

8-GUN CORVETTE ASSEMBLY INSTRUCTIONS

THE HULL

STEP 1 - Fasten the Deck to the Hull.

Find the hull. This is a large, pink, ship-shaped piece of insulating foam board. This will form the base of your model and represents the ship from the waterline to the main deck. Due to the laser cutting process, one side of it might be slightly larger than the other. The larger side should be up with the smaller side tapered down into the water. Next, punch out the main deck. This piece has many cut-outs along the outside edge and along the center line. Make sure all those punch-outs are removed. You will not need those scraps for anything. Once you have the main deck properly cleaned up, you will glue it to the hull. I use a standard carpenter's wood glue for all surfaces of this kit. Do not use too much glue, especially around the edges. Make sure the two parts are centered on each other and aligned at the bow. Press the two firmly together and clean up any of the glue that will inevitably drip out of the sides with a damp cloth. You will also want to make sure that the small holes on the outside edge of the deck do not fill up with glue. You can use a cotton swab or toothpick if you need to clean excess glue from those holes. Place the glued pieces under a heavy object and let them sit until completely dry (following the glue manufacturer's guidelines). Waiting will be a challenge for some - but trust me, you need them to be good and dry for the next step.

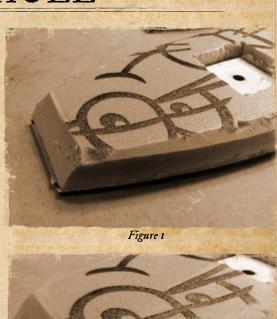




Figure 2

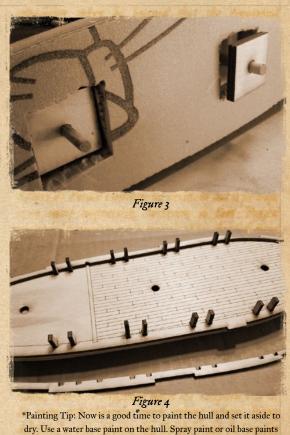
STEP 2 — Shape the Hull. With your main deck firmly attached to the hull, it is time to break out a box cutter or other longer knife. Bevel the lower edge of the foam by cutting at a 45 degree angle starting about halfway up the hull. [See Figure 2] The angle at the stern of the ship should be about 60 degrees. Use medium grade sandpaper to shape the hull so that you have a pleasing curve from the deck down to the waterline. The curve on the sides of the ship will be a gentle one, with the angle becoming more pronounced at the prow and stern of the ship [See Figures 2 and 3]. When you have gotten the shape about where you want it with the course-grade sandpaper, go over it again with a fine-grade sandpaper to give a nice, smooth appearance to your hull. When you have the shape where you want it, wipe it off with a damp rag to remove the pesky pink dust that will by now be driving you a little mad.

Step 3 - Mast Supports. The foam hull has two cut outs that align with the ship's fore and main masts. We are going to add supporting pieces to help our masts stand firm, especially if you decide you want them to be removable. Find Parts 42 (four total) and Parts 43 (two total). Then go to your bundle of masts and find your main mast and mizzen mast. Using your masts as a guide, slide it through the hole in the main deck. Then slide and glue in place Part 42 so that it is attached to the main deck. Repeat that again so that two Part 42s stack on each mast. Then cap that off with Part 43, which will keep the mast from poking through. Glue those parts to each other and then to the hull. Take care not to glue the mast in place if you plan on making them removable later. [See Figure 3]

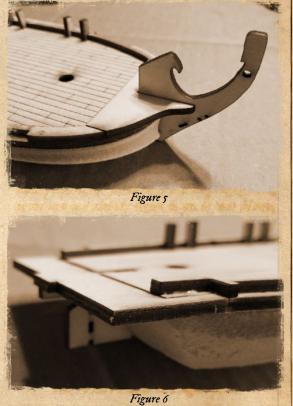
Step 4 - Insert the Ribs. Locate the ribs (Part 1). Insert the ribs into each of the rectangular holes along the outside edge of the deck. I do not use glue on those parts at this point. As you continue on with the build glue from the rest of the build will be more than enough to keep them in place and you may find you need to adjust the ribs a bit as you go. There are a few extra of these parts. Do not worry if you have a few left over. [See Figure 4]

