

# BATTLESTAR GALACTICA

## COLONIAL MOVERS



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.

Original 3D model and textures by the creators of the Battlestar Galactica Ship Pack Coxson, MadJohn, and Dave975. Converted into a SketchUp model by Marian87.

Cleanup and prep, revision, additional parts, unfolding and arrangement by Marcell "Revell-Fan" von dem Berge. The kit is available in two sizes. This file contains the assembly instructions for the big and the small version. The parts pages are available separately.

To know more read this thread:  
<http://www.zealot.com/forum/showthread.php?t=151556>

Visit <http://sketchup.google.com/3dwarehouse/> to get the .skp 3D model.

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

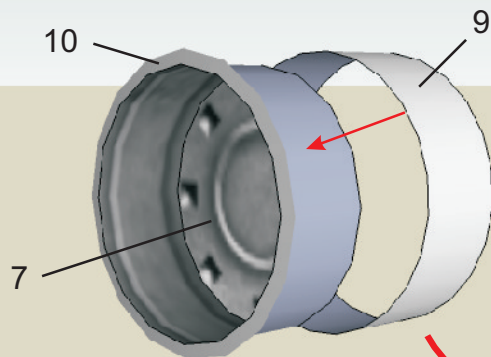
Have fun and enjoy!



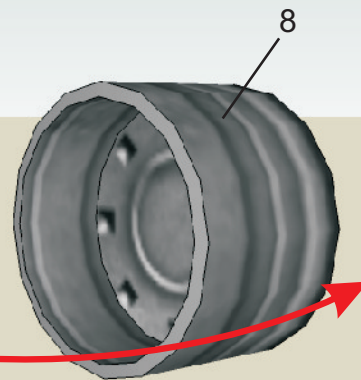
11/2011

## Assembly instructions (for big AND small version)

## Nose

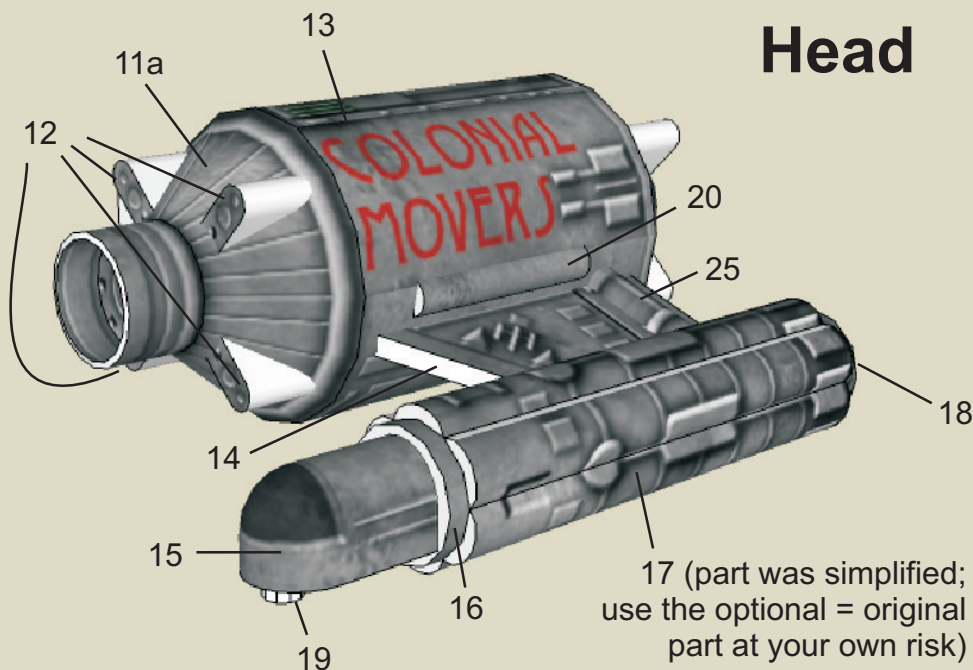


wrap 9 around 7 to make the part thicker



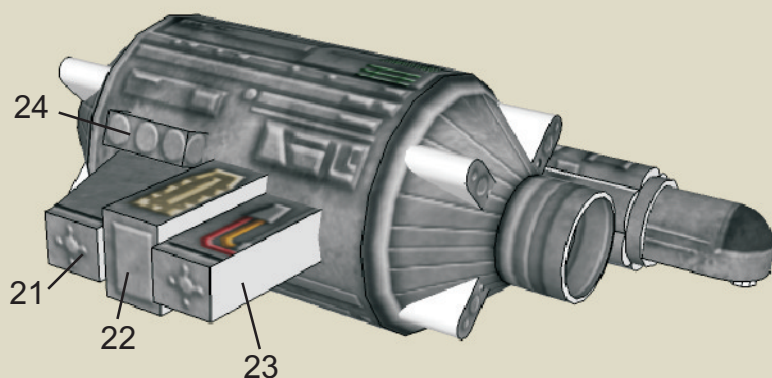
make a tube from 8 and insert the assembled parts 7, 9 & 10

