

ARMOR GRID: MECH FACTORY -BATTLE COLORS-



ARMOR GRID
GAMES AND MINIATURES

ARMOR GRID: MECH FACTORY -BATTLE COLORS-

CREDITS

Artwork and Miniature Design by:
Chuck Hughes and Matthew Kilareski

Original Mech Attack! Rules Concept:
Chuck Hughes

Original Miniature Concept:
Matthew Kilareski

Check out www.armorgridgames.com for new
updates, missions, and new releases!

TABLE OF CONTENTS

DIRECTIONS.....	3
BLUE MECHS.....	4
GREEN MECHS.....	14
GRAY MECHS.....	24
TAN MECHS.....	34
BLACK MECHS.....	44
RED MECHS.....	54
GREEN AND TAN.....	64
SHAMELESS SELF PROMOTION.....	74

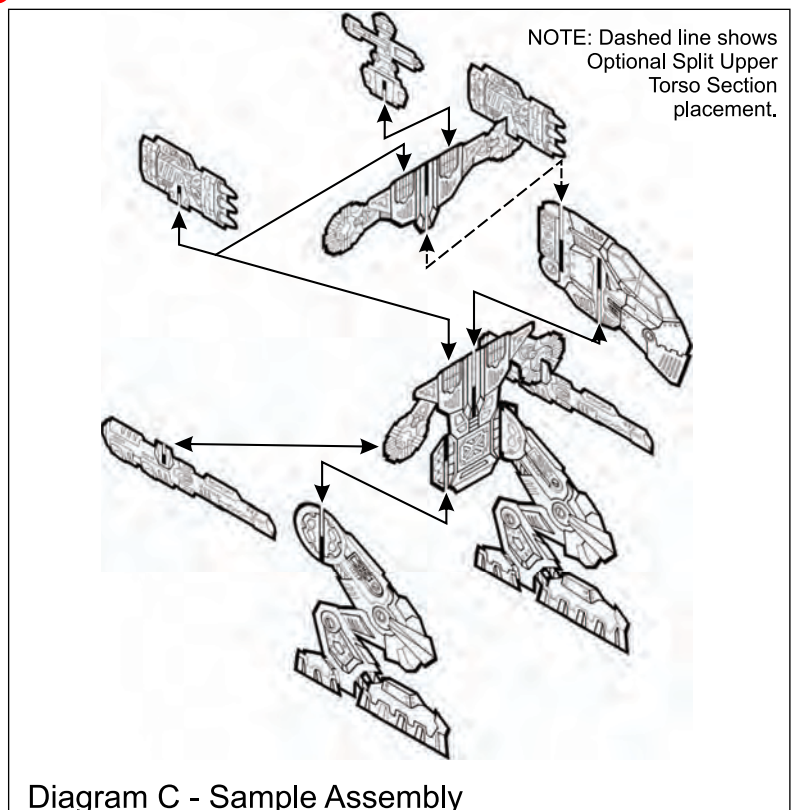
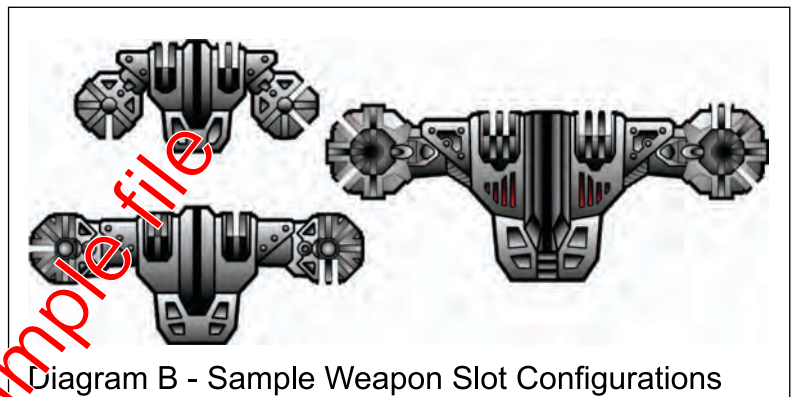
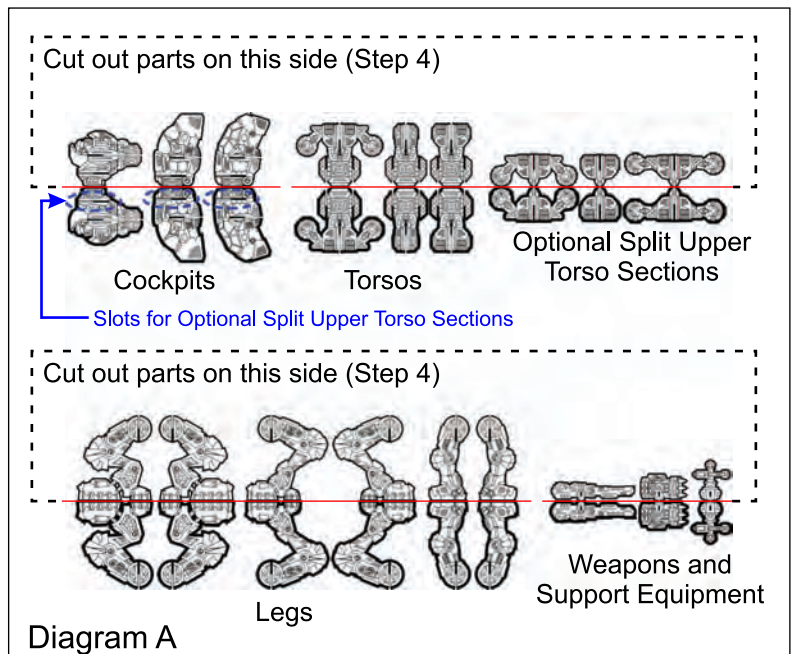
Sample file



