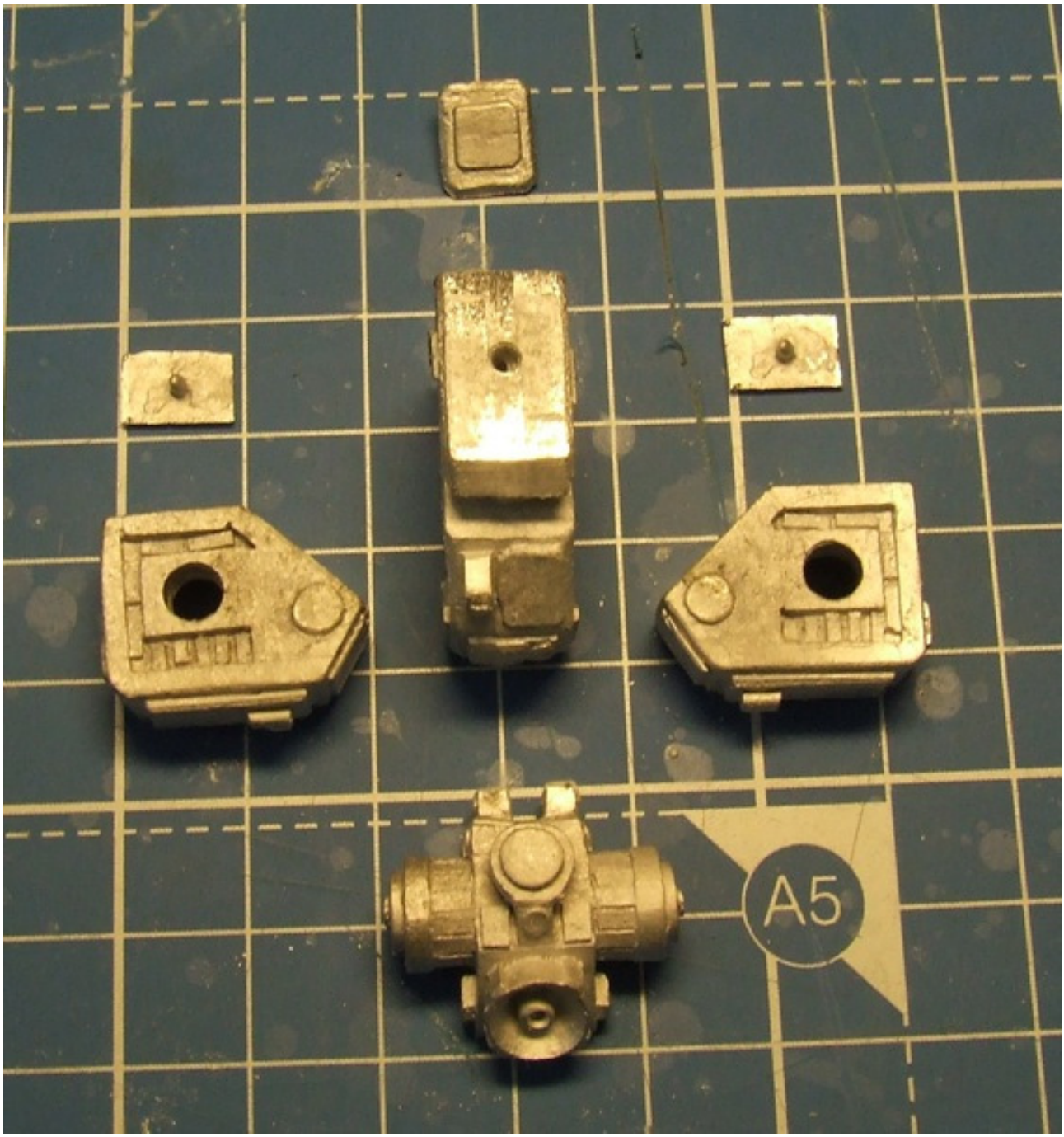
GROUND ZERO GAMES
A QUICK-AND-DIRTY TUTORIAL ON ASSEMBLING OUR NEW MECHA

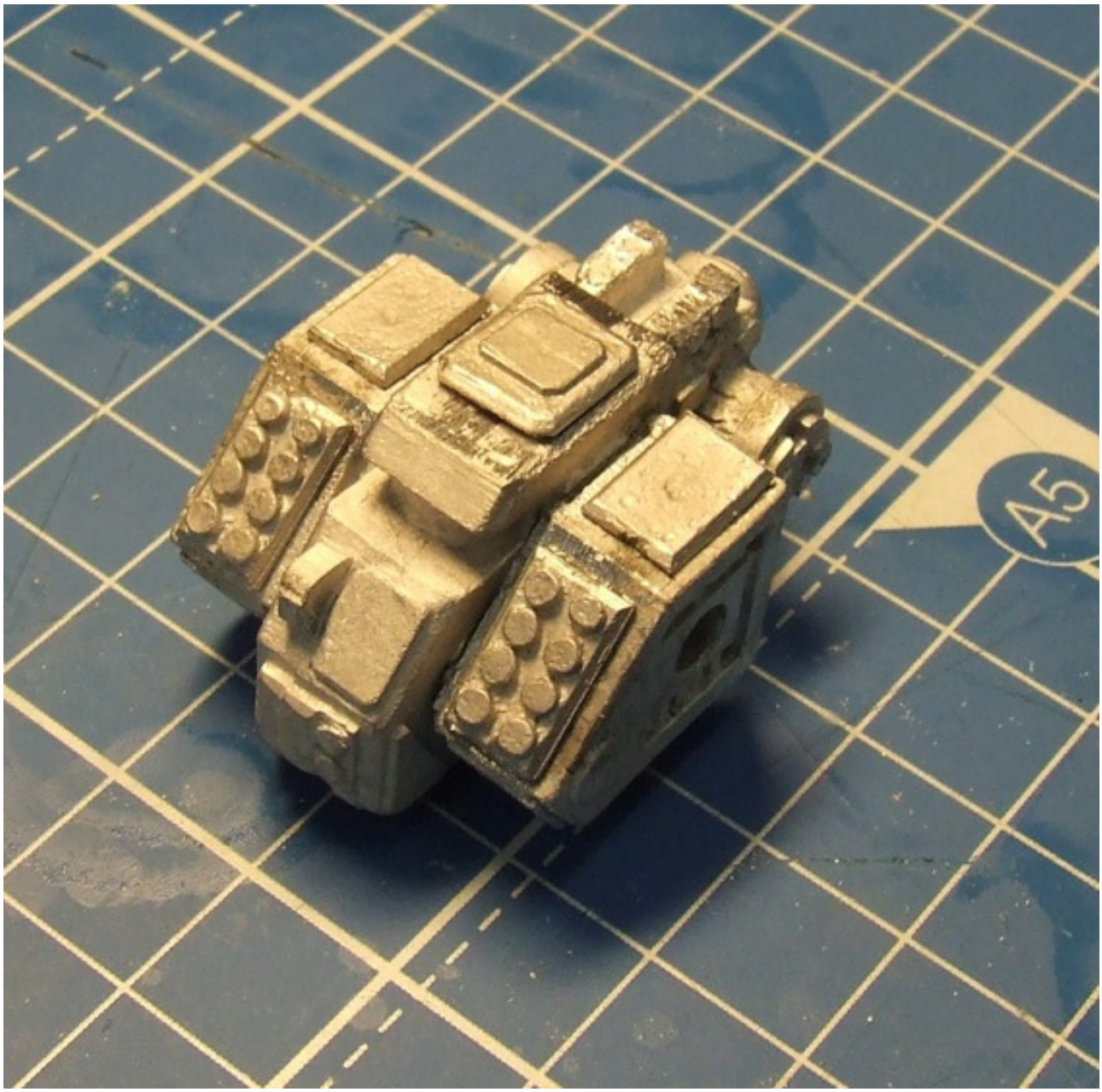
First, I ought to explain that this isn't a detailed, careful workbench build-up - it's just slapping the model together to show you what goes where! It took me about half an hour to do this, including taking the photos of each step; when you build yours I'd expect that you'd take a leisurely evening over it, cleaning up the parts and joints with much more care. Here, I just wanted to show you the basics - it took less time to assemble than it did to write this up!