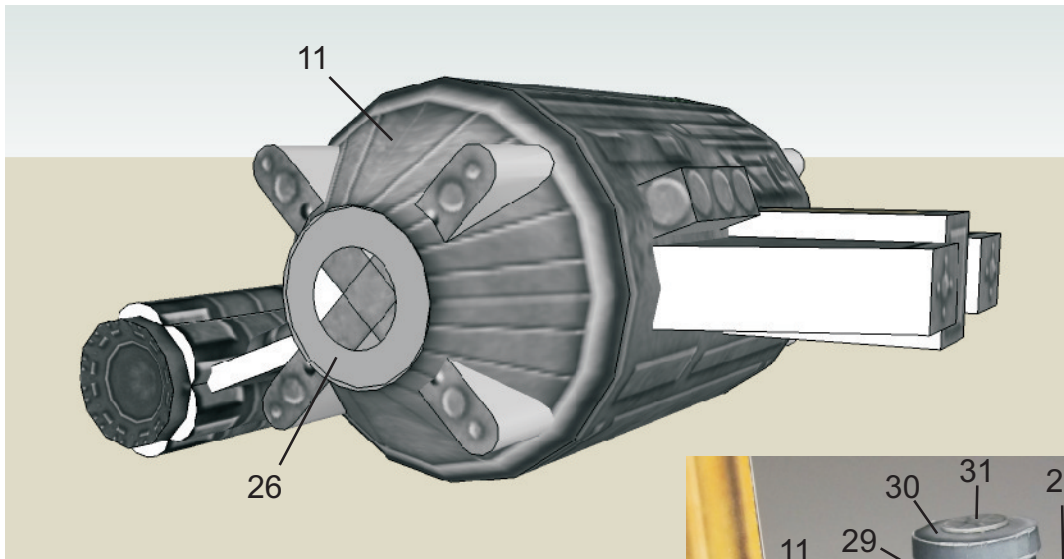
# Head



## Part 13:

The Apogee version has a different “V”; use the additional name plate and glue it onto the surface of the part if you want to build the Apogee version.

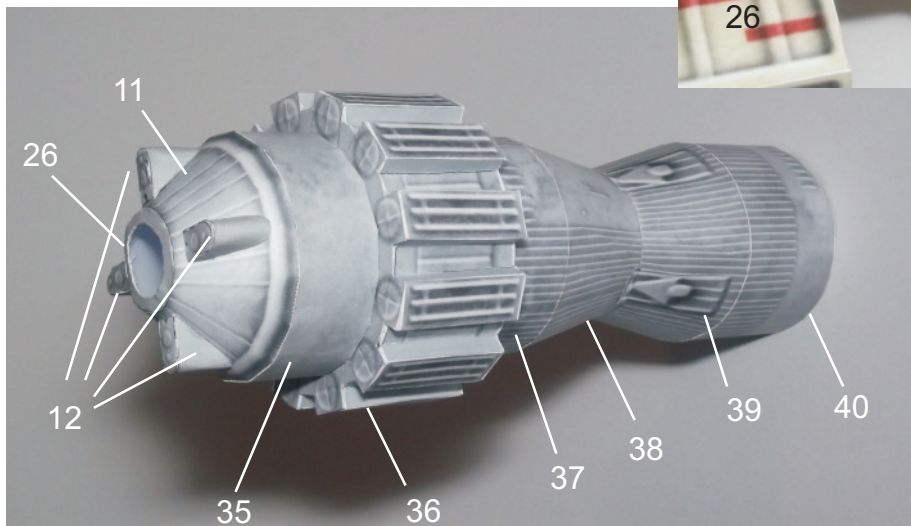
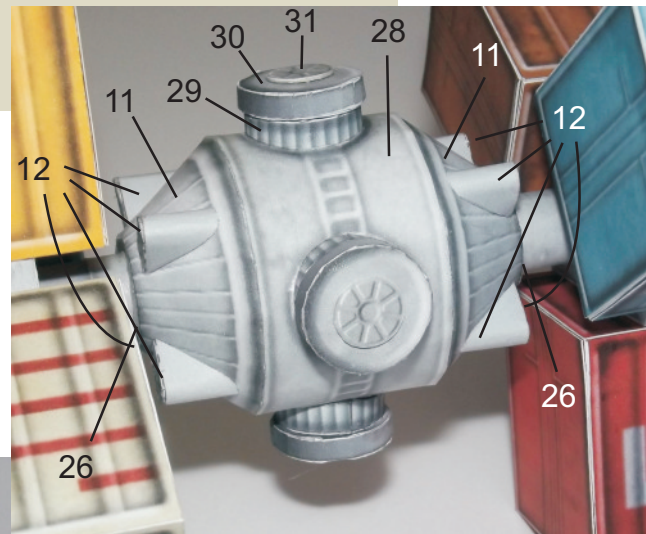




## Mid part

Laminate part 31 to 1 mm cardboard.

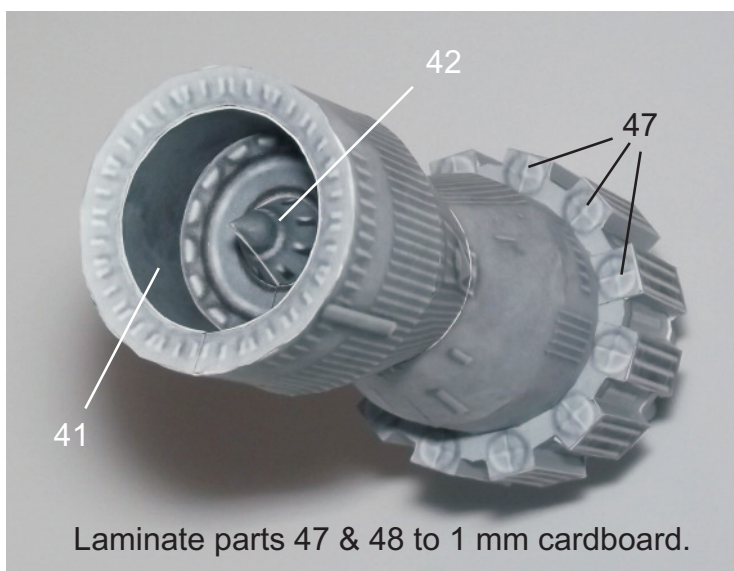
## Engine section



Part 11 is glued to the open end of part 35.

