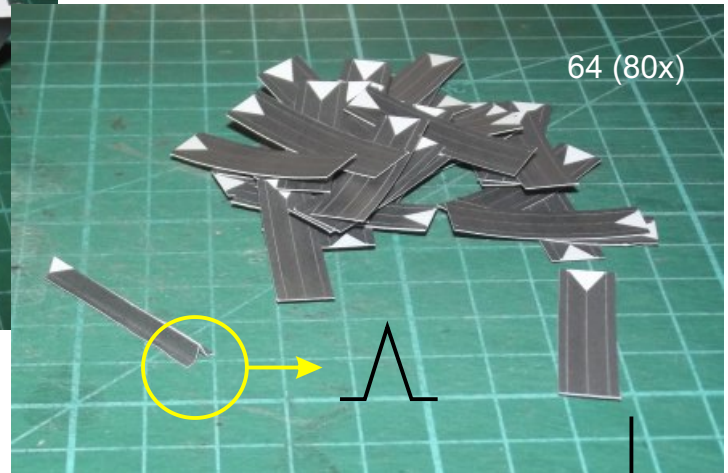


Repeat with the other side.

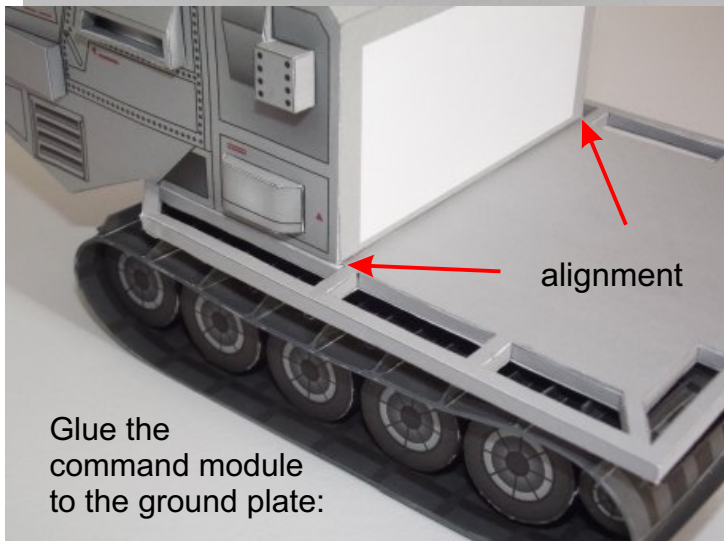
Glue parts 64 to the tracks as shown. The grey areas mark their positions. Cut the parts on the underside down a bit if the vehicle appears to “float” or “hover” above the ground.

Cover up all edges with dark grey water colours. Don't forget to paint the inner sides of the tracks facing the engine block.

Cut out parts 64, pre-shape them and glue them together. It is easier to cut them out as rectangles and to cut off the white triangle later.



Glue the ground plate to the engine block:

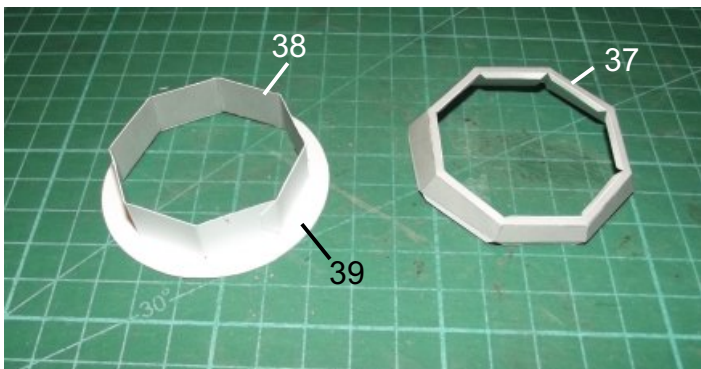


Bottom view.