You'll need your usual modelling tools - files, clippers etc - but the most invaluable things are a bottle of a good quality gel-type superglue and a can of spray activator for it. This is something you can buy both at hobby shops and many DIY stores (I use Wickes brand these days - it's made to hold bits onto buildings!), and it makes the superglue do what we were always promised it would - give a virtually instant grip! I use it all the time in assembling metal models large and small - all you do is put some glue on one component, spray a dash of activator on the other, wait a couple of seconds and then bring them together. Make sure you line things up first time, because once it's grabbed hold it's there for good! It IS true that the combination of superglue and activator is not QUITE as strong as superglue left to cure naturally - but I've never found it to be a problem, it's still more than strong enough for most uses - and for extra insurance you can always run an extra bead of glue into a joint afterwards and leave it to set for a few minutes in the usual way. Of course, if you want to assemble the model by drilling-and-pinning many of the joints with brass rod, there's nothing to stop you doing that, but I really haven't found it to be necessary in most cases - the combination of superglue and the strong design of the model's joints (sturdy mounting pegs and reasonably large areas to glue) means it should survive most things short of being thrown at your opponent when you lose….



PIC 1

I started by assembling the main torso, the parts of which can be seen in pic 1 above. You have the main central section where the pilot would sit; either side of that are the two “chest” sections, and below it is the backpack/power unit that fits on the back of the central section. The three small panels with locating pins are two plates for the shoulder tops (these may be left off if certain shoulder-mount weapon options are chosen) and the pilot’s escape hatch which fits on top of the cockpit.



PIC 2

Pic 2 above shows all these bits assembled into the complete torso, plus the two rocket-pod plates fixed to the front of the chest panels - again, these are optional and should be left off if you are fitting any large shoulder-mount weapons.

PIC 3

Now, set the torso aside and start on the legs; pic 3 above shows all the parts of the legs, feet and pelvis.
[A quick note here - MMG, the designer of this model, intended the pelvis section to be fitted the way this build is shown, with the two locating ribs to the BACK - these ribs are the location point for the trapezoid-shaped armour plate that the designer intended to cover the back of the machine's pelvis - a "bum plate" if you like. However when I assembled the first display models I used the pelvis section the other way round so that the armour plate became a "groin guard" at the front! Basically, you can do it whichever way round you wish, or leave the plate off altogether - it's up to you.]

PIC 4

So, on to the feet: each is in two parts, a toe section and an ankle/heel section. You can either assemble each foot “flat” on the ground, or with the heel raised at an angle - Pic 4 above shows one of each. It’s a good idea to do a couple of “dry runs” with the legs and feet - a good way is to temporarily fix them with blu-tack - until you are 100% happy with how you want them posed. Now you can fix the ankle “ball” from each foot into the round cup under each main lower leg section, ensuring the leg is at the desired angle for whatever pose you want your model to be in; as you will see from Pic 5 below, there is quite an amount of variability allowed by the design.

PIC 5

Once both lower legs and feet are assembled, you can fix the upper legs to them and then to the pelvis block - there is about 90 degrees of variability in the positioning of the upper legs into the lower, so again test-fit to ensure you are happy with the pose. Once you have done this, you’ll end up with a complete lower body/legs assembly as shown from various angles in pics 6, 7 and 8 below.

