

PART 7

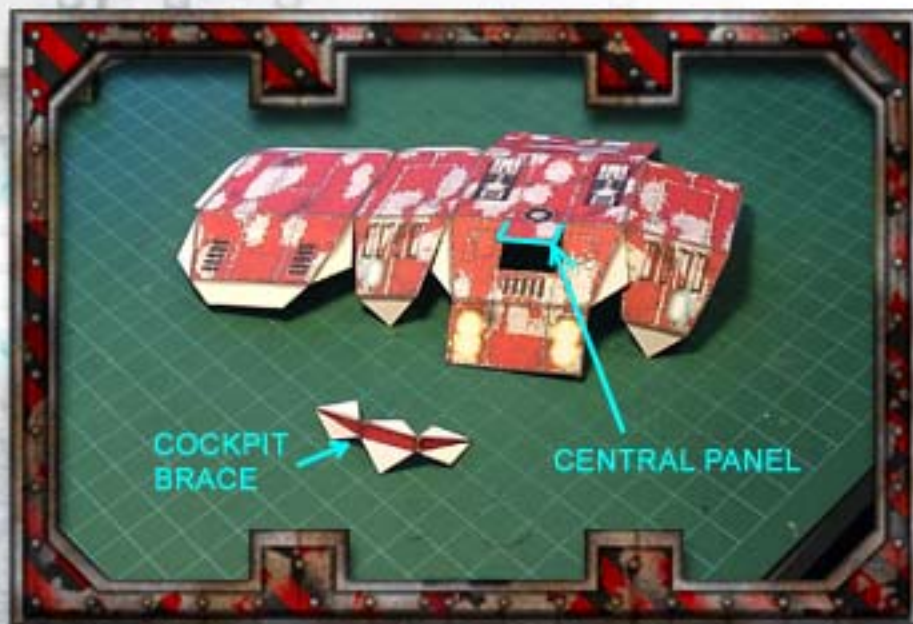
MECHA



Don't just scatter your enemies, crush them underfoot with a mech of your own design!

Red Sector's do-it-yourself approach to mecha let's you combine legs, chassis, heads and weapons to create the death-dealing metal monster of your opponent's nightmares...





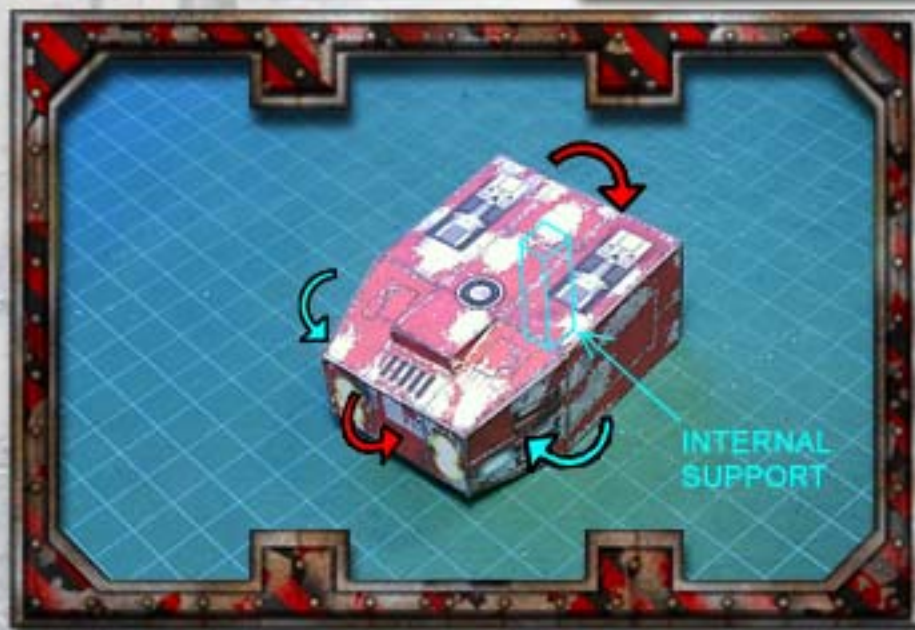
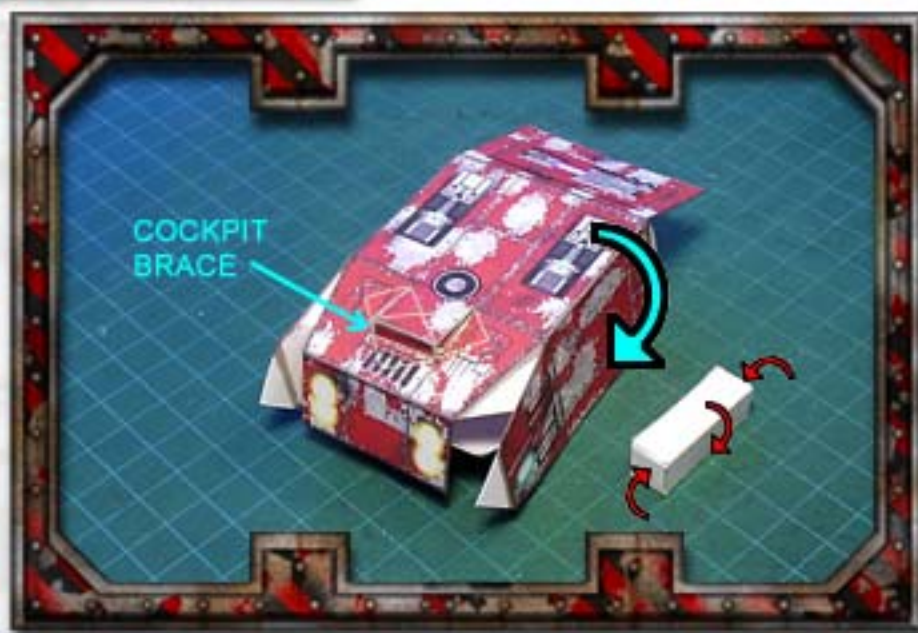
Start by scoring, cutting out, folding and edging each component of your mech.

For the big, box chassis, you can cut the lines around the central panel to create a base for a central cockpit.

Learn more about edging in the tutorials section at www.worldworksgames.com

If you're using the central cockpit, insert and glue the cockpit brace into place as shown, then close the main box.

The small, white, rectangular box is a support that will be inserted into the chassis before completing it.



When the box is dry and the support has been inserted, close the remaining tabs to complete the chassis.