Glue the command module to the ground plate:

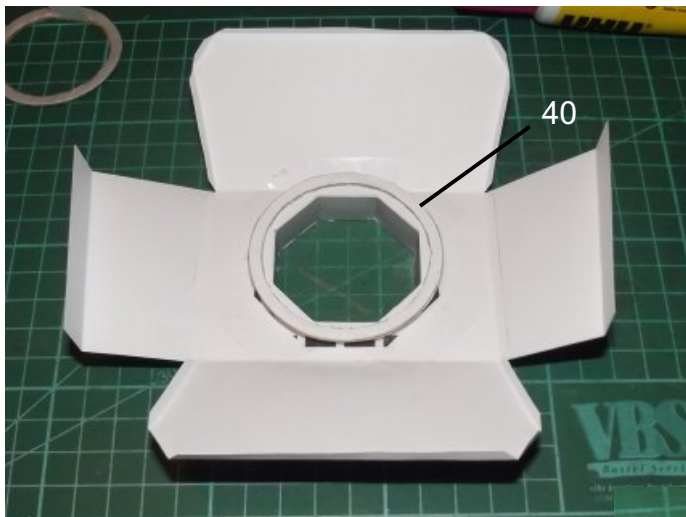
Cargo room and gunner station



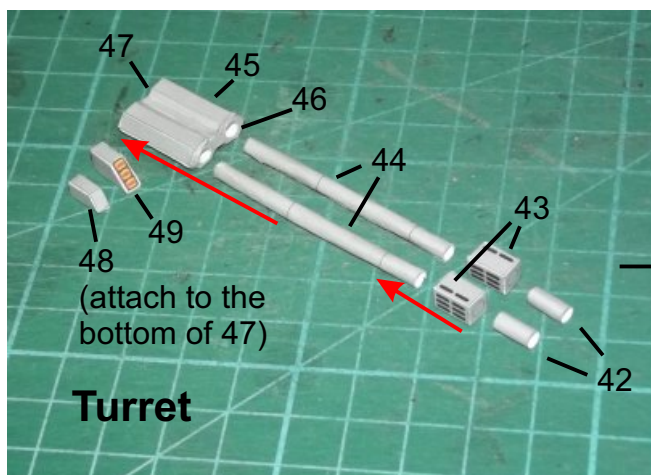
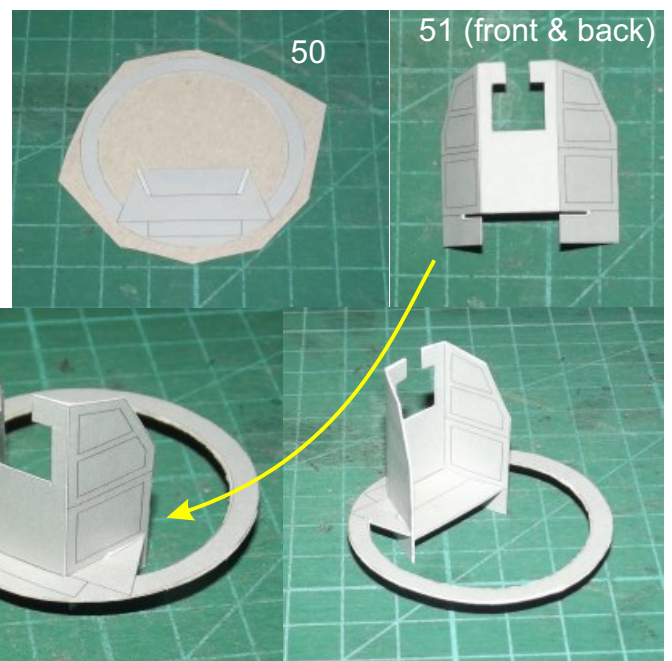
Cut out the octagon in the middle of part 24 and attach parts 26, 27 & 37. Glue part 38 to part 39 (with texture inside). Then glue part 38 to part 37.



Glue part 40 to 1mm cardboard and attach to part 39.

