

Panzer Strike: Western Front 1 (Central)

ASSEMBLY INSTRUCTIONS

Introduction

The game board represents a town, and consists of a board (in four segments, with total dimensions of 792 x 660 mm), 3D buildings and plastic 'details' (a fountain, a monument, some trees etc.). The game box is large enough to fit all the buildings (when assembled) and other game components, if carefully arranged. For that reason, the buildings should not be glued to the board.

There are 27 building 'blocks', each consisting of one or more (up to five) individual cardboard buildings glued together.

The plastic elements, each with defined positions on the board, are a monument, a fountain, two planters and 12 destructible walls (as they can be removed during the game if 'destroyed'). The plastic elements with arbitrary positions are six high and six low barricades, two trams and three trees.

Material

Each of the buildings consists of a base, several walls, a facade and a roof. These elements are all obtained from the following sheets:

- 'Type A' (sheets 1 and 2) – 1mm thick cardboard with print – **bases for all the buildings.**
- Punched sheets (1, 2, 3 and 4, two of each) – 1.5mm thick cardboard, die cut into wall shapes – **building walls onto which the facades will go on.**
- 'Type B' (2, 3, 4 and 5) – self-adhesive laminated paper – **building facades.**
- 'Type C' (2, 3 and 4) – thin laminated cardboard (~300gsm) – **building roofs.**
- A small sheet with building marks – self-adhesive paper.

The game also comes with duplicate material for the C5 'block'. Those are smaller 'TRIAL' sheets (Type A sheet 0, Type B sheet 1, Type C sheet 1 and two small die cut sheets) that allow the player to practice assembling the terrain, without using any of the actual material, thus avoiding any mistakes later on.

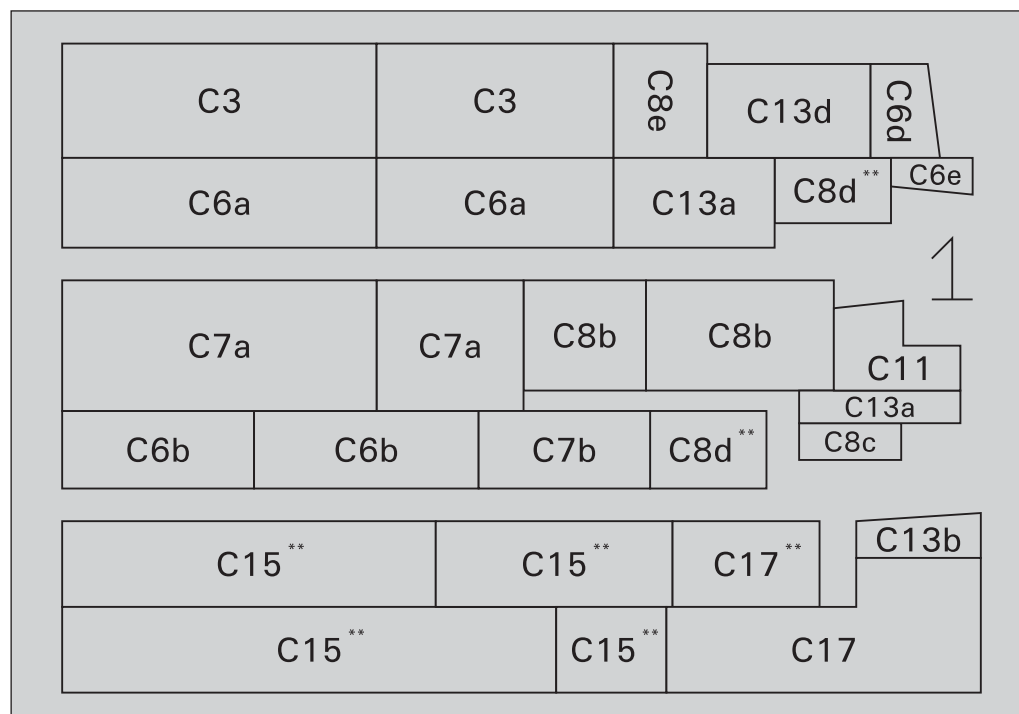
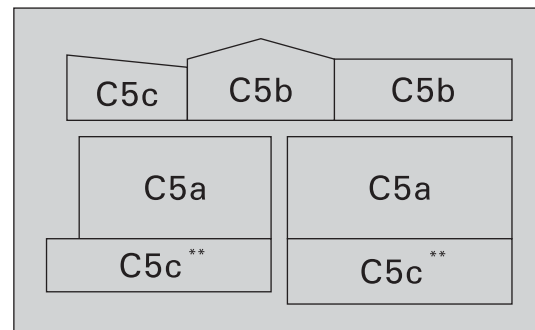
The dimensions of the paper and cardboard materials are designed to fit properly onto each other (for example, even the thickness of the paper is taken into account), but it is expected that some buildings won't fit perfectly (a facade may be too short, or too long, the walls may not be the exact dimensions etc.). This is due to the production process, where the paper can change its dimensions slightly after the printing and laminating process, and the tools for die cutting can have imperfections on them as well.