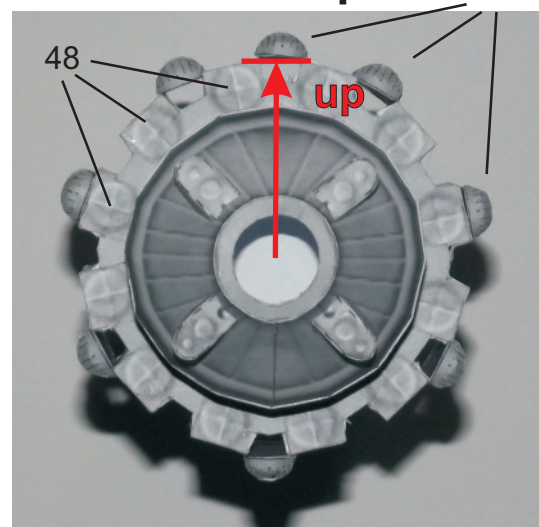
Assemble the rear engine section in this order:

40 - 41 - 39 - 38 - 37 - 42.



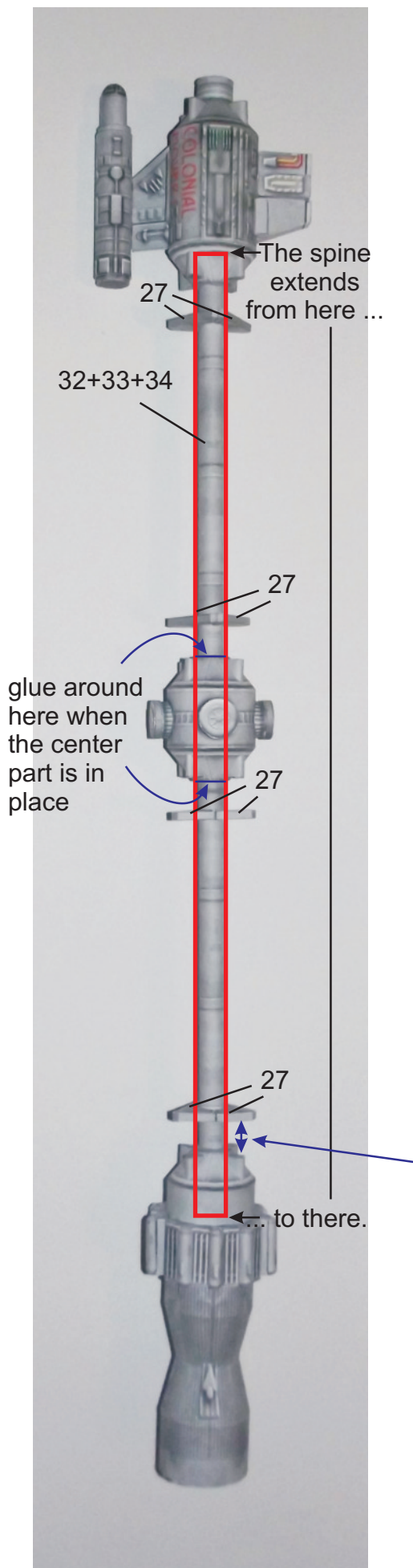
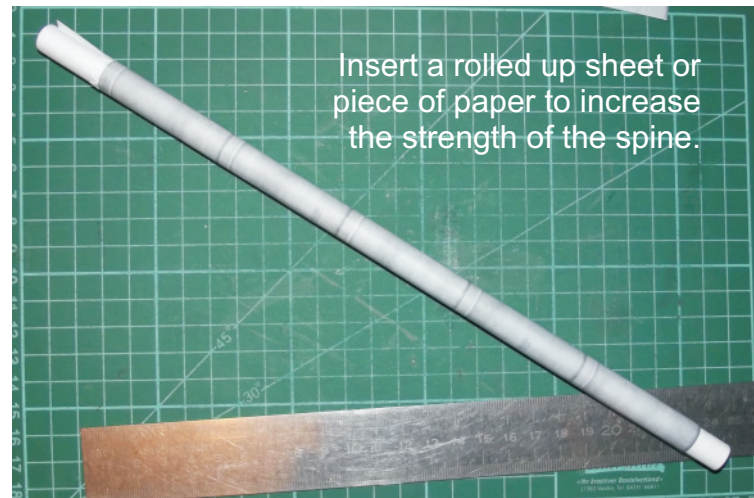
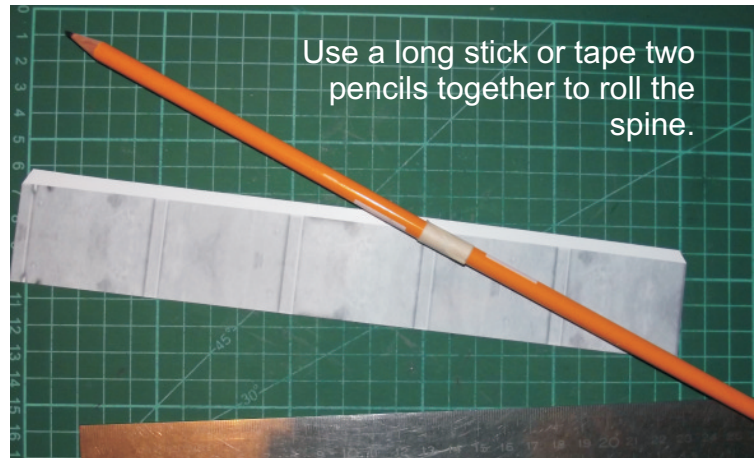
Laminate parts 47 & 48 to 1 mm cardboard.