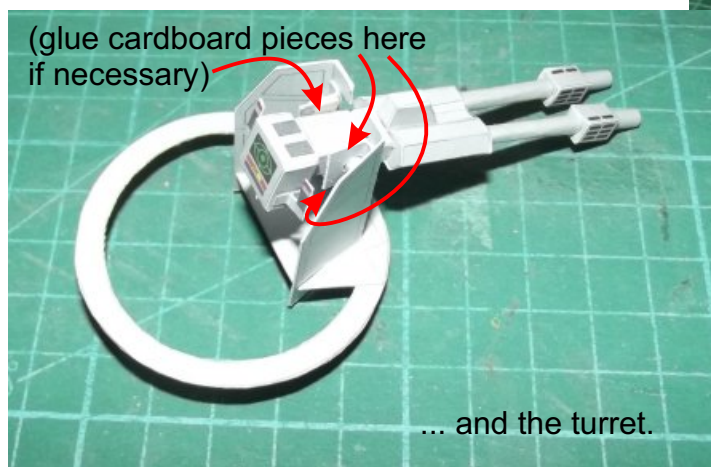
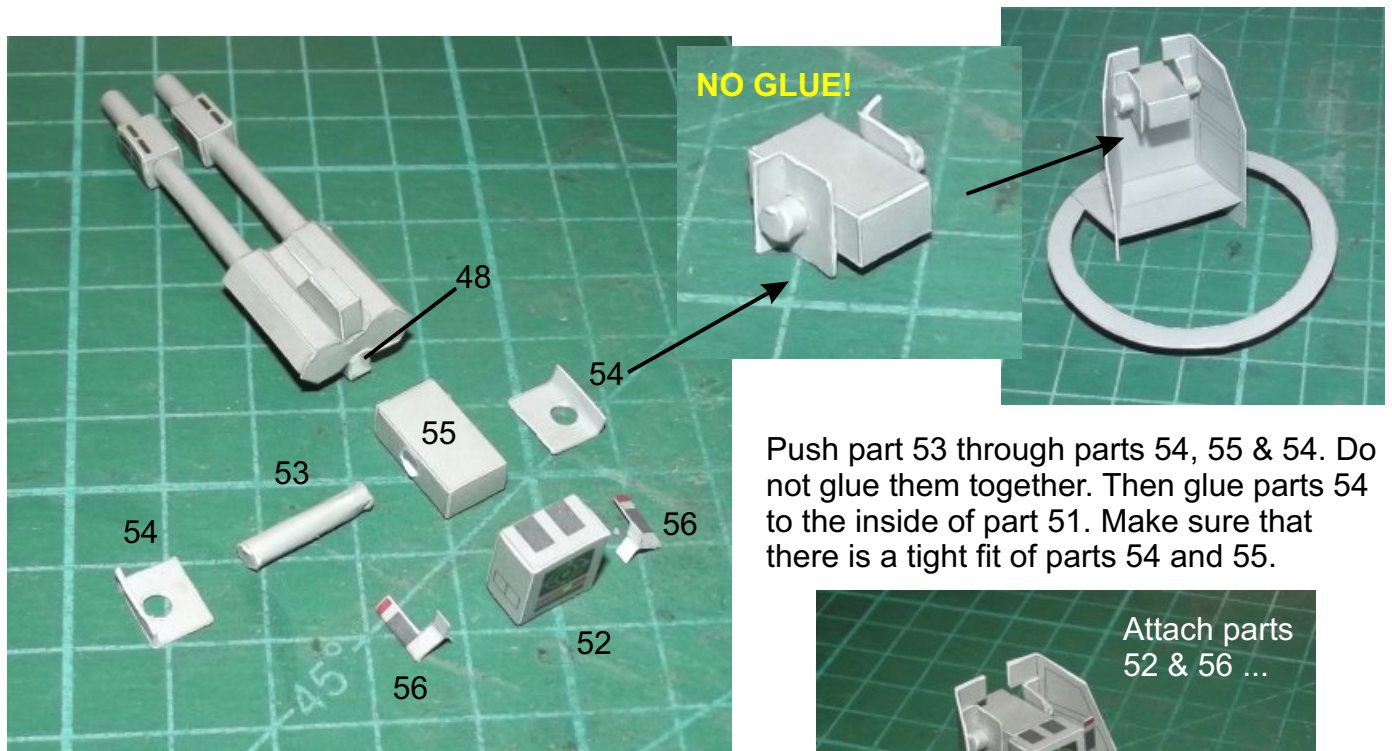


Glue part 50 to 1mm cardboard. Glue both parts 51 together (front and back side) and slide it into part 50.