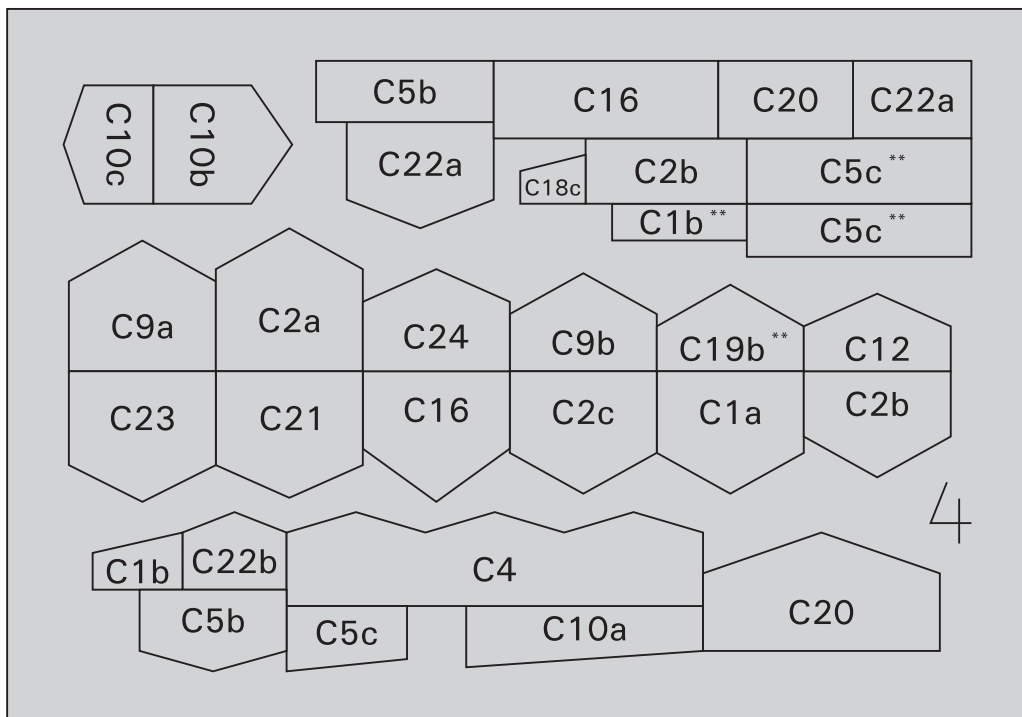
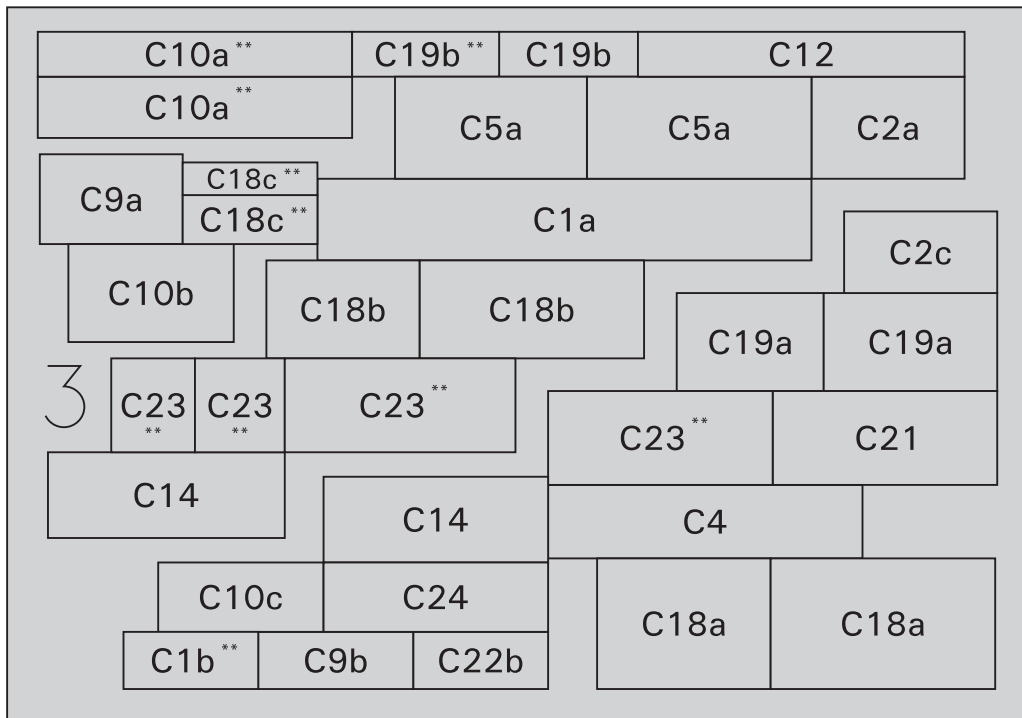
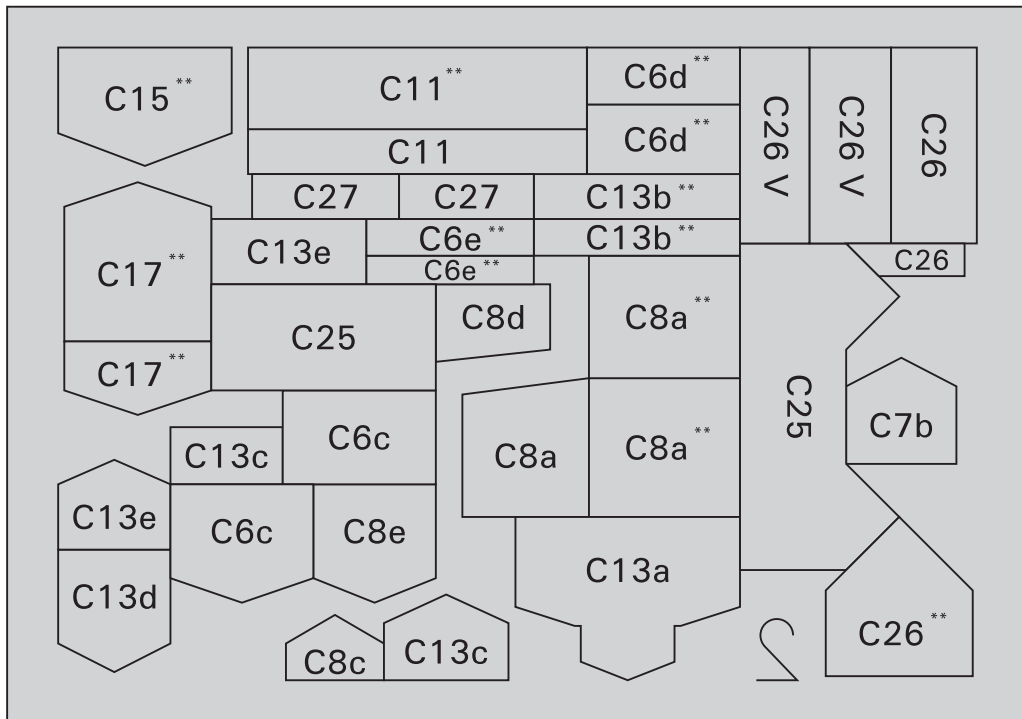
Important – preparation