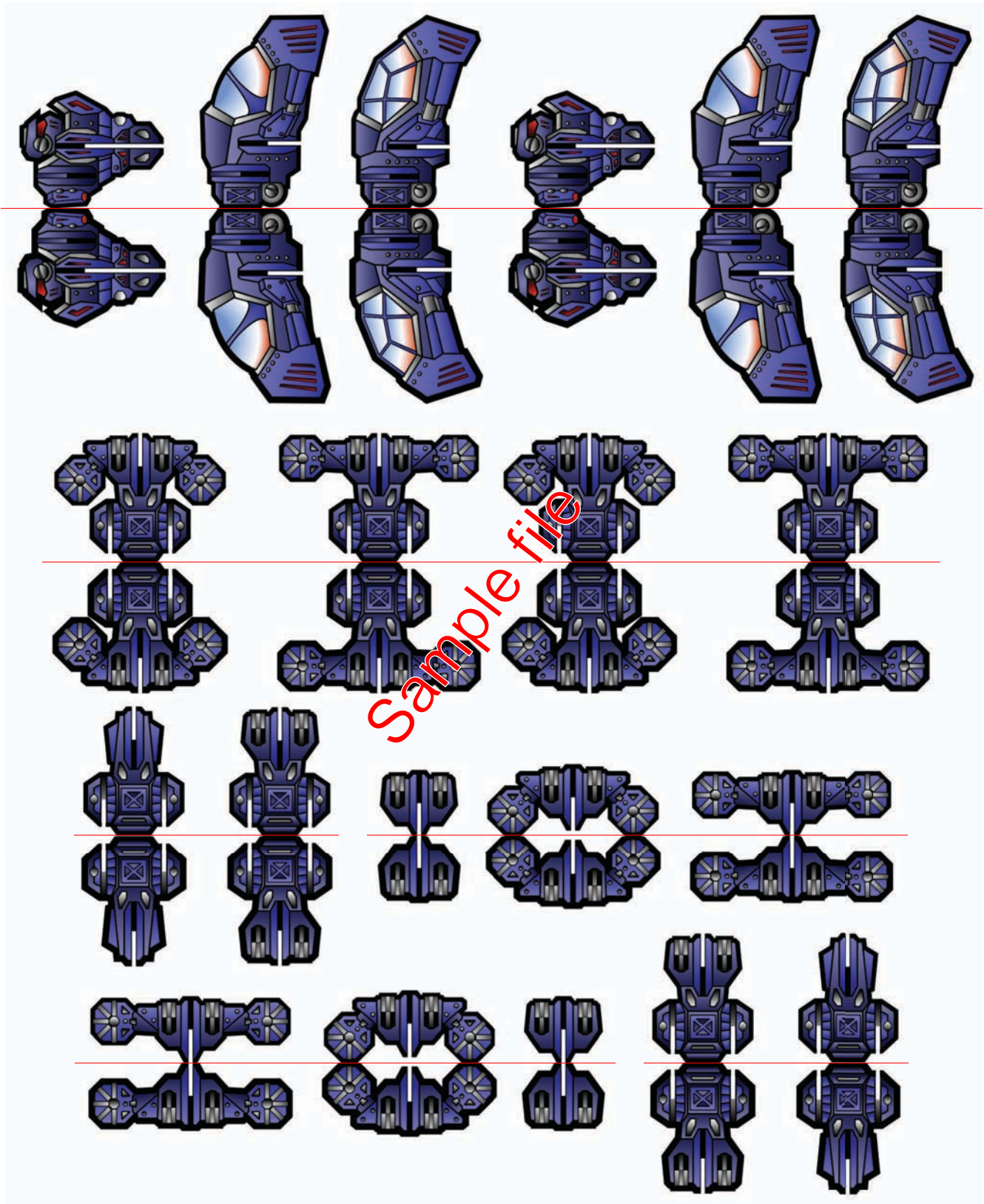
© 2010-2011 Armor Grid Games and Miniatures:
C. Hughes & M. Kilareski. All rights reserved
worldwide. This material and copies of material
herein is intended for personal use only. No part
of this work may be reproduced in part or whole, in
any form or by any means, without permission from
the publisher. Thanks for being cool!

