



Commonwealth Navy Patrol Combatant Vessel NSO-989 Tariq-class PatCom

Paper Model Copyright © 2004 Duncan Day, All Rights Reserved



Length: 121M
Mass: 4, 992 tonnes
Crew: 16+3

Independence War™ and © 1998, 1999, 2001 Atari & Particle Systems Ltd.

Assembly Instructions

This paper model presents a challenge due to its complex rounded hull shape, and the small size of many of the parts. However, patience and care will yield a very satisfying model 16 Cm in length (about 1:760 scale) of this Navy combat

vessel. Please read these assembly instructions carefully before starting to put your PatCom together.

- 1) Carefully cut out and score all the fold lines for parts **5**, **6**, **7**, **8**, and **9** that will make the ventral (lower) hull. Glue the flaps of part **5** to the back of part **6**, and follow the same procedure for parts **7** and **8**. Then attach the flap from part **8** to part **6** at the midline to create a shallow bowl or dish-shaped assembly, with the printed surface on the outer or convex surface. Keep the diamond-shaped part **9** aside for the last stage of the model's assembly, as it will be the last piece you glue in place (step 13).
- 2) Cut out, score and fold the weapon pylon parts, **11** and **12** and attach the flaps from part **12** to the **11**.
- 3) Once dry, test fit the weapon pylons assembly into the notches in the outer edges of the lower hull assembly, such that the pylons are evenly projecting from either side of the hull, the pylons are aligned so that they are perpendicular to the midline seam (long axis) of the vessel, the dish shape of the lower hull is preserved, and the image of the pylons on the lower hull parts lines up with the pylon parts. Once these parts are positioned correctly, glue them into place and let dry.

Bottom View of in-game model



- 4) Assemble the dorsal (upper) hull parts **21-26** in the same fashion as the lower hull shell. Score the fold lines first to help start the curvature of the parts. Attach the flaps on part **22** to part **21**. Then attach the flaps on part **22** to part **23**. Repeat the process for the other side. Before joining the two upper hull halves together, cut out, score and fold the PBC part **10**. Attach the PBC to part **21** (port hull half). Then attach the two hull halves at the flap adjoining parts **21** and **24** at the midline seam.
- 5) Attach the upper hull assembly to the lower hull assembly being careful to keep it all aligned at the edges all the way around.

Top View of in-game model



- 6) Now for the Command Section, or ComSec. Attach the upper parts **1** and **2** together starting with the middle flap at the midline. Then make the lower surface of the ComSec by attaching parts **3** and **4**, again, starting with the middle flap. Attach the upper and lower ComSec hull assemblies together, making certain the edges are cleanly aligned, and the entire seam has no warps or bends out of line.
- 7) Now attach the entire ComSec assembly to the upper and lower flaps of the main hull assembly, starting with the upper parts. Take your time on this step, to make sure these parts are aligned straight both from the side view and from the top view.

- 8) Now put together part **27**, the main engines. Leave it aside for the moment and assemble the inner waste heat array (part **29**) next. ***Make sure the printed surface of this part is on the inside.*** Now assemble the outer Waste Heat Array, part **30**, ***making certain the printed surface of the part is on the outer surface.*** The inner and outer Waste Heat array parts can now be fit together, nesting the inner one exactly into the outer one. Make sure the inner waste heat array assembly fits snugly, and aligns well with the outer waste heat assembly piece.
- 9) Attach the Main Engines part **27** to the Waste Heat Array assembly. Fold up the Main Thrusters part **28** and carefully place it inside the inner surface of the Waste Heat Array. Placing the thrusters into the finished waste heat assembly can be tricky so I recommend tweezers to place them gently down inside there.
- 10) Attaching the main engine assembly to the main ring hull might require a tad of trimming in the side notches, but it should fit OK. Try to ensure that the engine/waste heat array assembly aligns well with the main axes of the model.
- 11) Assemble the missile pods, attaching parts **13** to **14** (starboard pod), and parts **15** to **16** (port pod) before folding them up and building them. Once the outer pods are complete, place the inner panel part **17** to the starboard pod (the one with the green running lights), and part **18** to the port pod assembly (the one with the red running lights). Once complete, attach them to their respective weapon pylons. The missile pods sit almost equidistant between the fore and aft edges of the pylon just a little more toward the trailing edge), and hang down a little lower than horizontal the midpoint.
- 12) Fold the small triangular 'shoulder' pieces, parts **19** and **20**, and insert them into the notch between the ComSec and the outer edge of the main hull. It is often easier to do this by removing the flaps from these parts entirely, but some may find the flaps helpful so I've left them in.
- 13) Finally, once everything has been assembled, place the diamond shaped part **9** on the ventral (lower) surface, joining the lower ComSec to the lower main hull. As an option, an additional part has been included for those who wish to place the UDC collar plate on top of the midpoint on the lower hull assembly where the parts have the same feature printed at that junction.

Now you have a completed Navy PatCom, ready to run escort missions for freighters, or patrol the space lanes in search of Indies! Enjoy!