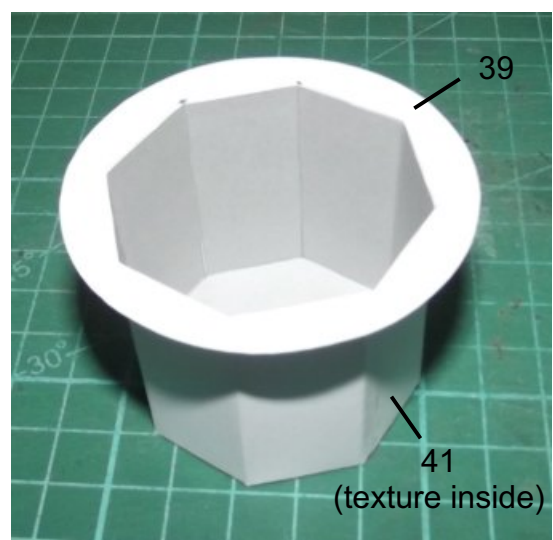
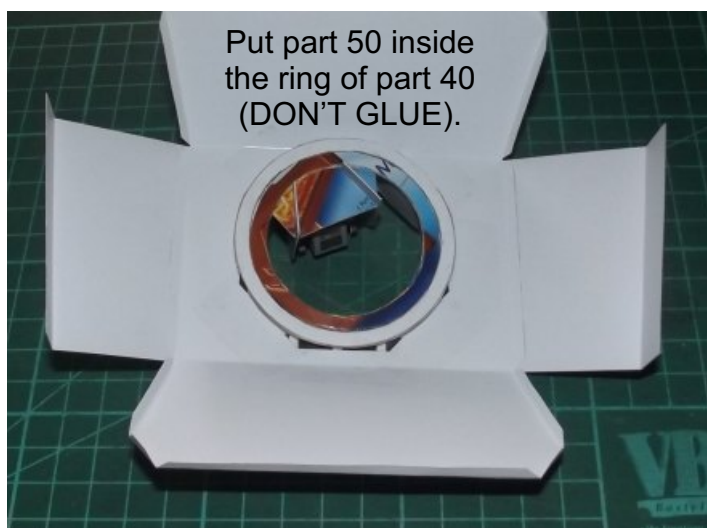