The punched sheets with the building walls must be marked before breaking individual walls apart, to be able to identify them more easily later on. According to the following sketches, write marks on each wall piece.

There are two punched sheets of each scheme provided, as most buildings have two walls that are identical to each other.

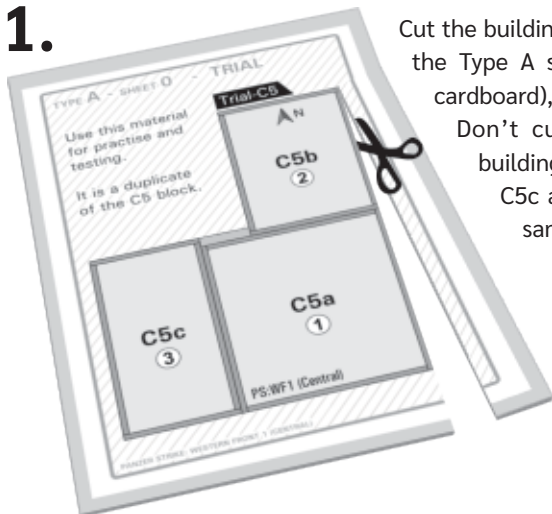
** Only one piece is used (the other one is a spare piece).





Before assembling the other buildings, it is recommended to start with the C5 block, as there is a duplicate set of materials provided for it. Use it to practice the assembly technique, test out different kinds of glue, etc. Follow the steps below:

1.