## Placement of parts 43:

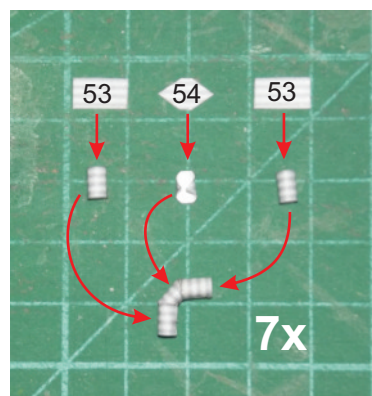




# Spine



Slide the center part over the spine and insert the spine into the head and the engine section. The inner walls of the parts should prevent the spine from going too far inside the head and engine. Cut the hole in parts 26 slightly larger if necessary. The thin lines on the spine tabs indicate the position of the head, the mid part and the engine. You may use a pencil to mark the texture of the spine so that it is easier to determine the position of the parts. Two parts 27 form one mounting clamp. Keep a distance of 13 mm (big version) or 9 mm (regular version) to the next element. Work carefully and watch for correct alignment.



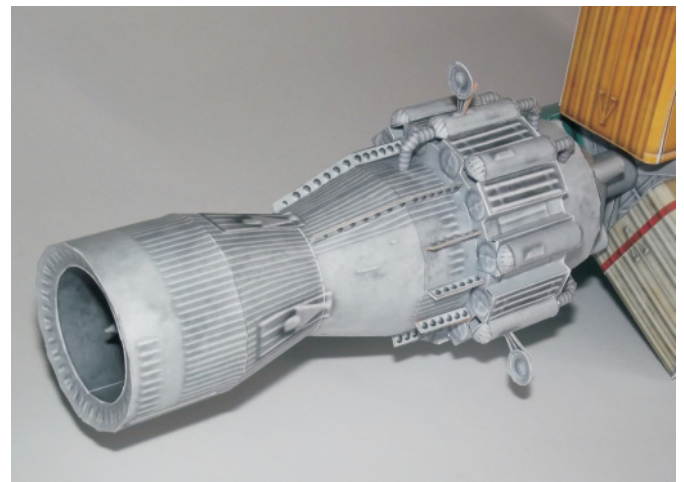
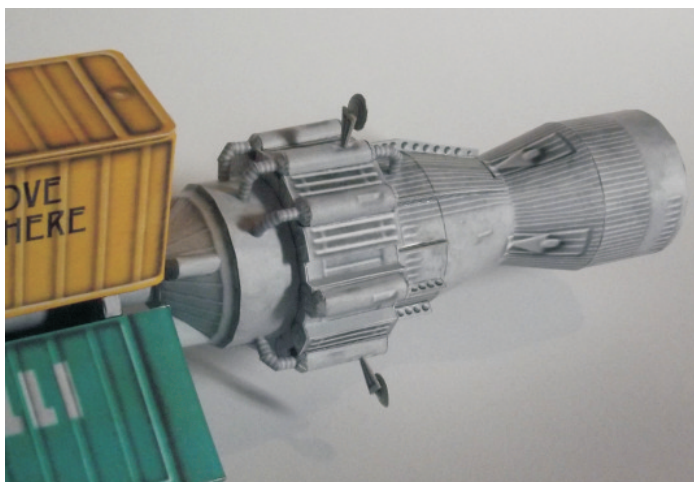
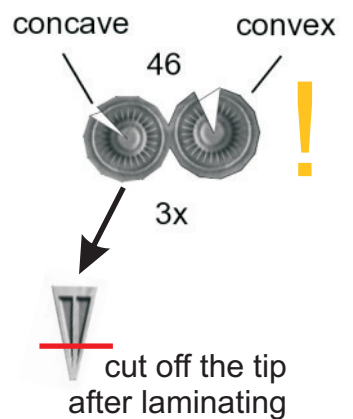
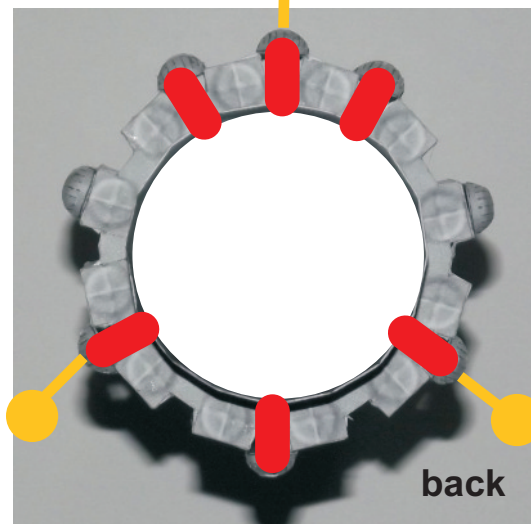
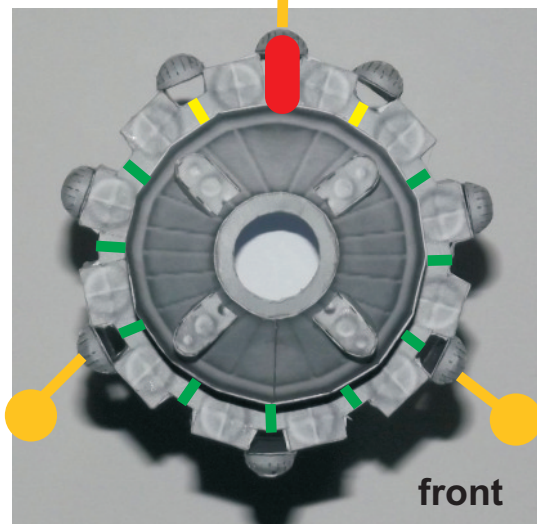
## Greeblies