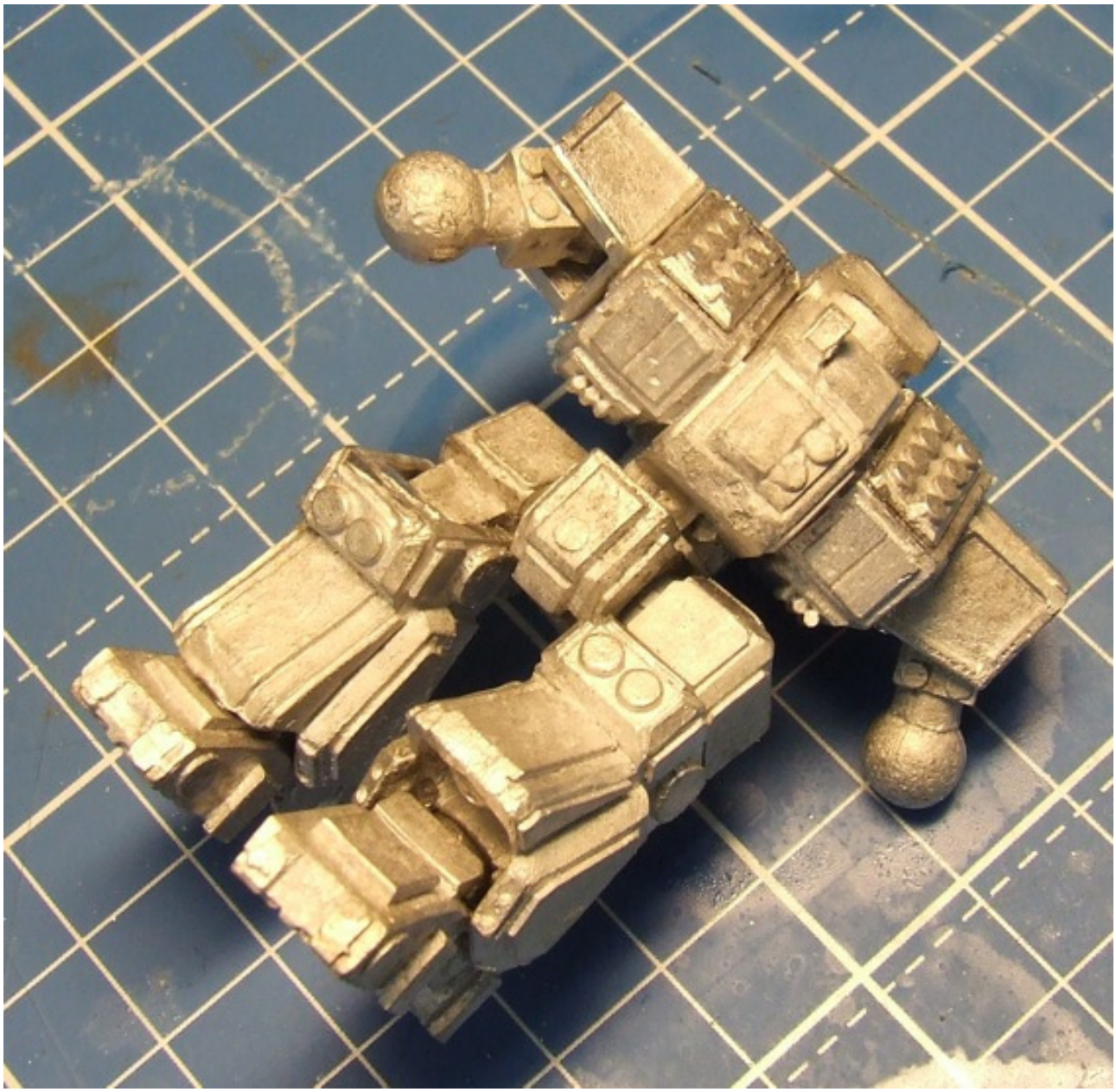
PIC 6

PIC 7

PIC 8

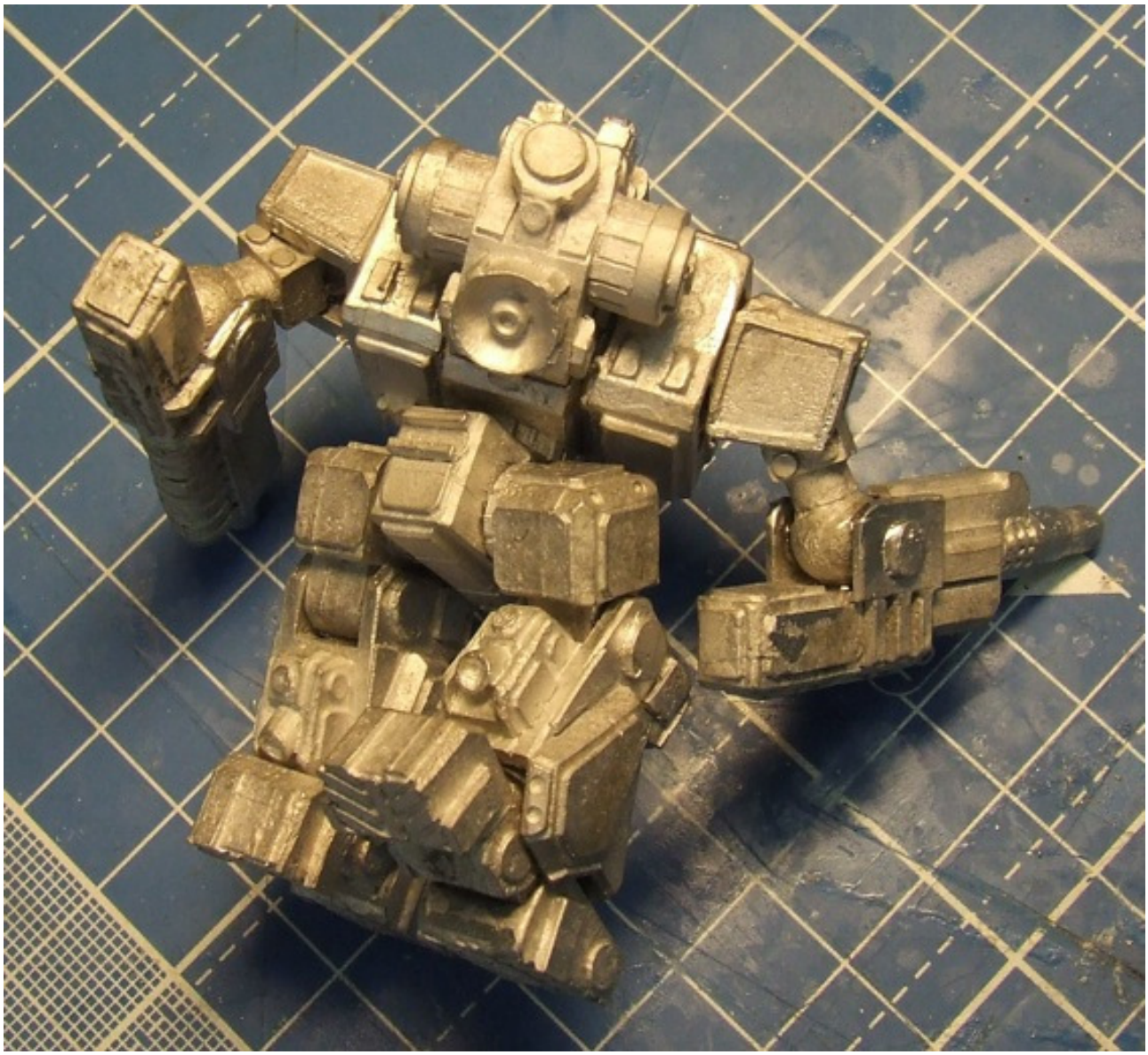
Now you can get the assembled torso and fix it to the lower body at whatever angle you wish, as shown in Pic 9 below. Next get the two shoulder joint boxes and fit them to the large holes on the sides of the chest sections; again, they can be at any angle you wish according to the final arm pose you want. Into these shoulder boxes go the rounded ends of the upper arms, as shown in Pic 10 below.