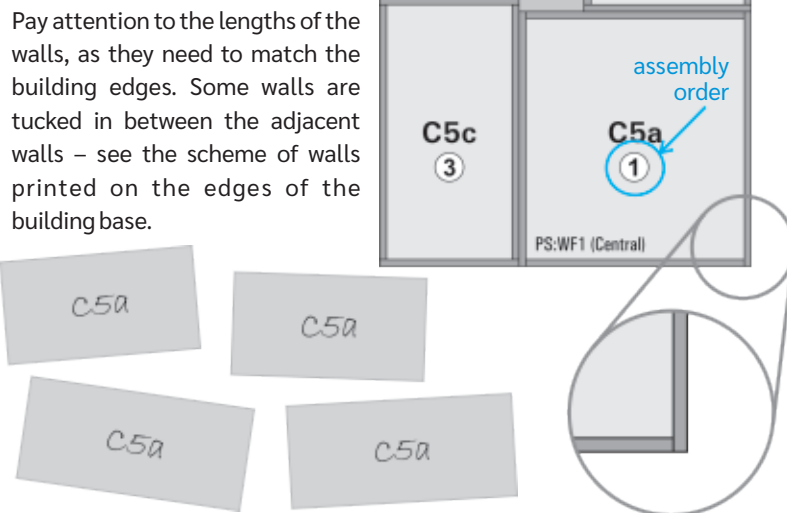


Cut the building block base from the Type A sheet (1mm thick cardboard), by outer contour. Don't cut the individual buildings (C5a, C5b and C5c are all part of the same block).

2.

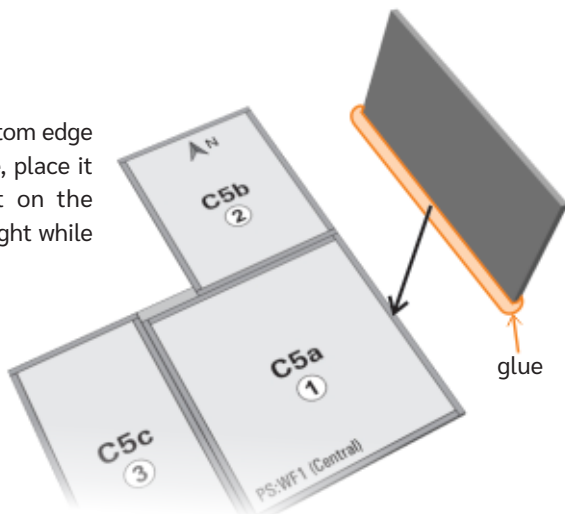
The buildings on a block are assembled in order, marked by the numbers in white circles.

The first building in order is C5a. Select the accordingly marked walls (1.5mm cardboard).



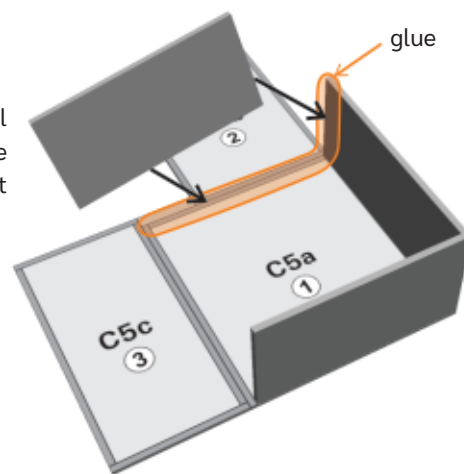
3.

Apply glue to the bottom edge of the first wall piece, place it on the marked spot on the base, and hold it upright while the glue starts to dry.



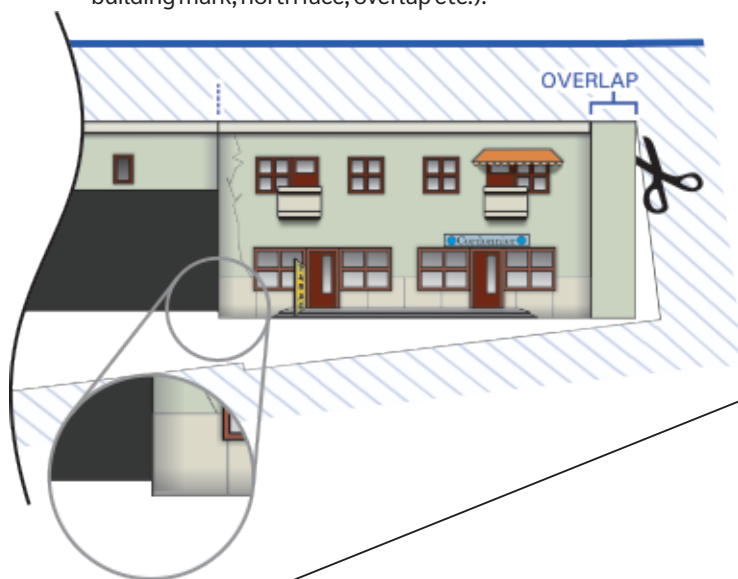
4.

Glue the next wall pieces to the base and to the adjacent walls as well.