Step 5 - Building the Sidewall Base. Find the lower sidewall base (Part 6). All of the sidewall parts will have both a port and starboard version that are mirrors of each other and go on either side of the ship. Carefully glue the base to the both side of the deck [See Figure 4]. The cut-outs on the inside edge should all line up nicely with the ribs as a guide. The ribs should ensure that everything stays lined up nicely.

Step 6 - Rudder and Prow. Find the stern extension (Part 2) and the rudder (Part 3). Glue Part 2 into place at the back of the main deck so that the dab fits into the deck as shown in Figure 5. Then glue the rudder up into the notch in the hull so that Part 3 rests on top of it. Then move to the front and find Parts 4 and 5. Glue Part 5 onto the main deck between the sidewalls and then glue the prow (Part 4) into the slot at the front. Make sure both the rudder and the prow are flush with the tabletop [See Figure 6].



can cause the Styrofoam to melt and ruin the hull.



Step 7 — Build the Gun Ports. In this step you will continue to build up the side walls and the gun ports by adding three more layers to the side wall. Start by gluing Parts 7 on either side of the prow so that it lines up with the first rib. Continue by gluing Parts 8, 9, 10, and 11 into place moving from front to rear. You will leave gaps between each part to form the gun ports as shown in Figure 7. Do this for both the port and starboard sides. Then glue Part 12 into place at the rear of the ship so that the notches fit into the gap created by the sidewalls. Next, continue to build a second layer with Parts 13, 14, 15,16, and 17. The next layer starts with the fore deck (Part 18) and continues rearward with 19, 20, 21 and 22. You should notice that each of these layers has a little less width than the one below as the ship begins to bend back in towards the center. The ribs will keep everything lined up. Glue the cabin wall (Part 23) vertically into the slots in the side wall [See Figure 8].

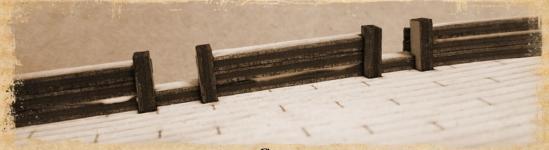


Figure 7



Figure 8

Step 8 – Finish the prow. Now head back to the prow and glue Part 24 into place so that it caps the gunports. Glue Part 25 and Part 26 at the prow to build up two more layers. Finish the prow by adding Part 38 so they rest against the catheads and angle in to the notch in the prow. Then glue the brace (Part 39) into the angle formed between them [See Figure 9].

Step 9 — The Quarterdeck. Now we will finish up the quarterdeck by gluing Part 27 onto the stern of the ship to close off the stern cabin. Glue Parts 28 and 29 onto the quarterdeck. Then glue Part 29 vertically onto either side of the cabin. Finish the sidewalls by gluing Part 31 vertically onto the waist railing and capping it with Part 32 placed horizontally. Then cap the quarterdeck rail (Part 30) making sure that it is flush at the front [See Figure 10].



Figure 9



Figure 10

Step 10 – Adding details to the stern. Now you have a choice to make. The ship comes with two alternative sterns. If you want your ship to mount chase guns, you will use Parts 35a and 36a. If you do this, you should rig the ship with two mast, the fore and main mast. Alternatively, you can use the stern cabin: Parts 35b, 36b and 37b. Glue Part 36 and 37 onto 35 and then glue the whole assembly to the back of the ship. There is a slot in Part 35 that should help you line things up with the main deck [See Figure 11].



Figure 11

Step 11 – Final details. Just a few more details to go. On either side of the stern cabin, glue the window (Part 33) and the decorative trim (Part 34) onto the side of (Part 29) [See Figure 10]. Then on the main deck you have the option to glue on the grate (Part 40) and the hatch (Part 41). You can position these however you like. If you chose to build the two-masted version of the ship, place the hatch over the hole on the quarterdeck meant for the mizzen mast.