glue 44, 49 and 51 to 1mm cardboard and use 45, 50 and 52 for the back side



# Placement of 44-46, 49/50, 51/52 & 53/54:

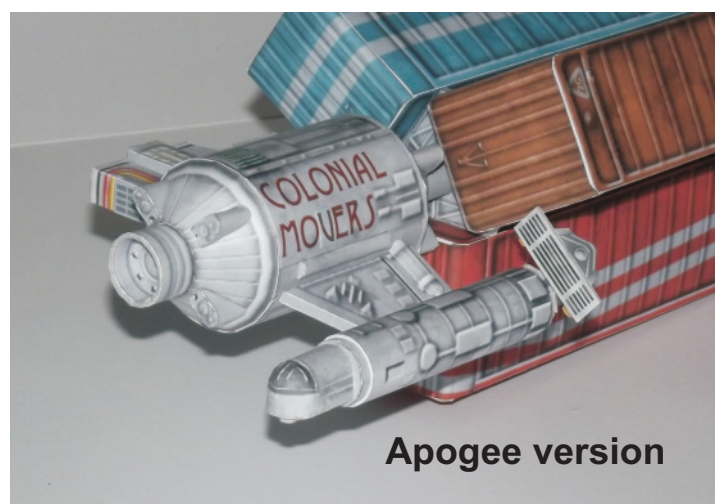
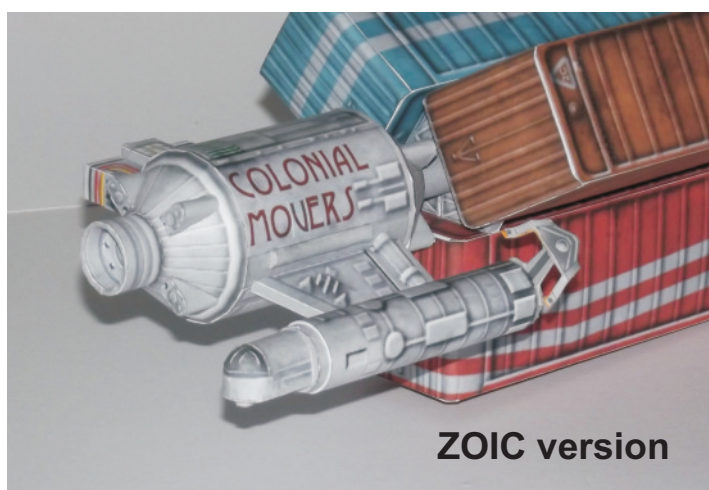


## Antenna array

Laminate parts 55 - 57 to 1 mm cardboard and glue two equivalent parts together so that you have one textured front and one textured back side.

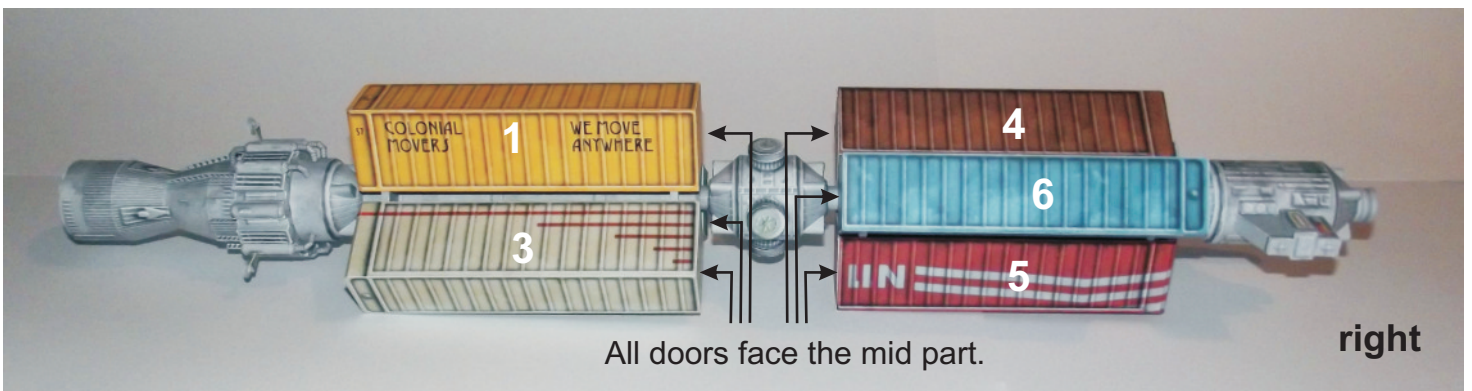
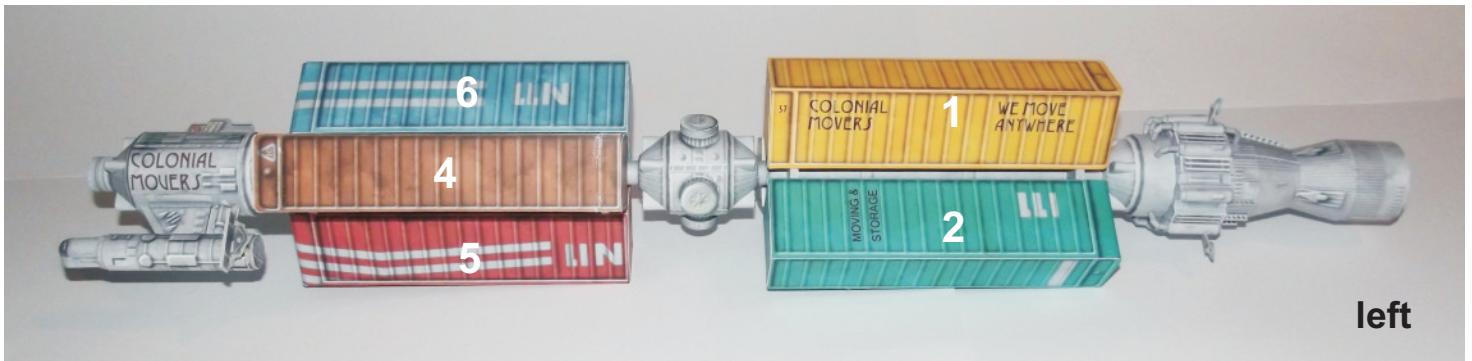