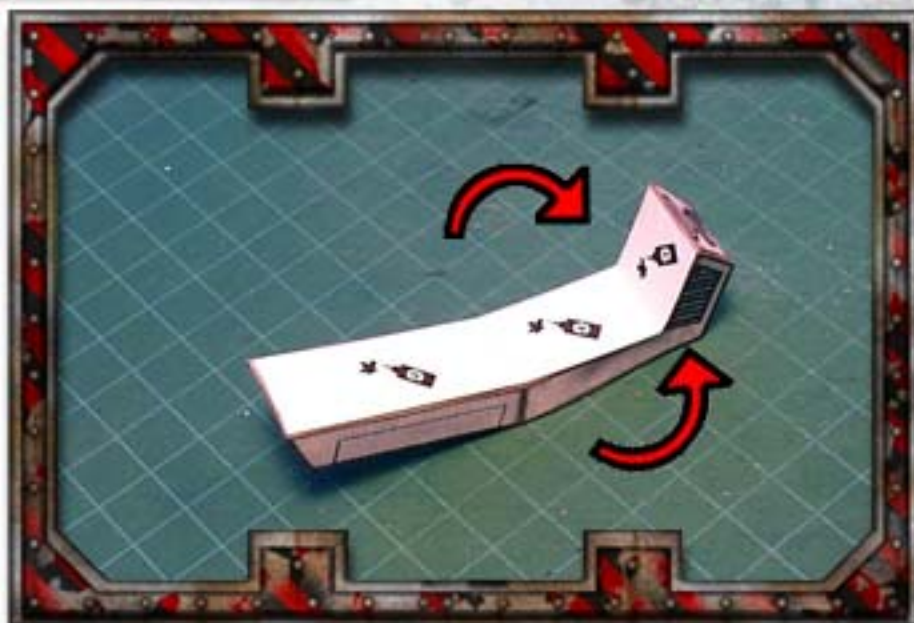
The box chassis has an optional "keel" running underneath it.

Start by gluing the separate strip to the back end of the keel as shown.

When this has dried, apply glue to the end tab and close the "loop" of the keel's outer edges.

When the loop has dried, apply glue to each of the tabs running along the side and carefully align them with the outer edge.

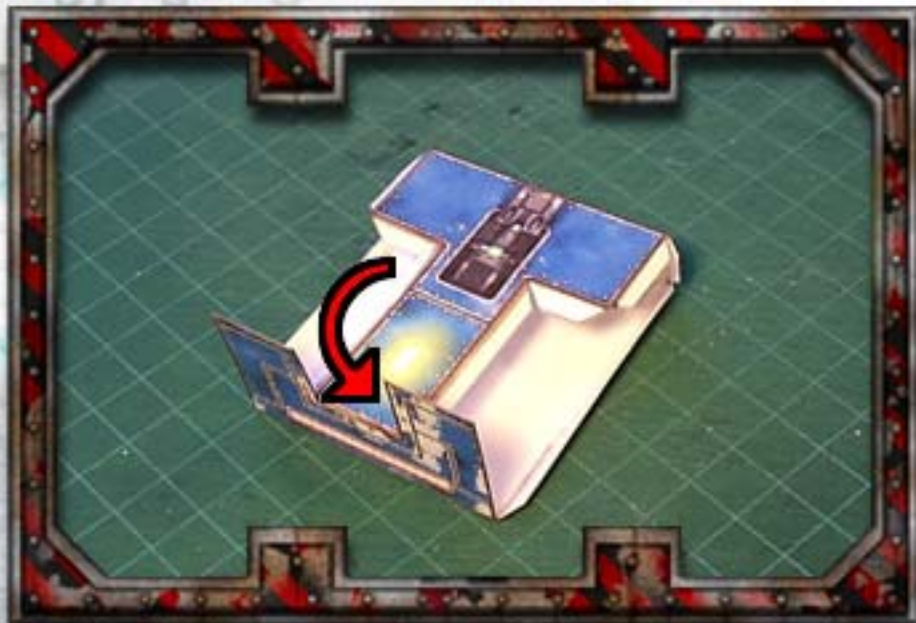
When dry, repeat with the opposite side to complete the keel.



Attach the keel to the central area of the underside of the box chassis.

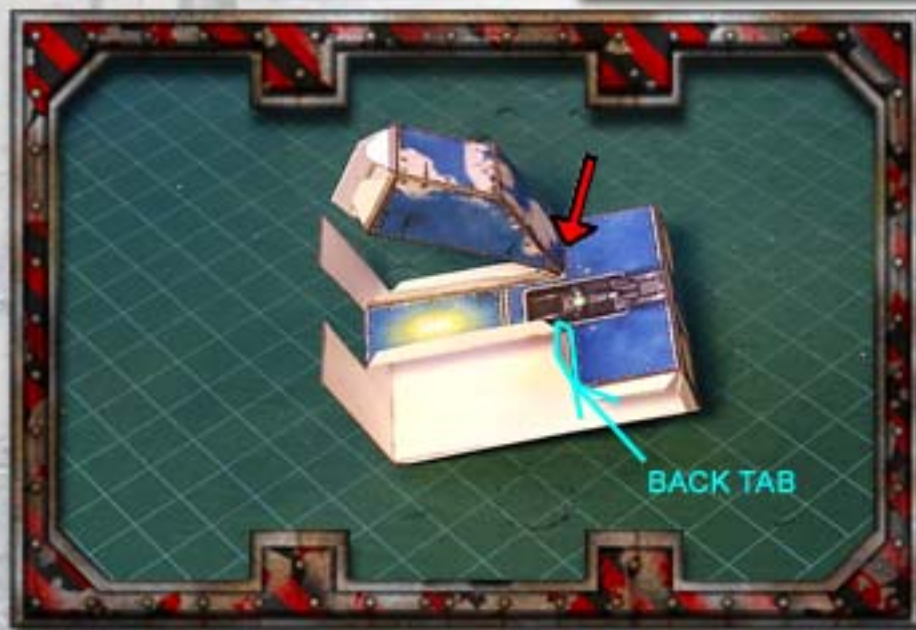
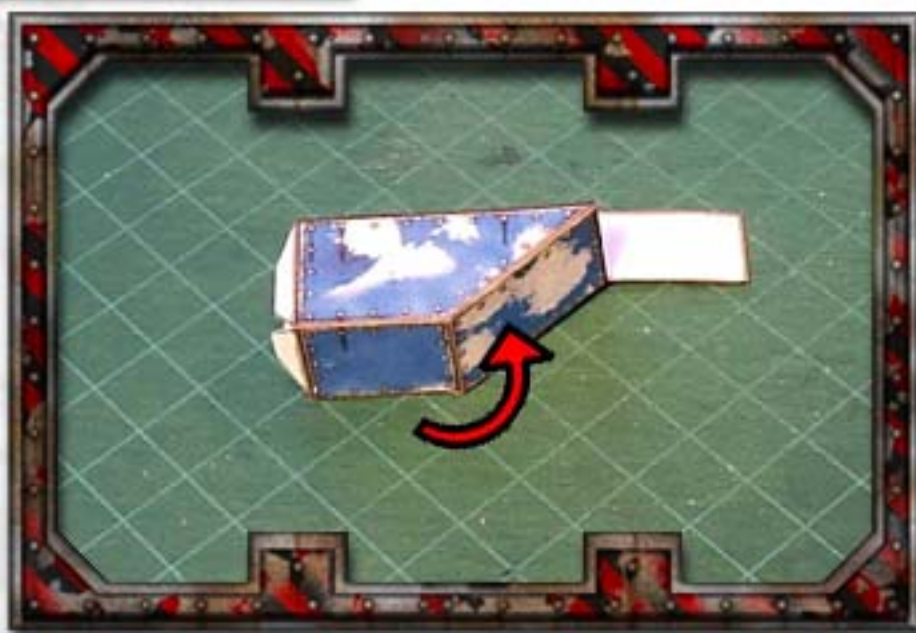
There's an optional engine housing on the same page as the keel which is a simple box construction and attaches to the rear of the box chassis as shown.