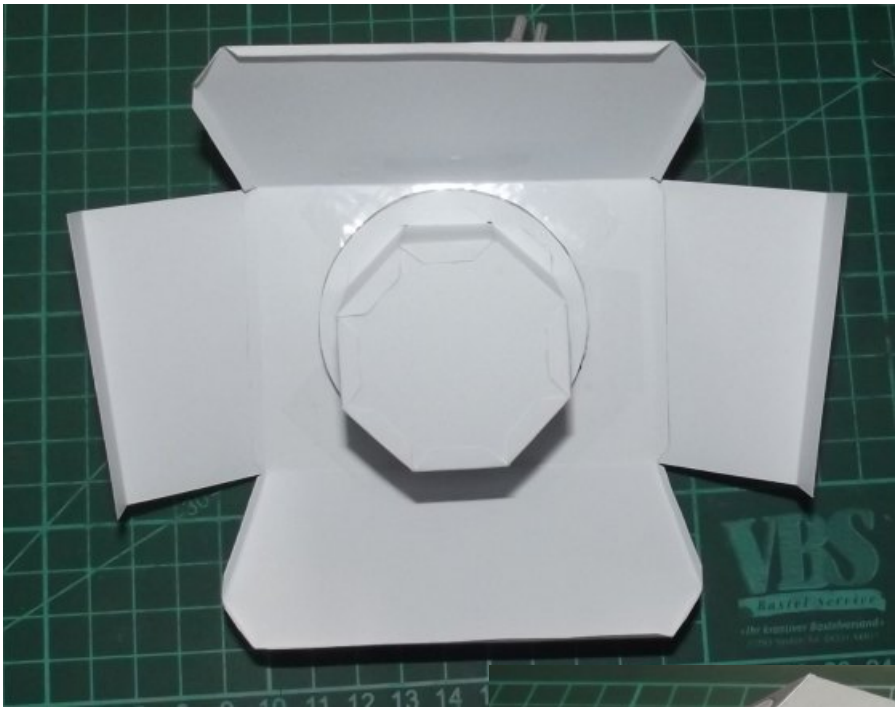
Turret





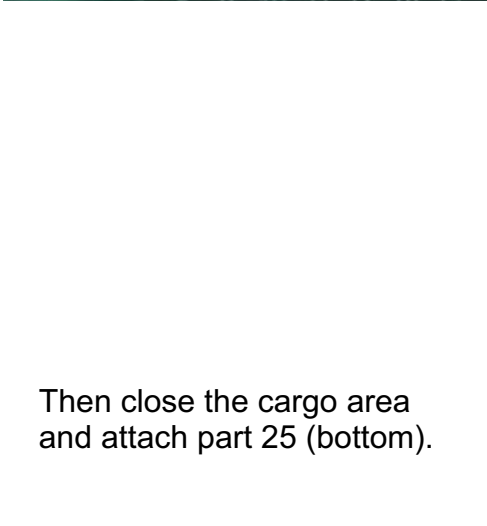
If the connection is too weak to hold the turret in place glue some small cardboard pieces between parts 54 and 55.



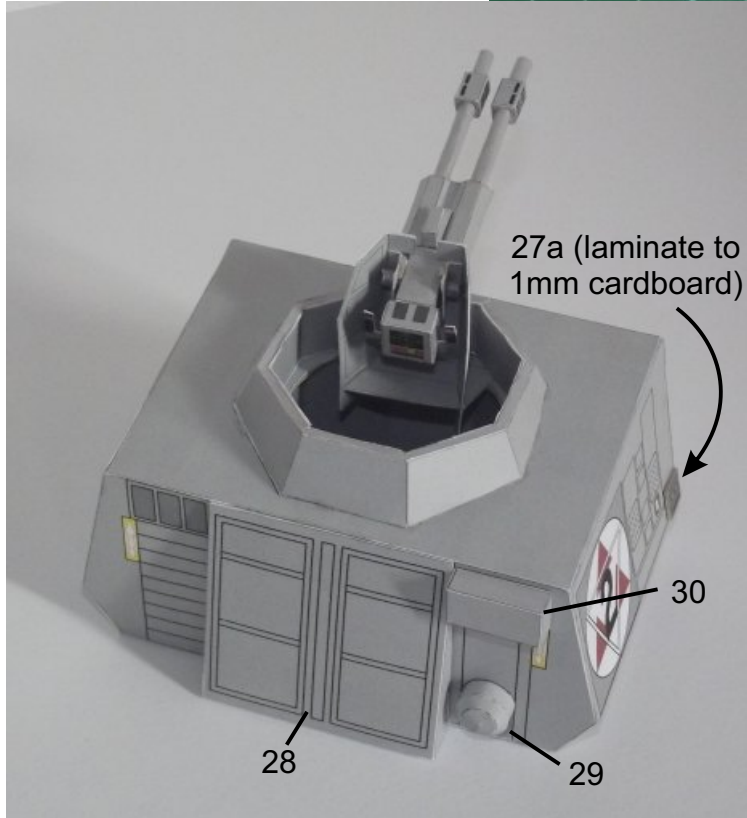
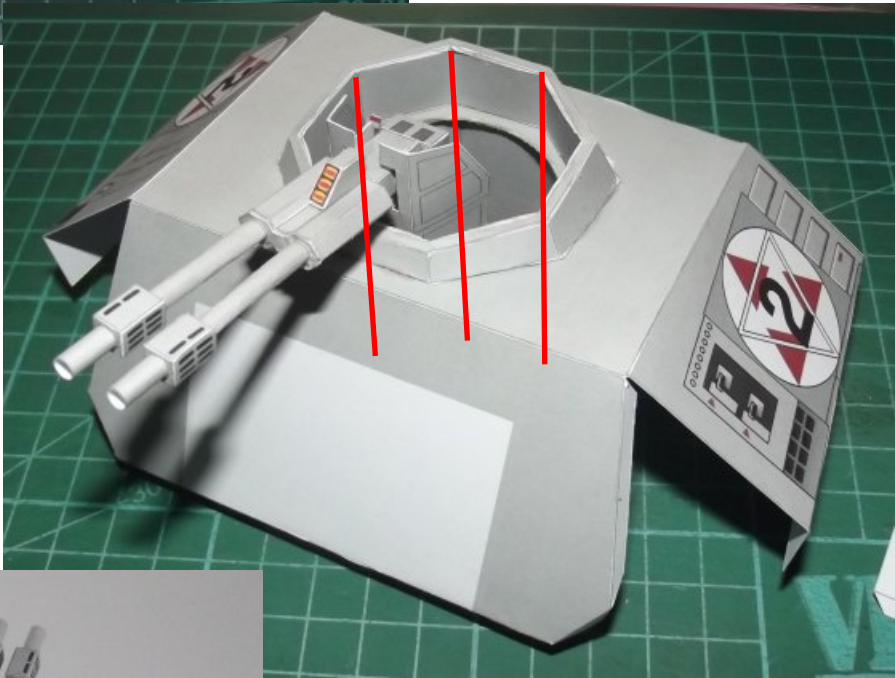


