

Welcome to the Archangel Dreadnought modeling AI's. Before we begin, here are a few statements to remember.

1. The location of the Archangel's nav lights (there are 4) can be switched around. It doesn't matter if light 2 is switched with light 3, for example. The same rule applies for the two long, thin wing modules and the turrets. All of these objects are shown below:



(Nav Light, Unfolded)



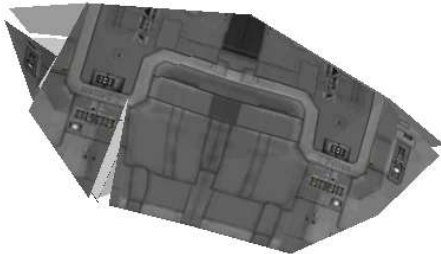
(Turret, Folded)



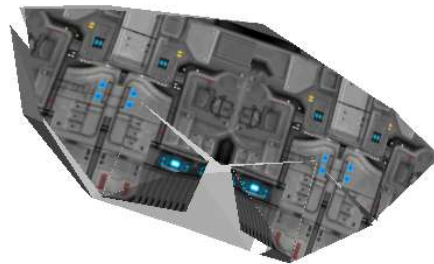
(Wing Module, Unfolded)

2. All directions are given as if one were facing the engines of the ship (right, left, etc.)

3. One side of the rear hull piece has blue lights in its texture. This is the bottom of the ship. The side without blue is the top. I really don't know if this is true for the ship in-game, but for these instructions, some kind of directional standard has to exist. I suspect I have the top/bottom backwards with respect to the game.

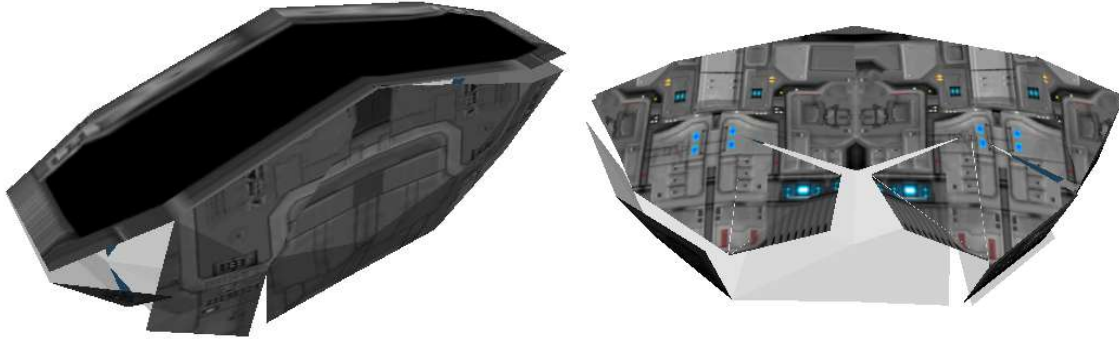


(Top of Dreadnought, Unfolded Piece)



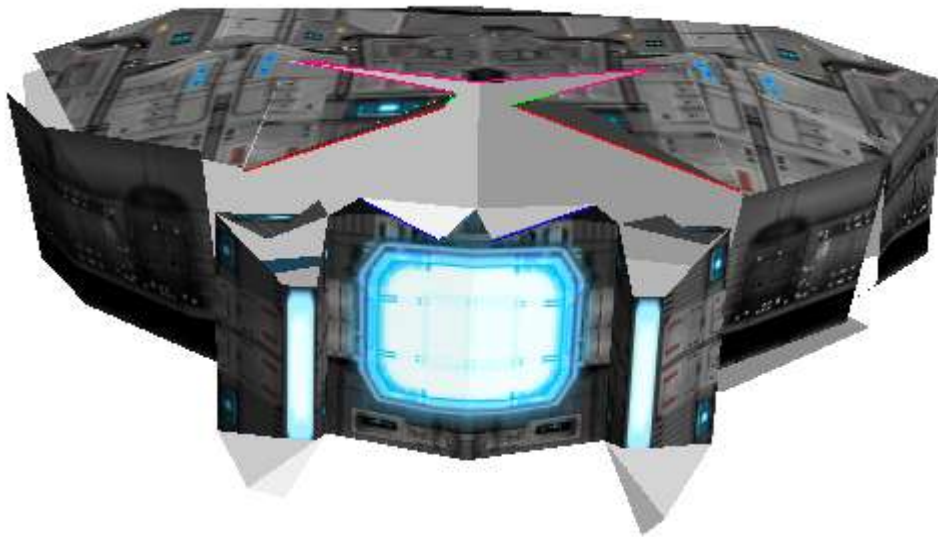
(Bottom of Dreadnought, Unfolded Piece)