To start the twin-mech chassis, connect the underside strip to the small tab at the front as shown.

Build the underbellies by folding up the diagonal slant to meet the tabs on either side and glue it into place.



Attach the matching underbelly to the appropriate side by gluing it first to the small tab at the back.



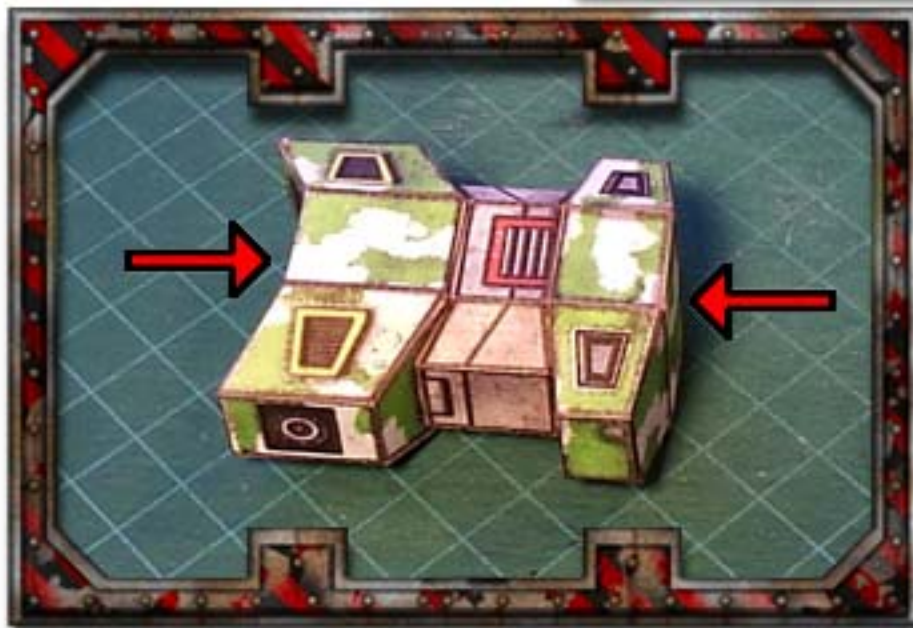


When the back tab dries, apply glue to the remaining tabs and align the underbelly into place, carefully matching both the side and the front edges.

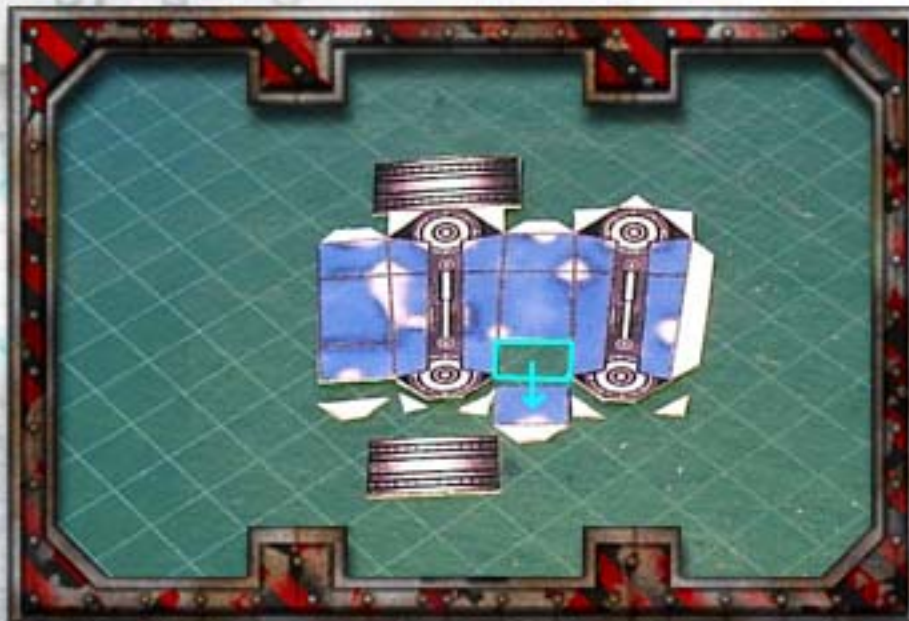
Repeat with the other side to finish the chassis.

The torso chassis is made almost entirely out of simple box shapes, as are the various vents, cockpits and other optional brik-a-brak.

The slight exceptions are the upper torso and waist components, both of which feature reverse folded sides.