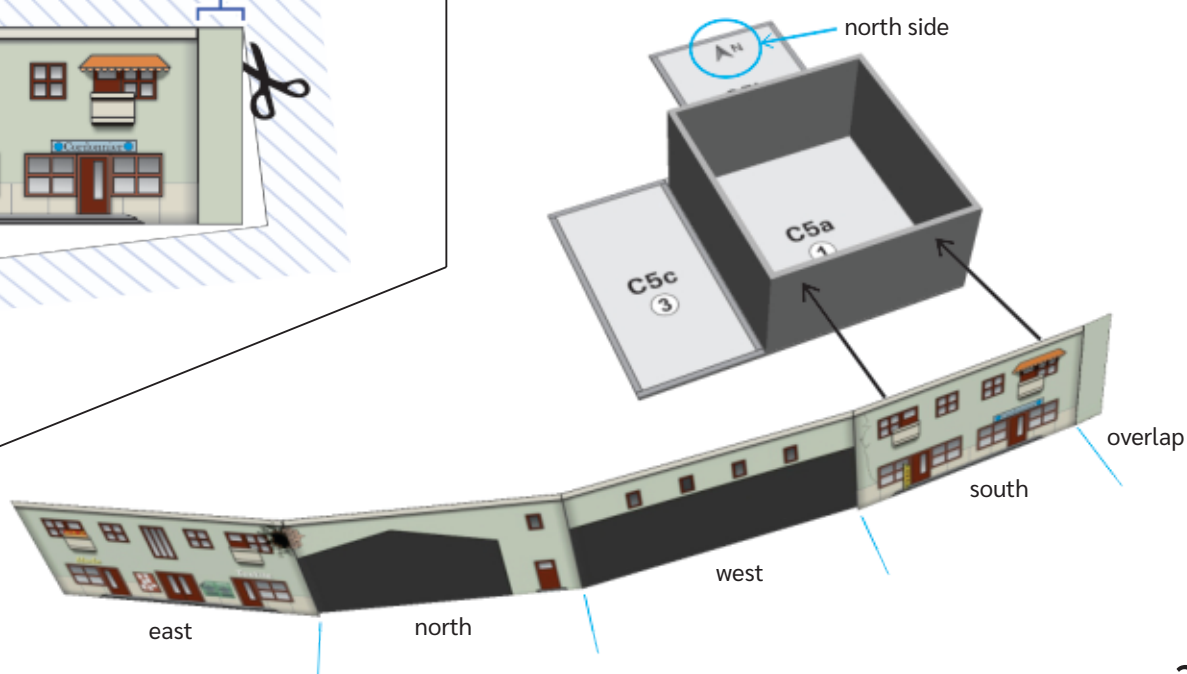
5.

Cut the building facade from Type B sheet (self-adhesive paper). Cut precisely along the outer edges of the facades. Remember the marks before cutting them away (for example: building mark, north face, overlap etc.).

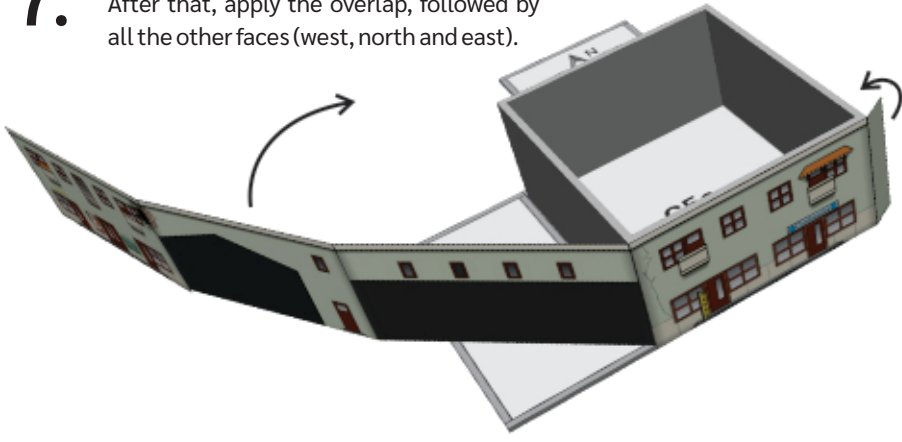


6.

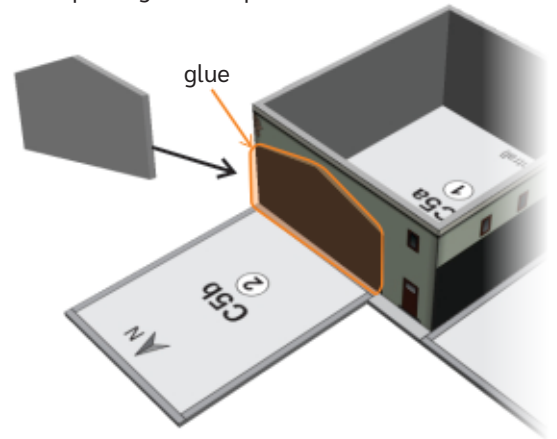
Before applying the facade, wait for the glued walls to dry. Start with the face right next to the overlap, in this case, the south face. Observe the 'north' mark on the base, and start applying the facade starting from the southern side.