Fold them as shown and attach them to the cheek nacelle. Use the antenna for the Apogee version, skip the antenna for the ZOIC version.





# Placement of the containers:



## Differences of the Apogee version:

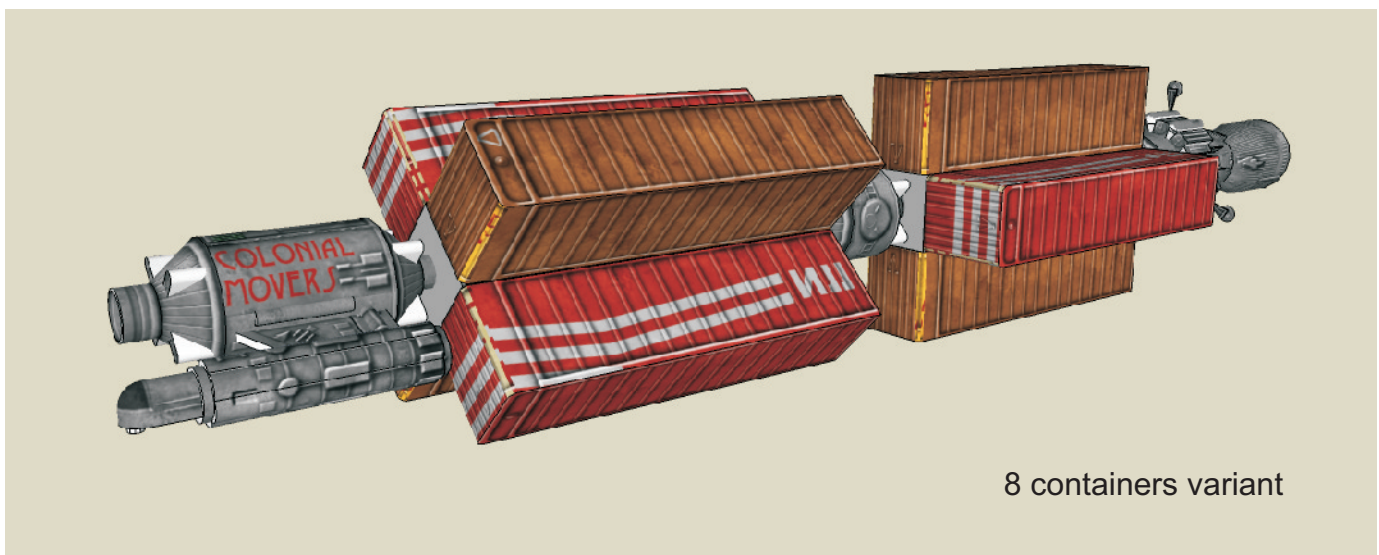
Part 3: The long red stripe on part 3 goes outwards. The door has red stripes, too.