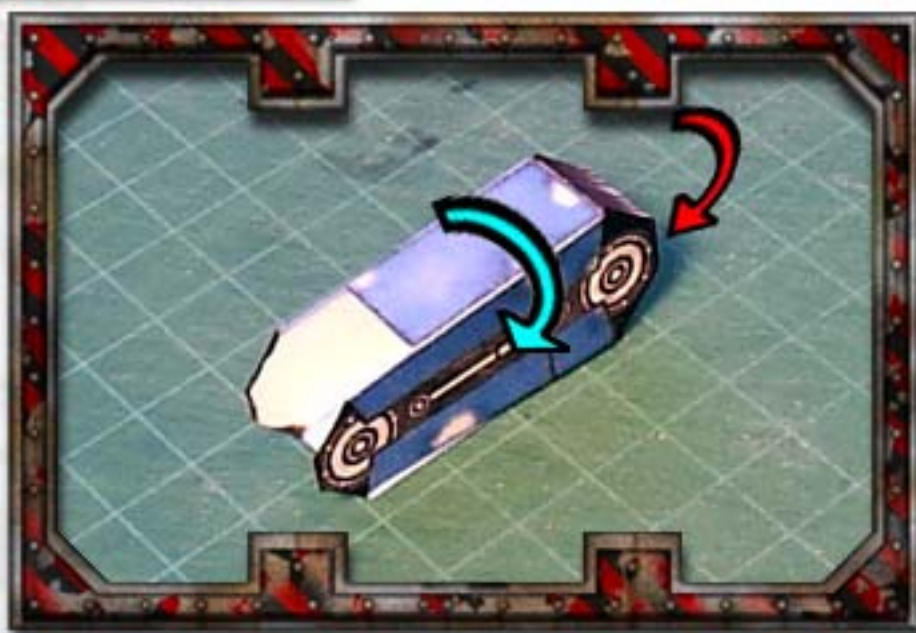
Combine the upper torso, waist and lower torso components as shown.



After cutting out the leg, think about which way it will be oriented and what it will be connected to.

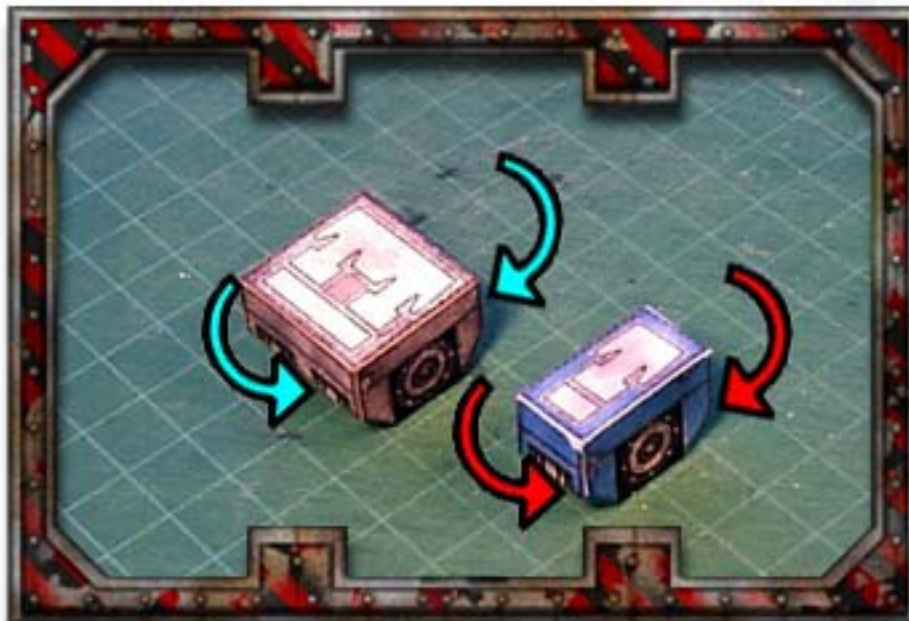
When you've decided, remove the tabs and gear facing off the "receiving" end. Also remove one of the small, squared areas from the center to allow the opposing leg component room for positioning.

Once you've trimmed off the un-needed parts, edge the leg component and then fold it up, gluing it first along the large tab on it's side, then closing up the gear on the end.



All the leg components go together the same way, as do the tank treads (although they obviously have no parts removed).

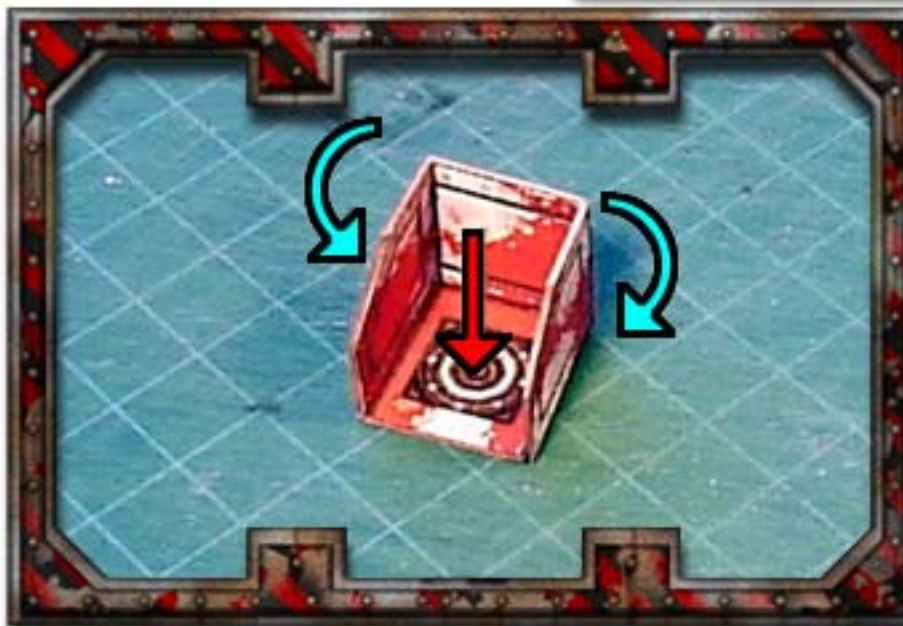
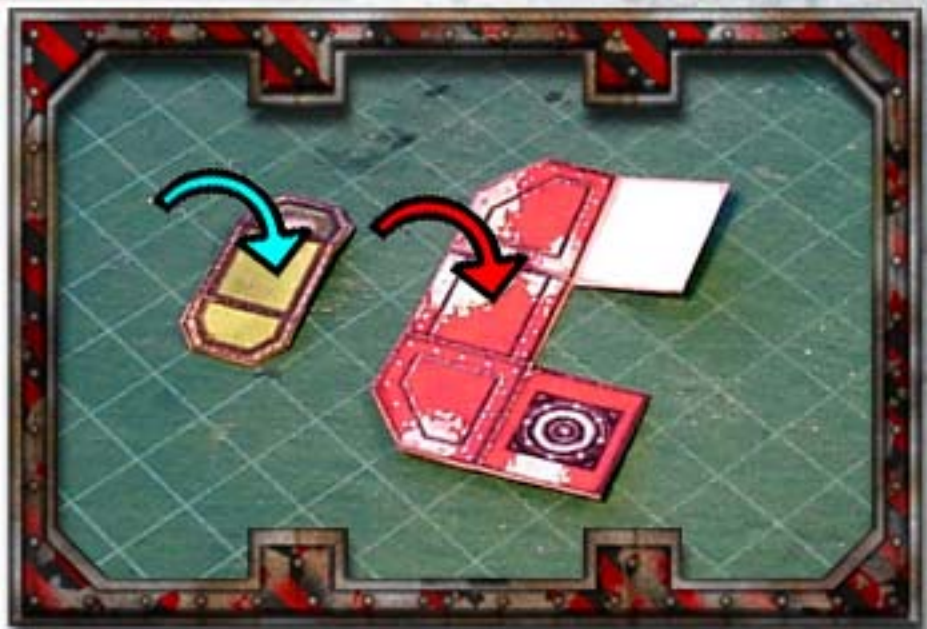