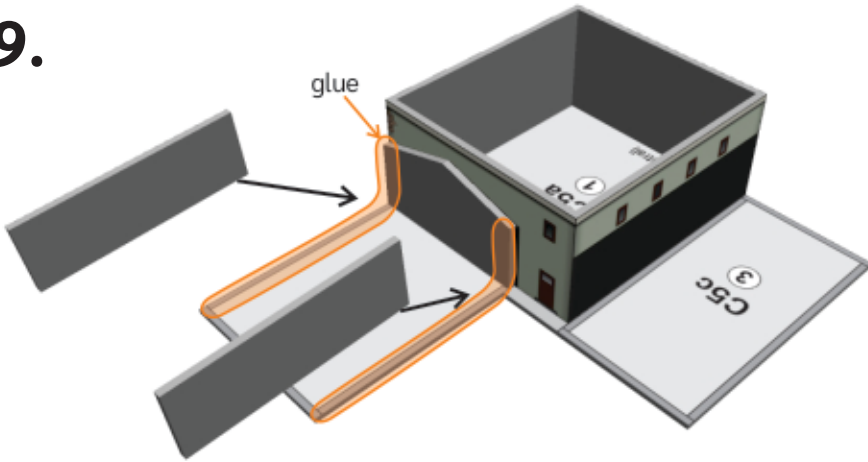
7. After that, apply the overlap, followed by all the other faces (west, north and east).



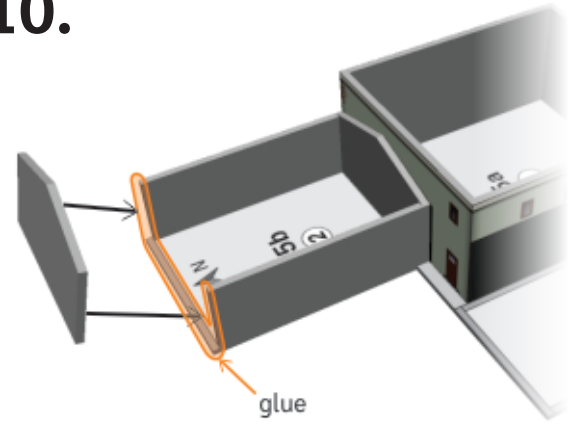
8. Move on to the next building, in numerical order, repeating a similar process.



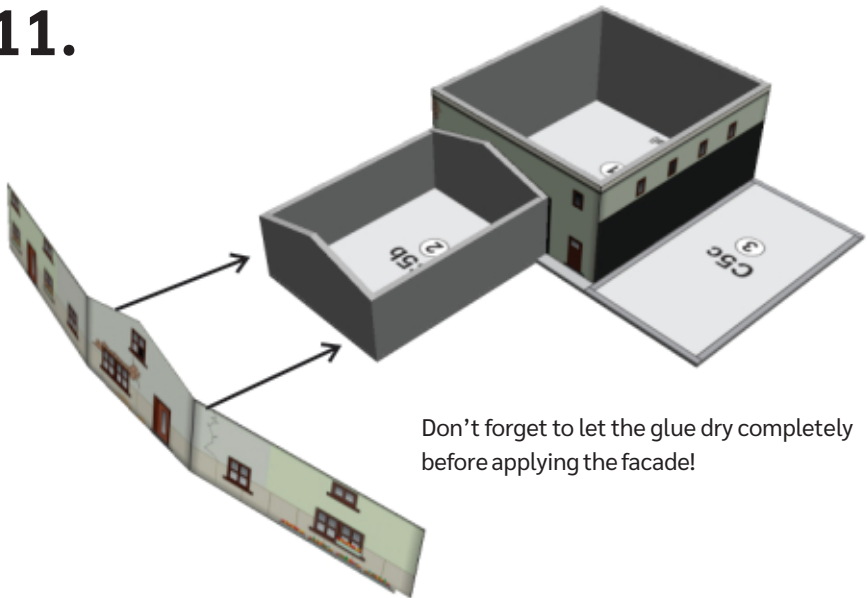
9.



10.