PIC 9



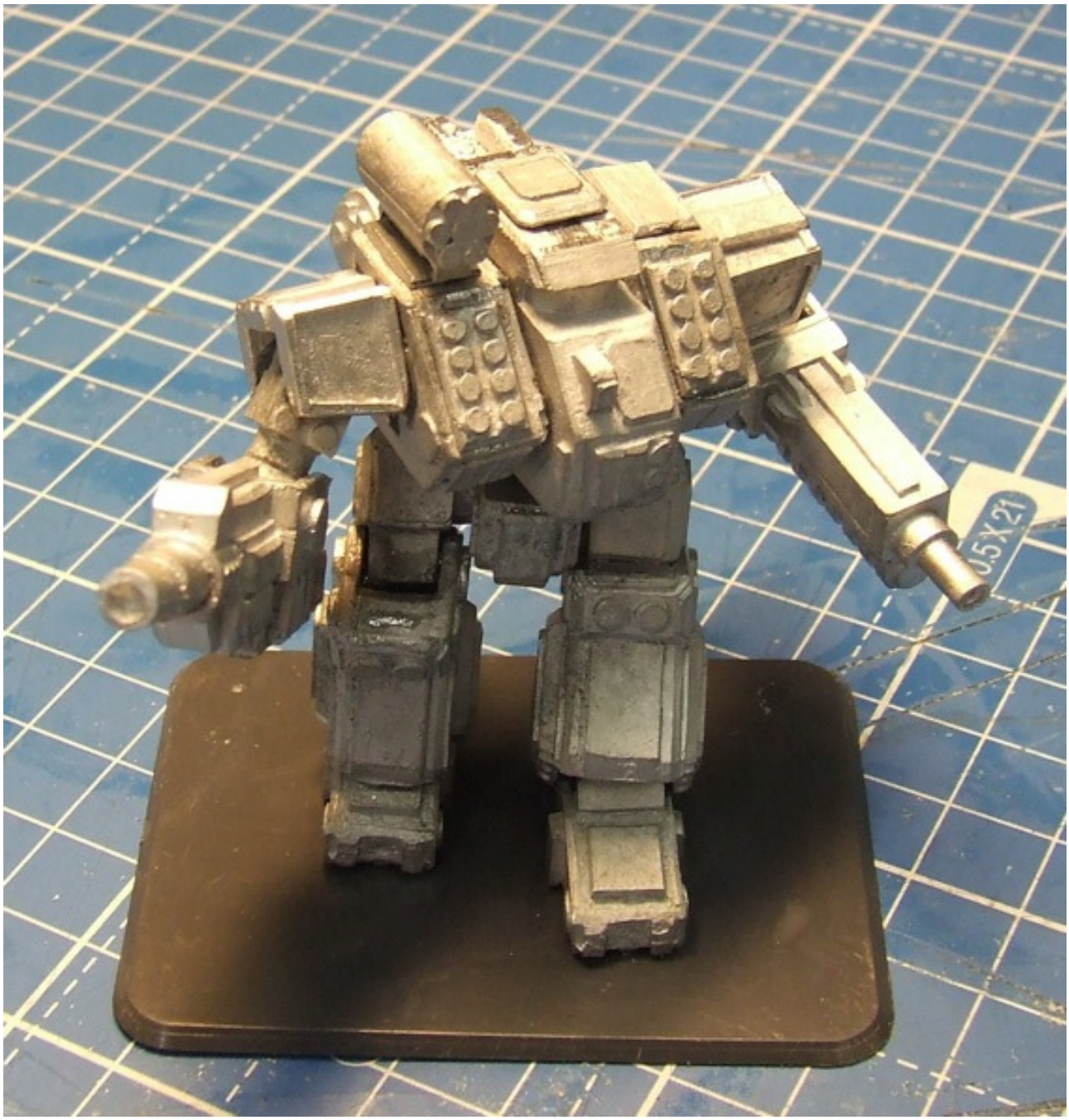
PIC 10

The Mecha is now almost complete except for its main weapons; these will vary according to the version you've purchased, for this example I've used the two big guns that come with Weapon Loadout A. These guns should be a nice snug fit onto the ball-jointed elbow ends of the upper arms, and you can swing them about into almost any position that you like - drip some superglue into the mounting location in the weapon, spray some activator on the elbow ball and position the guns as you wish. You'll then end up with a fully-armed Mecha as shown (from the back) in Pic 11.



PIC 11

The last thing we strongly recommend for safety and stability is that you put the model on a reasonably-sized base - here (Pics 12 and 13) I've used a commercially-available plastic base, but you can use whatever material you prefer. You may also note that in this pic I've fitted one of the two optional rocket pods to the right shoulder of the Mecha for some extra firepower - these pods are designed to fit over the small rectangular shoulder plate, while some of the other larger optional shoulder-mount weapons still to be released will require the plate to be left off.



PIC 12

PIC 13

As I mentioned at the start, this was a very hasty build in order to show you how it works - but even that gives a really impressive and solid model that should serve you well across many tabletop battlefields.