Both the wide and skinny robo-groins are modified version of the simple box.

Connect the underside to the main tab on the opposite side and then, when dry, fold the front and back flaps into place.

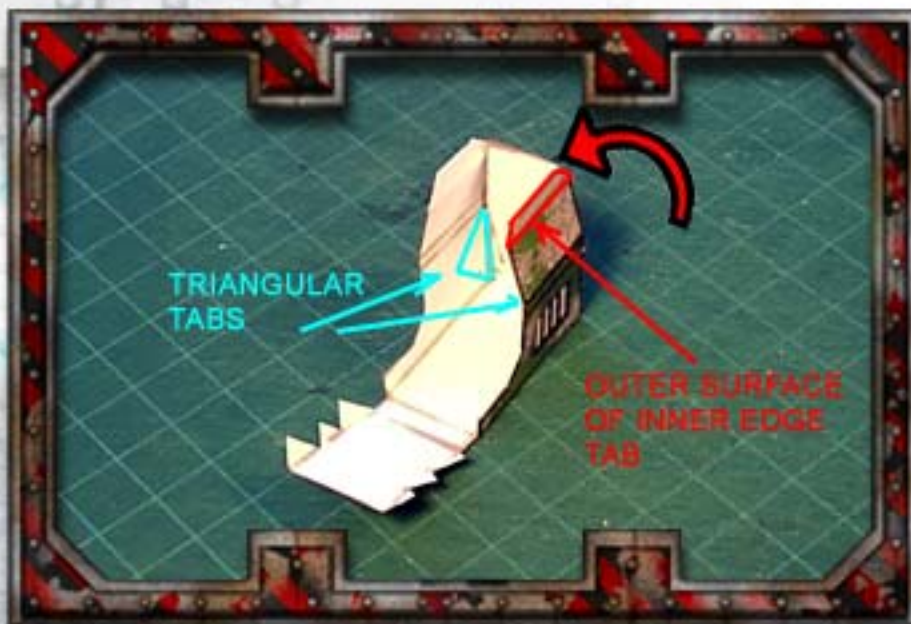
The knee/elbow guards and shoulder pads are simple foldovers.



The shoulder pads have an additional step however.

After folding the sides down as shown, apply glue to the blank inner side and align the gear printed outer side to complete the shell.



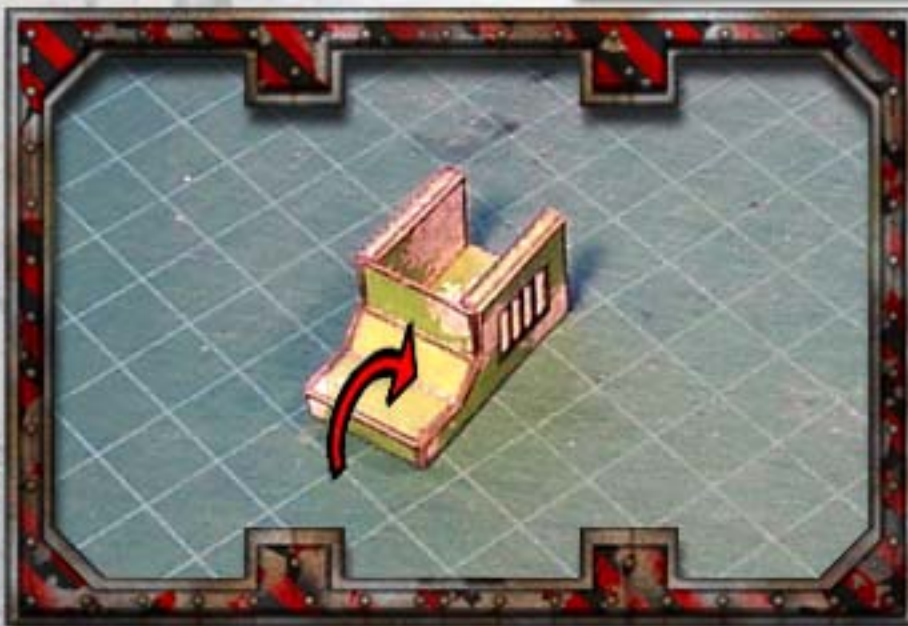
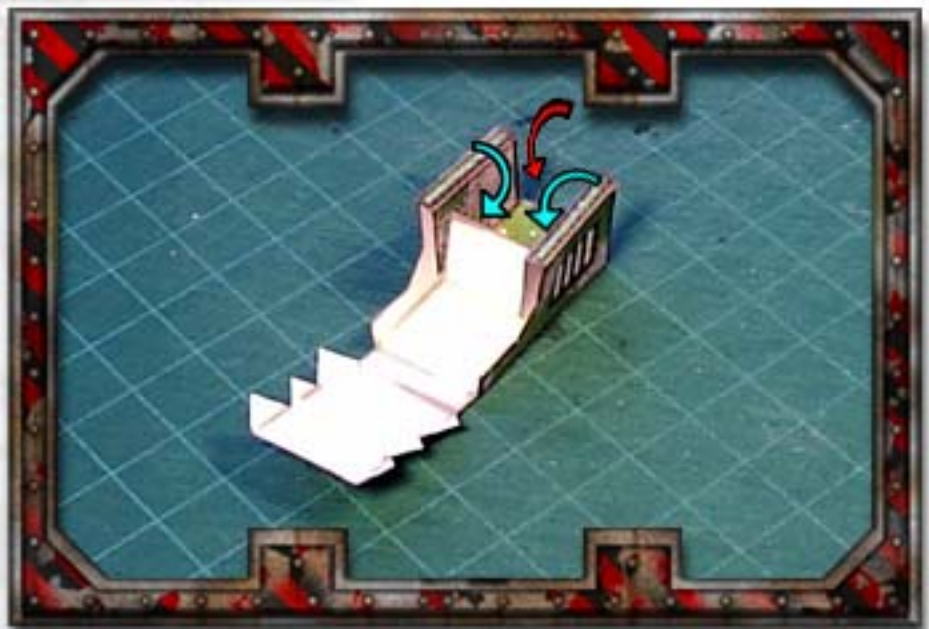


The gun brackets are probably the most complex component in the mecha tool-kit.