Directions:

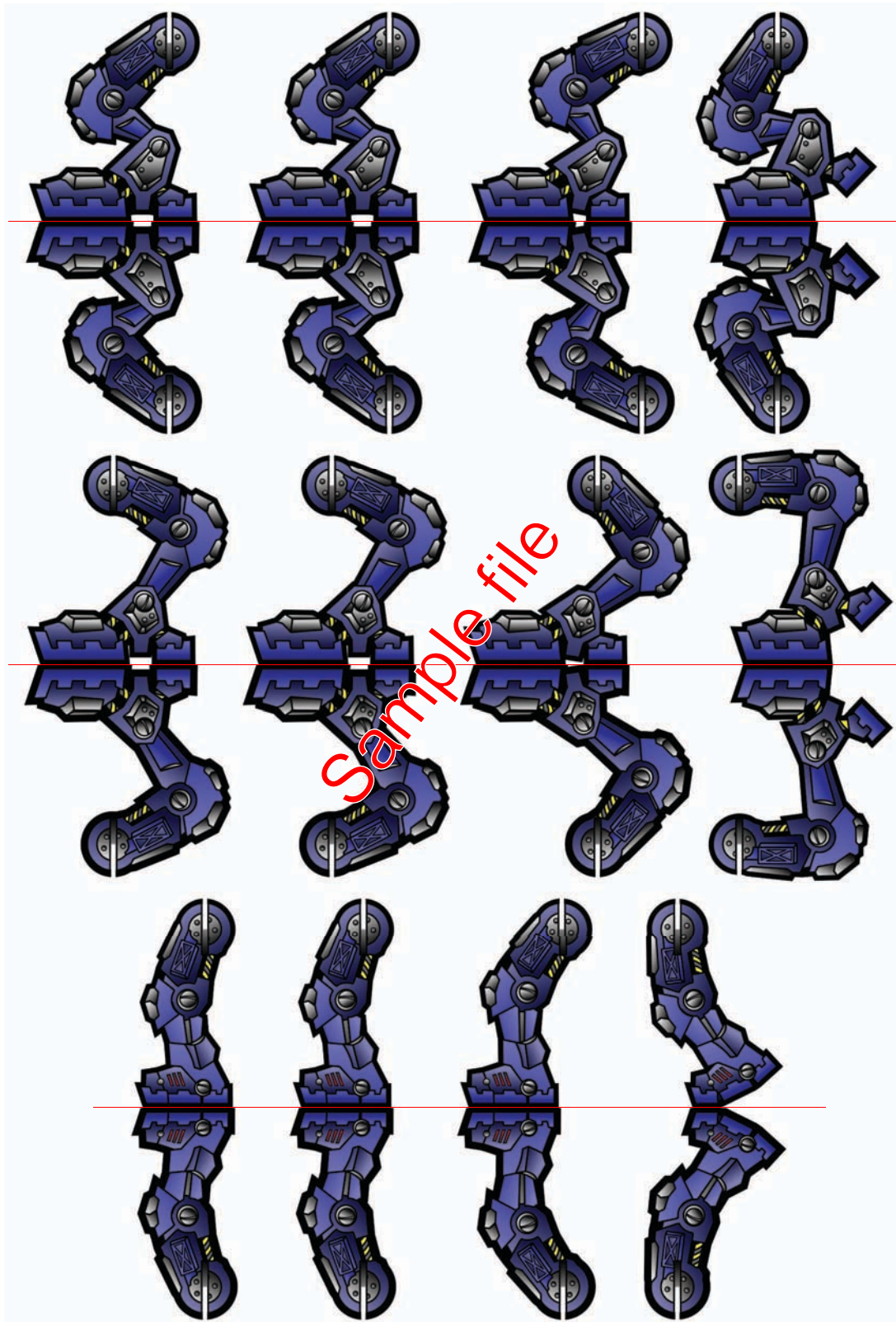
1. Print the pages you want to assemble on either cardstock or matte photo paper. Make sure the print quality is set to "Normal" or "Best" and the print size is set to 100%.
2. Roughly cut out each set of parts. Each set has a front and back side on either side of a red line. DO NOT cut on the red line or cut too closely to the edges of each part.
3. Score and fold on the red lines and then glue the two halves together (See Diagram A). You can score the line with a black ballpoint pen.
4. After the glue has dried, cut out the pieces on the side with the thinner black outlines. The thicker black outlines on the opposite side allow for slight misalignment in the gluing process.
5. Choose which parts you will use to assemble your Mech. Different pieces will allow for different weapon placement and leg positions. If you are not using the split upper torso sections, do not cut out the mounting slot on back of the cockpit piece (See Diagram A).
6. Cut out the white slots on the body, cockpit, legs, and weapons at a width to match the thickness of the paper. NOTE: the different body sections only fit the same size Mech, but the weapons will fit any size. (For example: Heavy Mech Legs will not fit on a Light Mech, but a Light Missile Launcher will fit on a Heavy Mech.)
7. Cut out the weapon slots in the arm and torso hardpoints. The slots can be cut out in a variety of ways to allow multiple weapons and orientations at each location. See Diagram B for examples.
8. Carefully color the edges with a black felt-tip marker, ink pen, or brush and paint.
9. Assemble and glue together the Mech according to sample assemble shown in Diagram C.
10. Model is now ready to be attached to base. Legs can be bent outward to create a wider and more dramatic stance. Apply a thin bead of glue to the bottom of each foot and glue mech onto hex base. Hex Grid: Print Bases are available for free from Armor Games and Miniatures. Go to www.armorgridgames.com and click on "Hex Grid Products" for more details.



LIGHT MECHS, COCKPITS AND TORSOS



LIGHT MECHS, LEGS



Light Mechs, Blue © 2010, 2011 by Matthew Kilaeski, Chuck Hughes
All rights reserved.