Let's start with the rear hull piece, the center and largest section of the Archangel. Unglued but folded somewhat, it looks a little like the below pictures.



(The front wings and cockpit all connect to this black area) (Bottom of hull and engine area)

As you can see, there is a hole in the back for the engines. We'll add those next, as the engine piece is the only section with flaps that connect to the rear hull. The engines have a specific direction on the ship.



Notice the colored areas on the unfolded hull: magenta, green, red, and blue. These mark connection areas. Some of the flaps are folded up or down in this shot. The blue-marked flaps connect to form a raised area of the engines that must connect to the *underside* of the hull (the upper surface seen here). The V-shaped area marked in magenta closes up to smooth out the bottom surface of the hull, and the green areas join to make a straight line along the red areas. Then, the red and blue lines, which will be single straight lines after folding the hull and engine piece, attach. Once you have the upper engine surface connected, the rest of the piece will fall into place in the slot. Your only troubles will probably be trying to attach the flaps inside the hull piece. Use a toothpick, bent paper clip, or other small probing object to do that.

Now, before you attach anything else to the rear hull piece, set it aside and build the two wings. These images are arranged as they would fit on the Dreadnought.



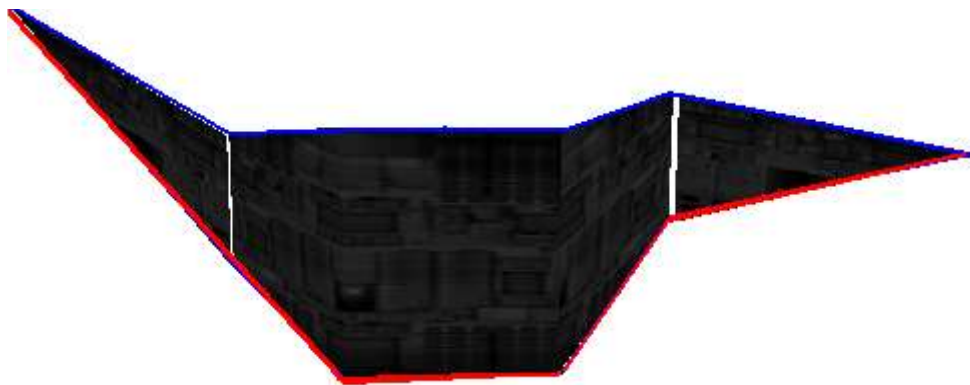
(Left wing)



(Right wing)