Begin by folding up and gluing into place the two large, triangular tabs on either side of the front of the bracket.

When this dries, apply glue to the outer surfaces of the tabs on either side of the inner edge.

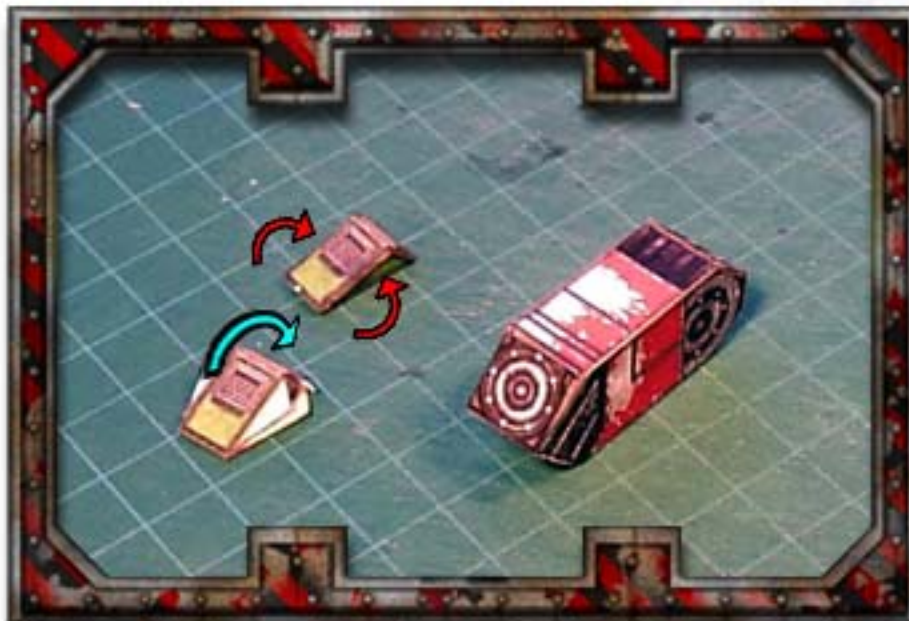
Fold these down and then fold the inner top edge down to meet the tabs (a pair of tweezers comes in handy for this sort of fiddly gluing).



When that's dry, apply glue to each of the tabs running along the sides of the back end and fold it up and into place.

Apply glue to the back of the gear facing in the middle and match it up to the inside of the back





The upper arm is almost identical to the leg components except it has one less side and no parts need to be removed.

The small vent is another variation on the simple box.

The ankle, robo-foot and toe-wedge are also all variations on the basic box construction method, just with more or less folds.



Combine the ankle and robo-foot as shown.

The toe-wedge is an optional part that can be glued to the heel of the robo-foot to create an alternate, rear-sloping foot.





There are several additional parts on the page with the robo-feet.

The first is an optional "shin guard". Attach the small triangular tab at the end to the front of the guard to create a loop. When this dries, apply glue to the inner tabs and fold down the sides of the guard. When those dry, repeat with the upper sides to complete the shin guard.

The "boosters" are almost identical in construction to the engine housing on the big, box chasis.

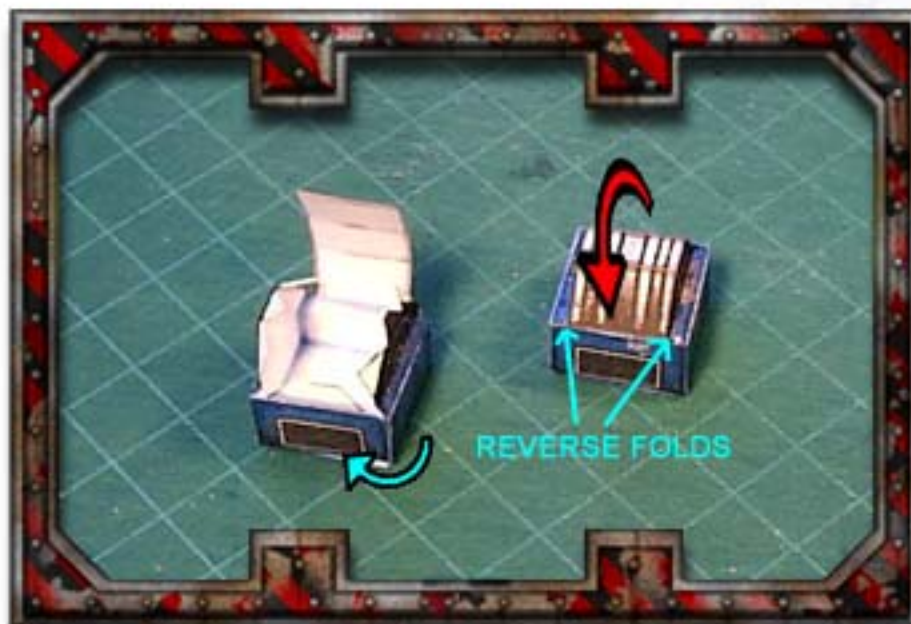


The last piece is an "ankle guard".

Fold and glue the sides to the front.

No really, that's all. Fold up the inner sections to act as glue tabs.