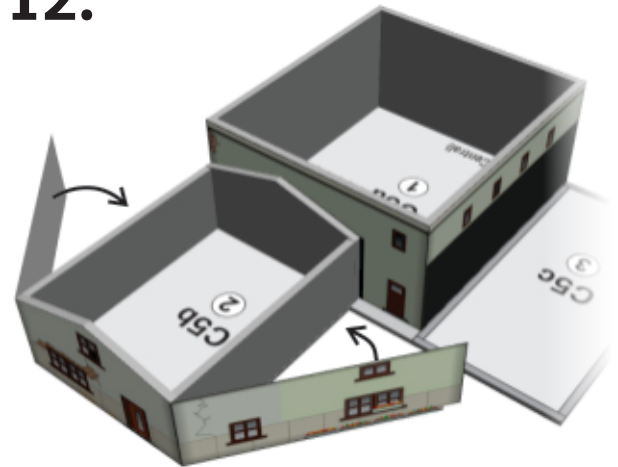


11.



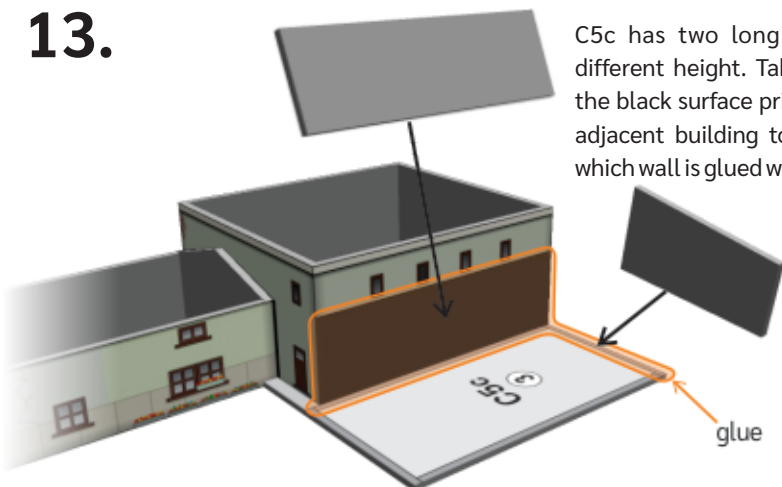
Don't forget to let the glue dry completely before applying the facade!

12.

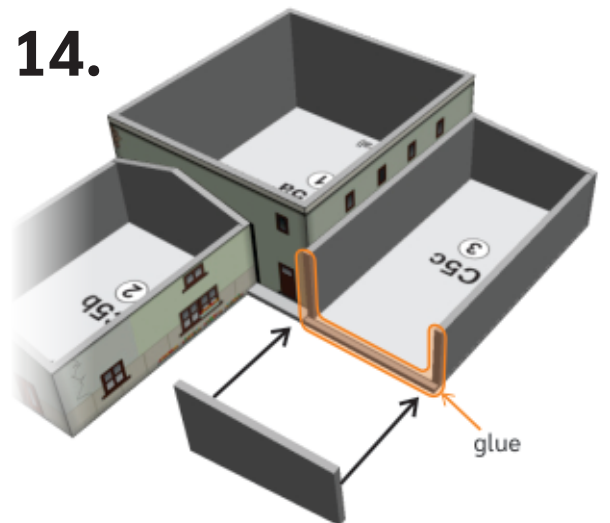


13.

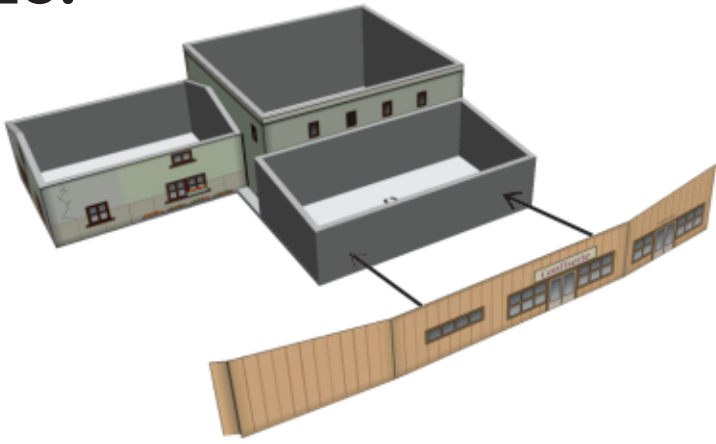
C5c has two long walls of a different height. Take a look at the black surface printed on the adjacent building to determine which wall is glued where.