Glue part 39 to part 40. Do not apply glue to part 50.

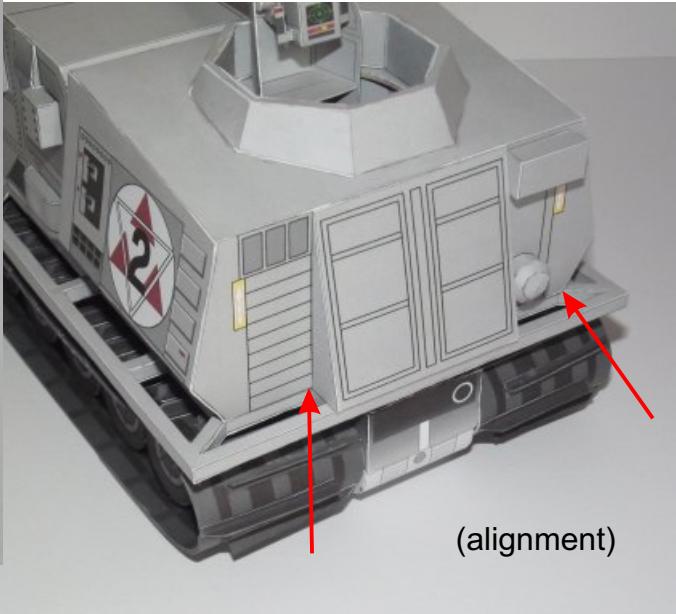
Make sure that parts 38 & 41 are aligned correctly:



Then close the cargo area and attach part 25 (bottom).



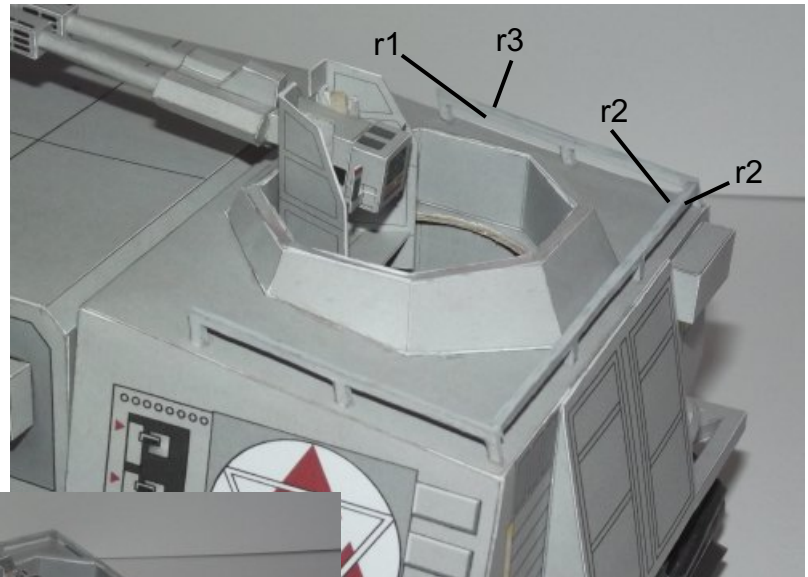
Attach cargo room and gunner station to the ground plate:



(alignment)

Rail

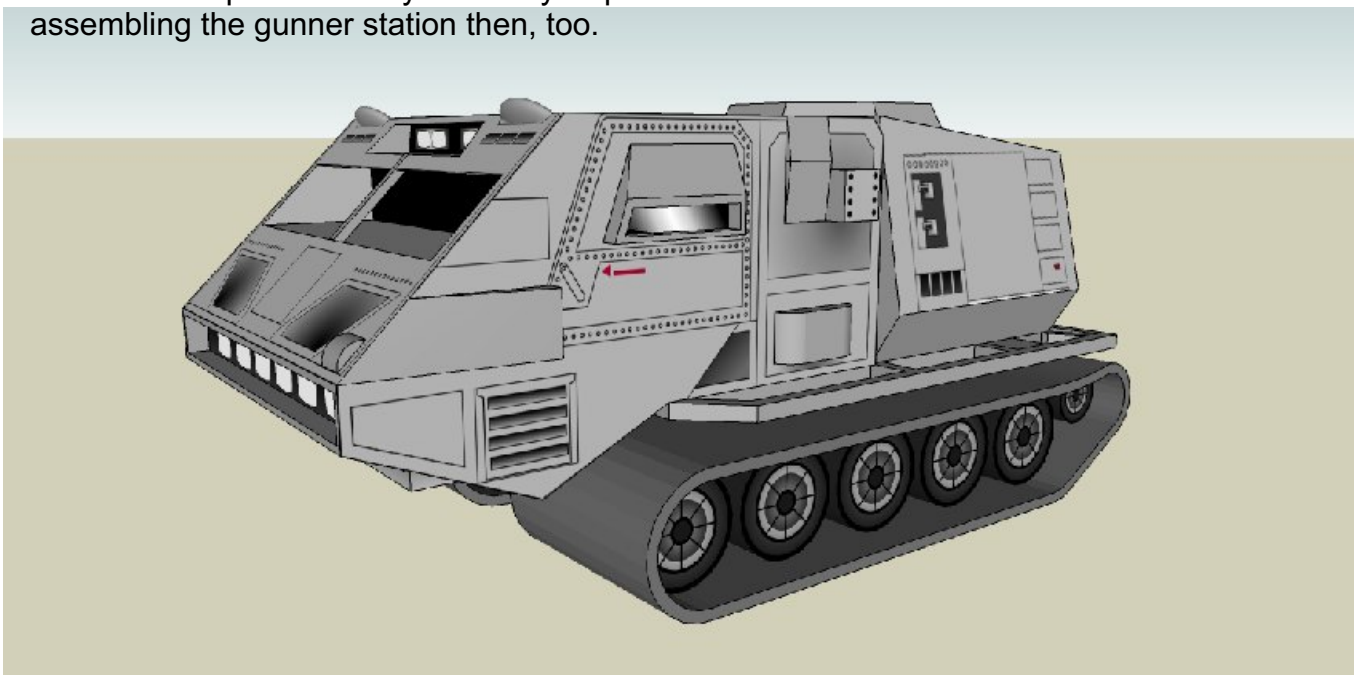
Laminate parts r1 (front) and r3 (back) and r2 (front and back) to cardboard and attach to the cargo room. Refer to the info on the parts page to know how thick the completed rail has to be.



Done!

Use part 37a instead of part 37 to make an unarmed Landram (= Tramram) which is used for transportation only. You may skip assembling the gunner station then, too.

Cargo Ram variant (TRAMRAM)





Laser torpedos available separately at your local Colonial ordnance depot.
(For military use only!)