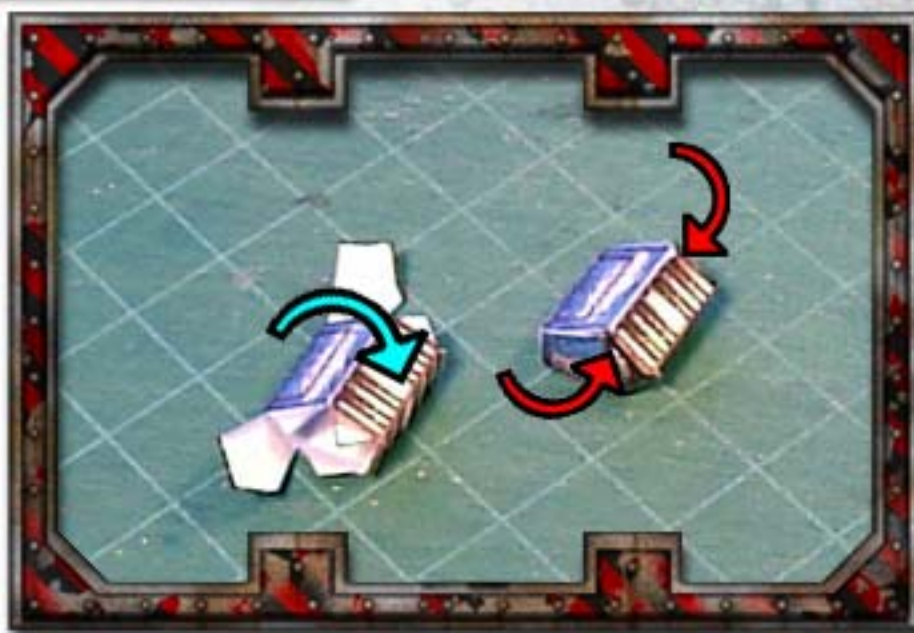
The claw-feet provide a more animalistic, rugged-looking option for your mechs.

The core is basically a box. Fold the sides around to meet and glue them together, then fold up and glue the bottom into place.

When that's dried, apply glue to the tabs around gear and fold it down into place, carefully aligning the edges. Pay close attention to that small reverse fold on either side!

The toes of the claw foot are (again) simple boxes, slightly modified.

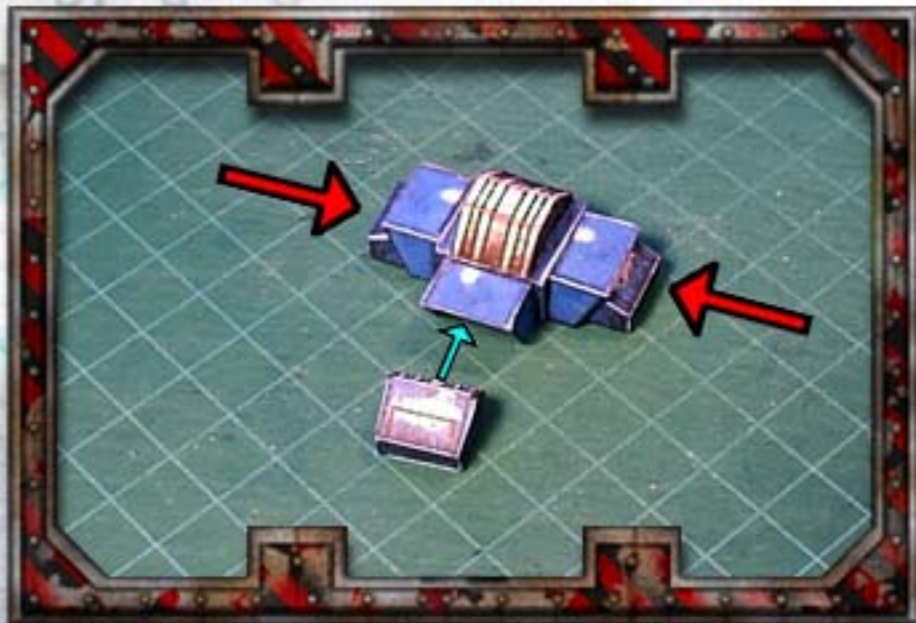
Fold and glue the main sides around to create a "loop" and then glue and fold in the sides when it dries.



The toe guard is even simpler.

Fold in the triangular tabs and glue them to the outside edges to create an L-shaped socket.

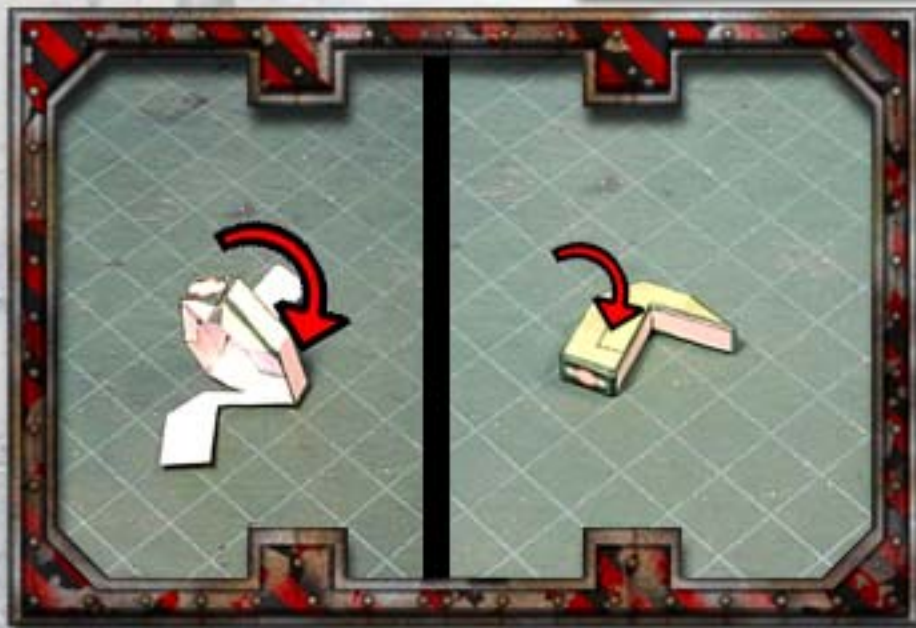




Finish the claw-foot by first gluing the toe-guards to the core and then gluing the toes themselves into the toe-guards as shown.

The box head is (all together now!) a variation on the basic box shape.

Close the loop, glue together the various diagonal sides and then fold in the two flaps on each side to complete the head.



The "mohawk" sensor is likewise, a variation on the good ol' box shape.