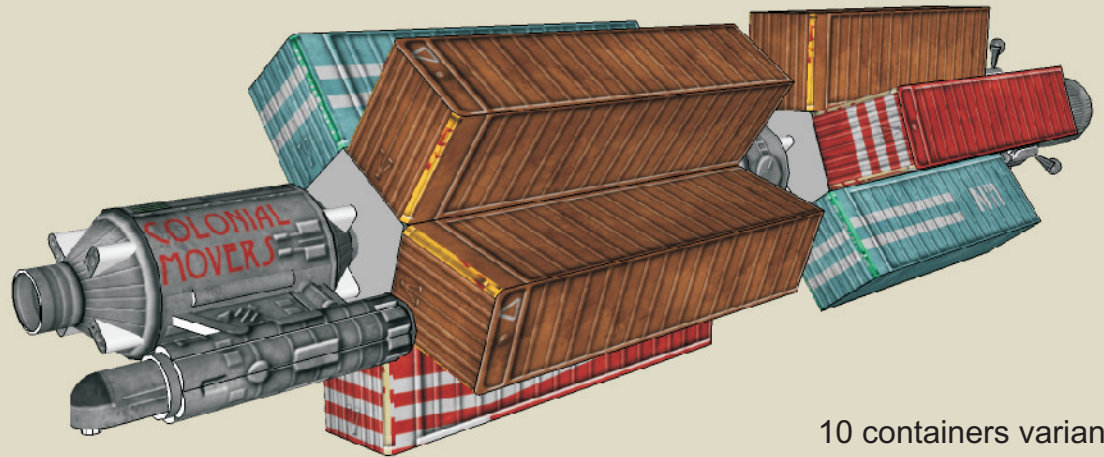
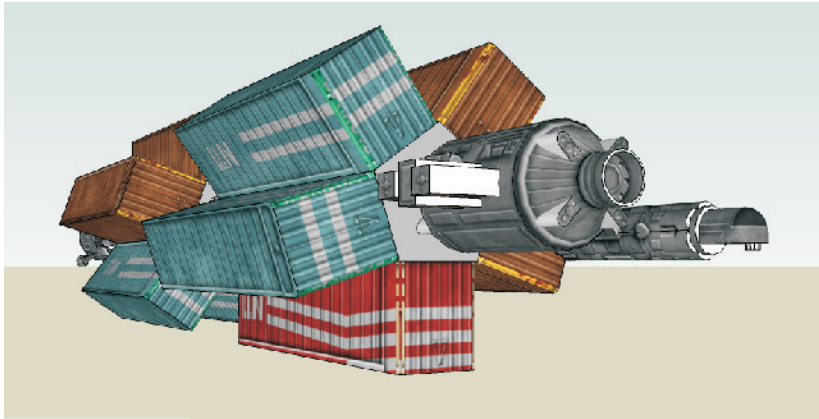
Part 5: The left side shows the LLN marking, the right side has three white stripes.

Part 6 has no LLN marking; left and right side of the container feature two parallel white stripes.

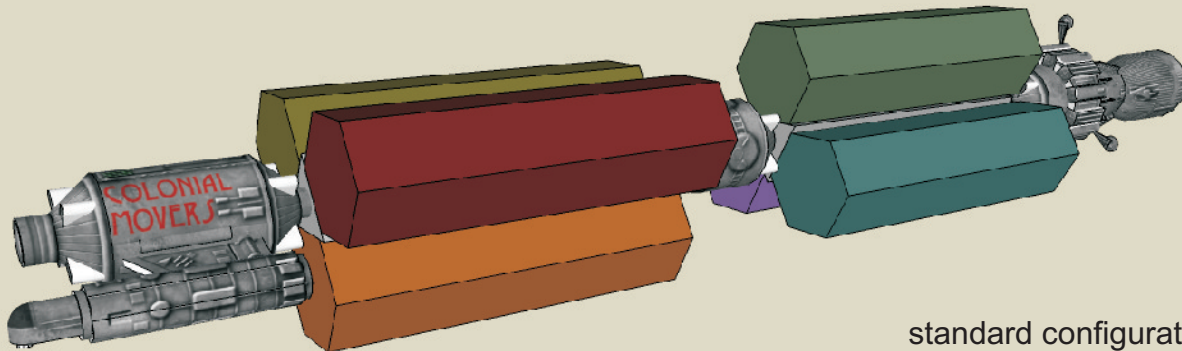
## Now this is where the fun begins:

The modular structure of the model makes it highly adaptive. You may print some parts multiple times to make it larger, attach new containers of different styles and even omit some elements to get a shorter express variant. Here are some ideas how your own customized Colonial Movers series transport vessel may look like:

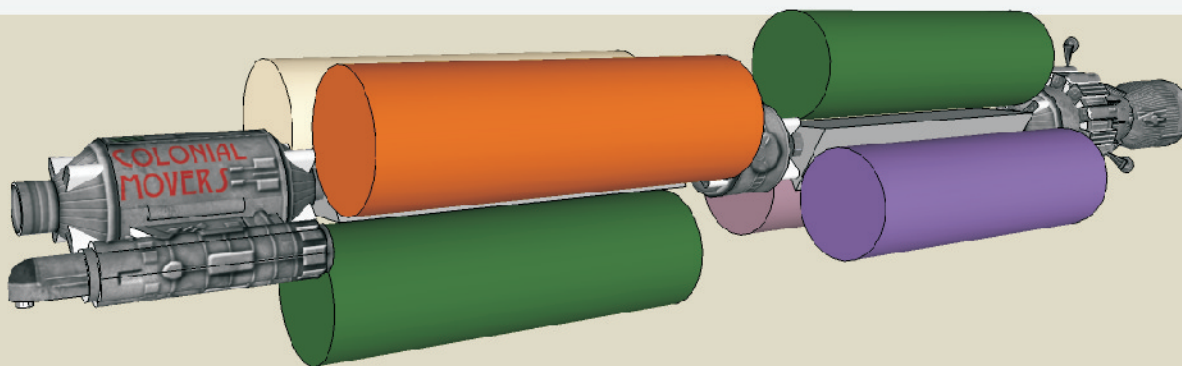




10 containers variant



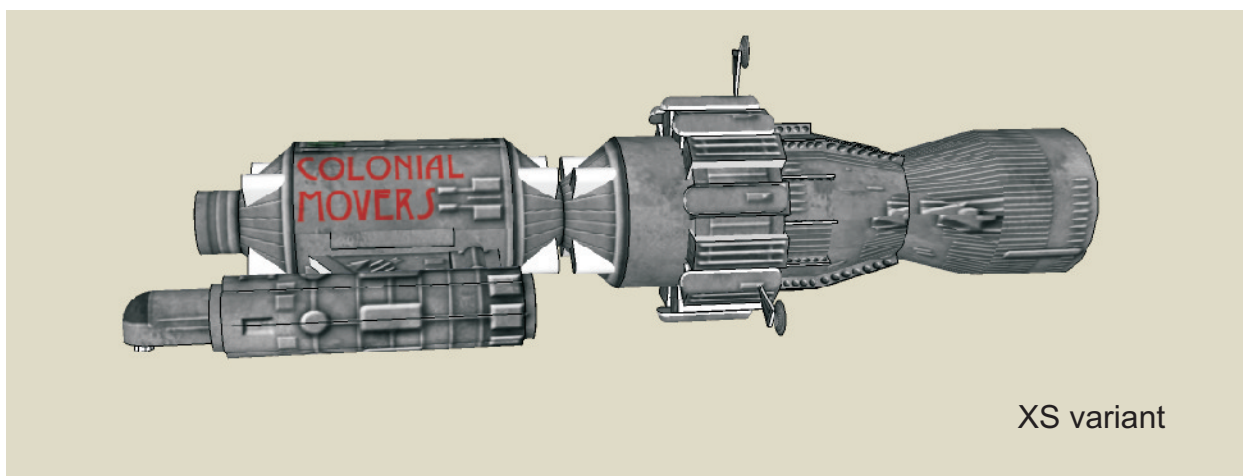
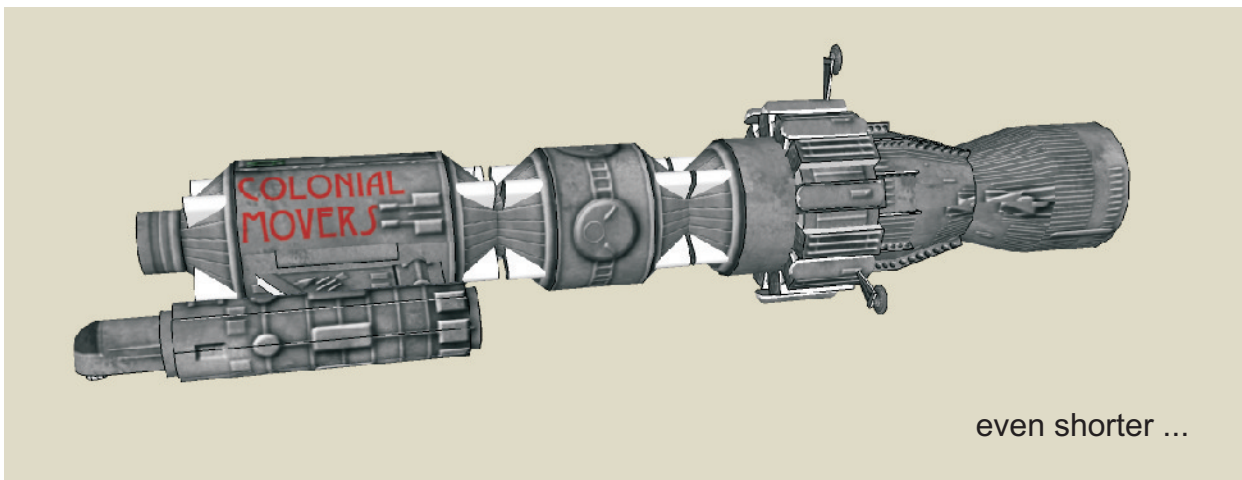
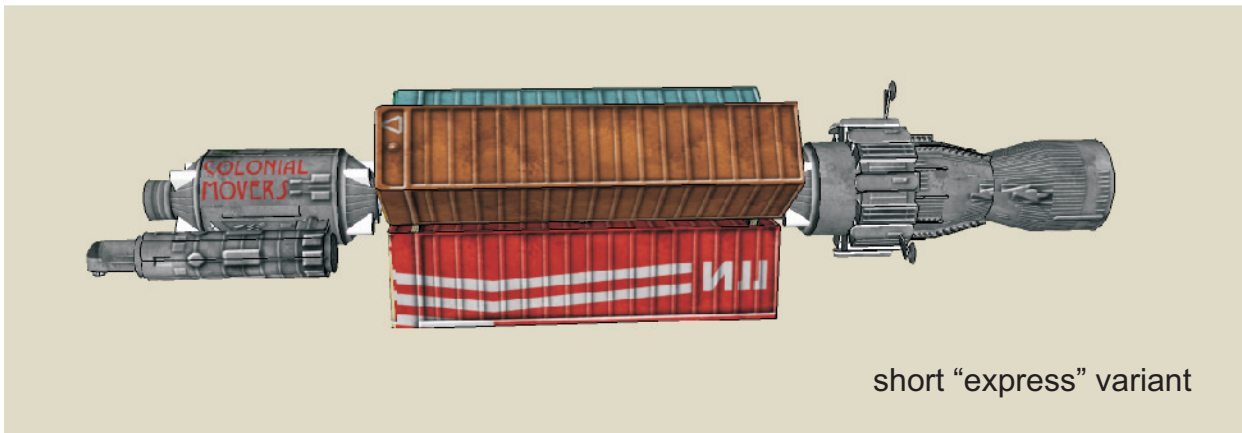
standard configuration  
with hexagonal containers



standard configuration  
with cylindric containers

The parts package contains \*.xcf files which can be edited with TheGimp (<http://www.gimp.org>). You may adapt the containers, rescale, retexture and recolour them according to your taste.





**And what about a UPS variant? ...**