Step 12 — Cut and Shape the Spars. Detach the spar plan from the back of this instruction booklet. Then sort out the dowel rods by diameter and place them on the plan. You should have three different types: 1/4", 3/16", and 5/16". You may choose to sand the ends of the dowels so that they taper nicely at the ends. Otherwise, it is sufficient to just sand the ends enough to get rid of any rough edges created while cutting.

MASTS AND YARDS

With the Hull complete, it is time to turn to the masts and rigging.

Step 13 – The Bowsprit. Find the bowsprit. Insert it into the hole in the main deck and slide it up about inches. Then insert Part 88 into the slot in the poop deck as shown in Figure 9. Glue Part 55 onto the top of the tip of the bowsprit. If you chose, you can glue a flagstaff into the notch.

Step 14 – Fore and Main Masts. The fore and main masts go together exactly the same using slightly different lengths of dowel. Insert the foremast into the forward hole of the ship. Slide the foremast main yard collar (Part 47) down over the mast and glue it into place about 1.5 inches from the top. Glue 2 yard cradles (Part 48) vertically into Part 47. Next slide the bib (Part 50) down over the mast and glue it into place about 1 inch down so that the smaller hole faces forward. Slide the

fore top mast down into this hole and then add a mast collar (Part 49) down over both the main and top masts so that it keeps them both in place. Next add the fore top mast yard collar (Part 51) and cradles (Part 48) in the same way as you did before. You can add flags to your masts using the small mast collars (Part 52) if you desire. Repeat the process for the main mast.

Step 15 - Mizzen Mast. If you are building the three mast option, slide the lateen sail yard support (Part 53) down the mast a few inches, and then insert the lateen sail yard so that it slants backwards. Glue both in place. Cap the mizzen mast with the mizzen bib (Part 54)

*Painting Tip: If you plan on painting your ship, do it now before you move on to rigging.

8.

RIGGING

Rigging the ship is an optional process. If you have taken care in the ships assembly so far, the mast and ship should all be more than sturdy enough to survive your games, and you will be able to take the masts out of the hull to allow for more compact storage. Leaving the rigging offalso makes it much easier to move crew and cannon figures around the deck and to do things like measuring and checking line of sight.

HOWEVER...RIGGING LOOKS AWESOME!

Insert the chain plates in the slots on the side of the ship. Use Part 44 for the fore and main mast, and either Parts 45 or 46 for the mizzen mast depending on if you chose to have a mizzen. You can glue these in place if you do not want to be able to remove your masts. If you do, then do not glue the chain plates into place. The elastic rigging will keep everything tight but still allow you to remove the shrouds.

Step 15 - The Shrouds (Ratlines). The process for each of the shrouds will be similar even though the various masts have different shroud widths. Start with the lower shrouds on the fore mast and work backwards. Start by threading your down through the forward hole of the chain plate and tie a knot on the underside. Then take the rope up through the forward hole on the bib and back down through the second hole to the second hole in the chain plate. Go up through the third holes and then back down through the fourth. Before you tighten things up and tie them off, thread the other side of the mast using the same process. Then tighten things up making sure the mast remains vertical. Tie the rope off on the underside of the chain plate. Repeat this for the main mast and mizzen masts (you will only go up and then back down once for this mast).

step 16 – The Standing Rigging. You may want to add standing rigging as well. Run a line from the tip of the bowsprit to the front of the fore mast bib. Then from the back of the fore mast bib to the front of the main mast bib. Finally from the main mast bib to the top of the mizzen mast if you have one.

Step 17 – Trim the Rigging. Take a few minutes to go back and trim up any loose ends on your rigging and shrouds and make sure to seal all your knots with a bit of glue or black paint.

Tou are now ready to
"BEAT TO QUARTERS
AND CLEAR FOR ACTION!"