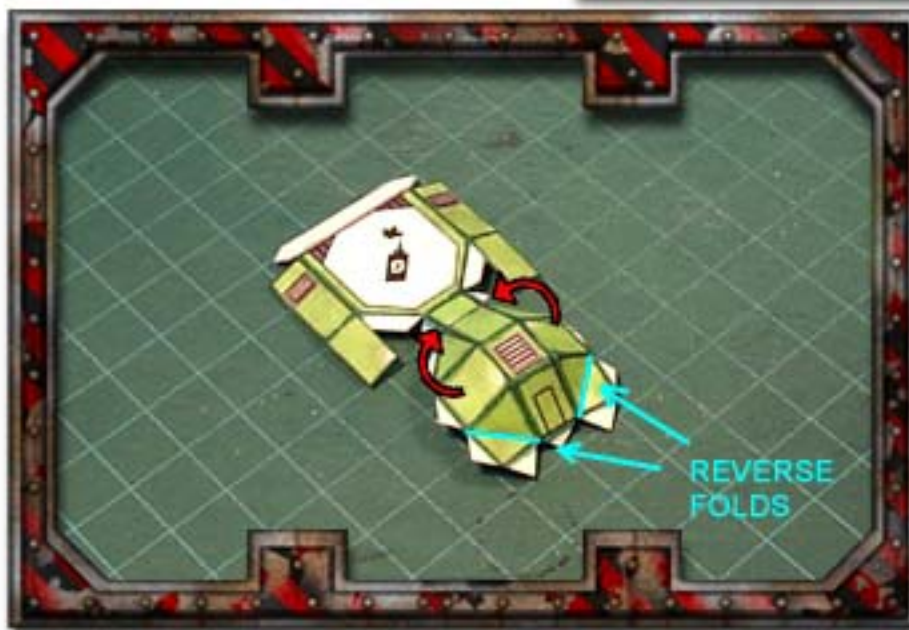


Complete the box head by attaching the "mohawk" sensor as shown.

The humanoid head requires a bit more work.

Begin by gluing the face together, closing each gap between the internal triangular tabs and their neighboring sides as shown.

Fold all the surrounding tabs underneath the face.



Next, close up the dome-like structure on the back of the head in a similar fashion.

Note the two reverse folds at the base of the head.

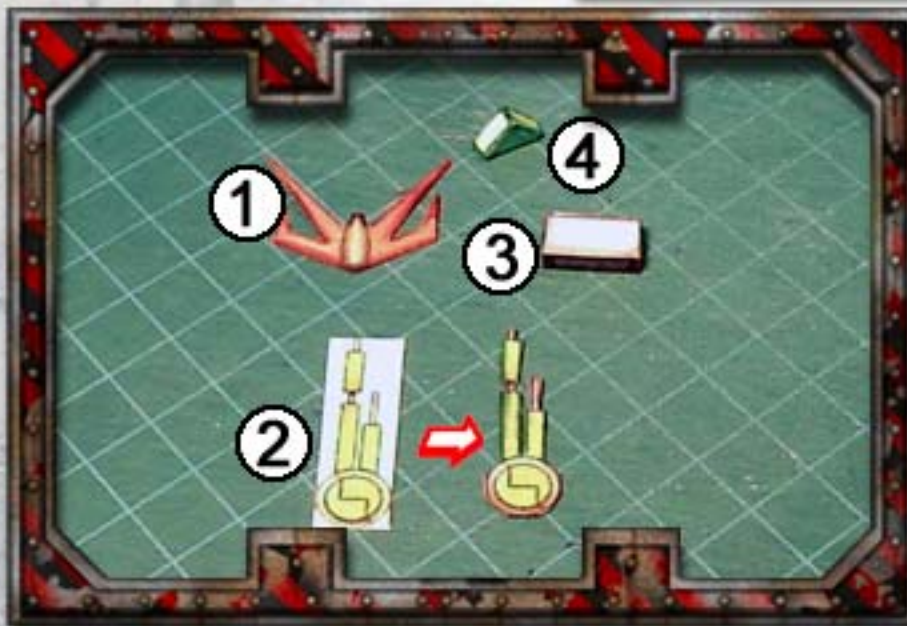




Glue the three triangular tabs at the bottom of the dome structure to the underside of the head.

When that's dry, apply glue to the side tabs and fold the sides in.

Glue the completed face to the designated gluing area on the head-back as shown.



There are several optional add-ons for the heads.

- 1) The crest- a simple cut out
- 2) Antenna- a foldover, remove excess whitespace when dry
- 3) Neck- a simple box
- 4) "Wedge" sensor- another box variant





Here, for example, the humanoid head has been given a neck, two antennae and a single wedge sensor.

If the crest were going to be added, it would be worth adding a wedge sensor first and then gluing the crest to it.

The rocket pods, plasma cannons and basic stock elements for the laser, gatling and mega cannons are all basic box variants.



The gatling and mega cannon barrels are (naturally) cylinders.

Curl them with a pencil or similar implement, then apply glue to the main tab and close the shape. When that dries, glue the two ends into place and then attach it to one of the stock elements with a circular gluing area (ie not one of the laser stocks).





The components for the laser cannon are all fairly simple. The barrel is a basic box, the support fin is a fold over and the power cell a slightly more complex box.

When building the power cell, align all the tabs on one side first, then glue the other side into place and finally close the top flap.

Assemble the laser cannon components as shown.

Note the longer tabs on the end of the support fin wrap around the front of the barrel.



You can glue your weapons directly to your mecha or you can glue the T-shaped fire tabs to them to create "hard points".

Then by simply (and carefully!) cutting a slit in the stock or back of your weapons you can slide them on or off and switch them up on the fly!





Further detail/personalize your mecha with the icons provided.

Here's a sample mech based on the box chassis with optional keel.

It has a central cockpit and two large sloping vents on the rear, topped with red and blue rocket pods.

Medium and large leg components were used with a wide groin and robo-feet with toe-wedges.

Two arms with gun brackets carry a mega cannon and a laser cannon.



This one's more of a "scout" mech.

Two cockpits and two box vents sit on the twin-chassis.

All three leg component types were used with claw feet and a skinny groin.

A plasma cannon and blue rocket pod serve as weapons.





Here's a more "anime" mech.

This one uses all the torso chassis components (the vents are on the back) and the humanoid head with all the fixin's!

Medium and large leg components were used and the optional shin guards, boosters and ankle guards were added on along with the basic robo-feet.

Gun bracketed arms and laser, plasma and gatling cannons complete the mech.

For the more exotic-minded, how about a "sporty" tank?

Using the torso chassis as a starting point, tank treads have been attached to either side.

The large, spinal vent from the torso page becomes the central prong and the two smaller vents are glued to the ends of the treads, becoming hard points for weapons.



Of course, you could just go nuts, like with this ant mech...