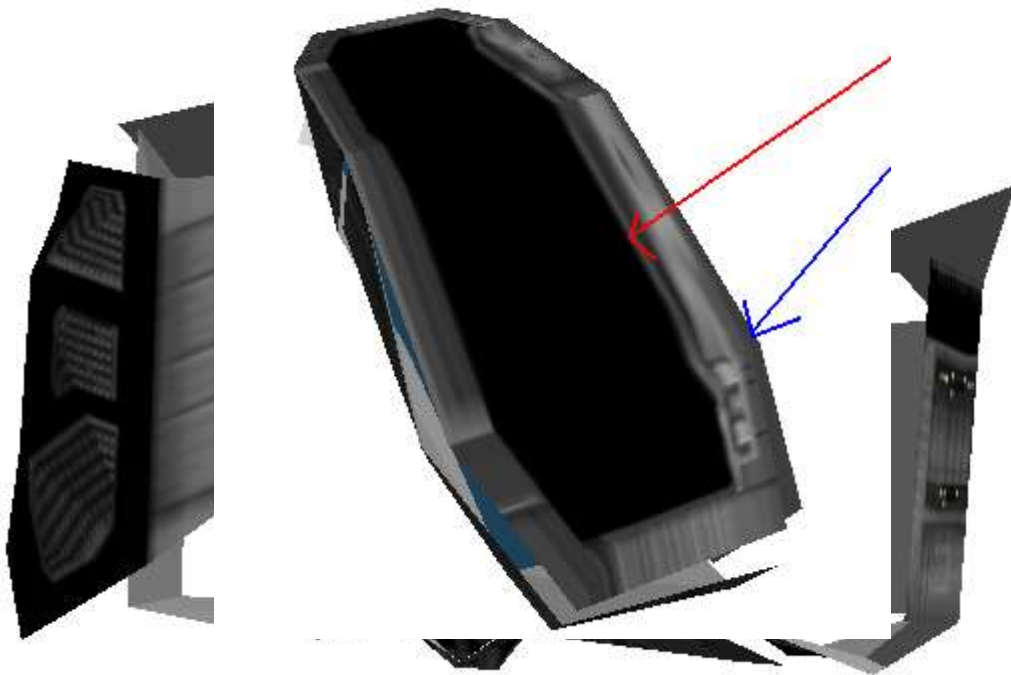
By the way, the separated areas of the right wing connect by color. The entire top surface is detached, so the red on the top surface connects with the red of the center piece. Same for the blue areas. The left wing is one big unfolded piece, so it has no detached areas. However, the real reason the colors are there...the blue sides connect to the rear hull joiner pieces.

Above is a joiner piece. Both pieces are the same. The red edge of the piece is less straight than the blue edge. Now, go look back at the lower hull views at the beginning of these AI's. The red edge fits against the rim of the black area on the flat inside edge of the piece. The blue edge fits against the blue of the two wings.



Make sure to put the joiners on the inner edge of the black spot, not on the outside of the edge.

(Put joiners against the red arrow edge, not the blue arrow edge!)



Now, you've made the basic skeleton of the ship. You're just missing about everything else. First, add the side units to the wings. The long wing modules fit as follows.

The long wing modules fit along the outer edge of the wings, partially underneath the second, fatter modules that will attach behind them. See that floating object hovering to the right of the far red edge? That's the fatter module, unattached and unfolded. The inner edges of the fat module should match those of the gap in the wing - if they don't, feel free to cut into the depression on the edge of the wing in order to fit the module. Note that the long modules, as said at the beginning of the AI's, are interchangeable. The fat modules are not. They fit their specific gaps, and you can tell which goes where by trying to fit them in.

Now, the last major components are the cockpit and dual ion cannons.



This is the cockpit area. The center cylinder piece is separate from the two side pieces. The top of the cylinder is the area with the spiky unfolded pieces, and that points to the top of the ship. Simply glue the side pieces to the edges of the center piece, then glue the entire unit between the wings, to the rear hull piece.



The above object is the main upper ion cannon piece, unfolded. The pointy tip is aimed toward the cockpit area, centered on the hull. Above it is the secondary upper ion cannon piece. It fits over that pointy tip. All of these, when put together, will look like this on the hull.



Notice that the turret (that thing with the dark stripe) atop this piece is different from those on the wings. It's an ion turret, and there are only two. This one points forward. The other, on the underside of the ship, points backward. Take a good look at all 6 turrets before you cut them out to fold, and you can find the two ions.

The next piece looks a lot like this, but is only one giant piece. It fits on the lower side. It ends up looking like this.



Note the position of the ion turret on this piece. It's not on the same area as the turret on the upper mount. That black and gray area on the right picture is where the turret goes. There's also one on the upper piece.

The rest is easy. Lights fit over the big holes in the wings. As for the energy cannon turrets, look at the dreadnought shots in this guide to find their approximate alignment. Good luck, and happy building!