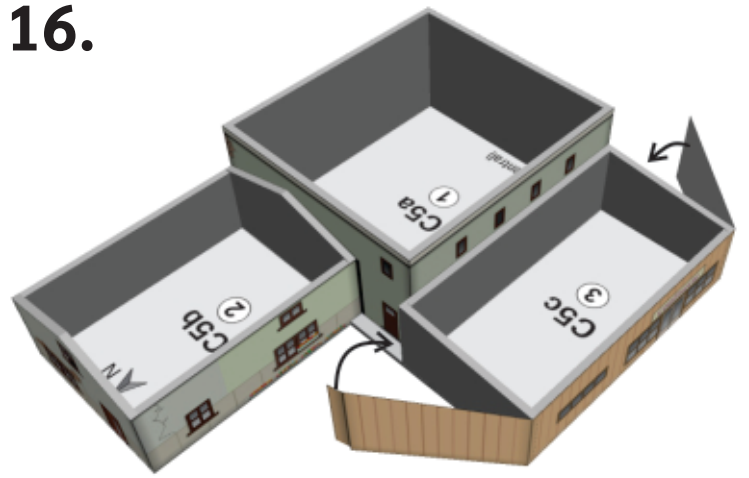
14.



15.

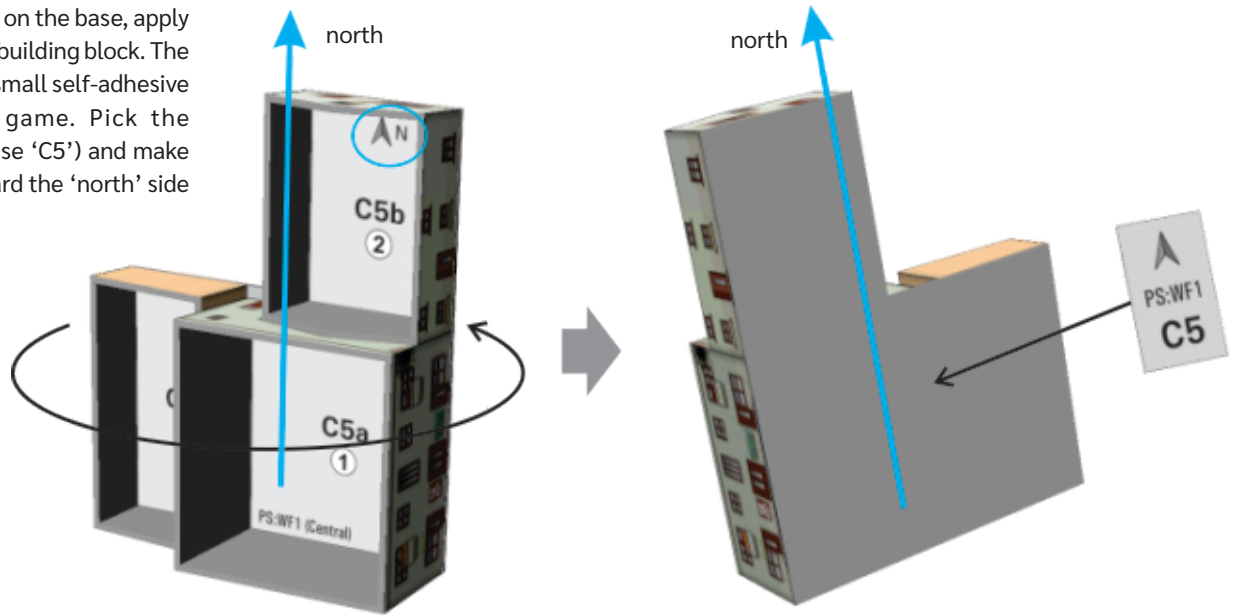


16.



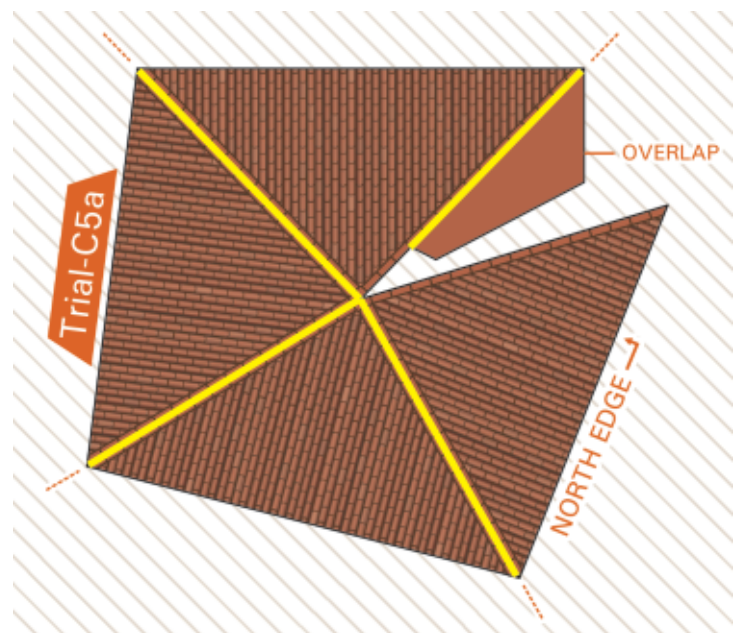
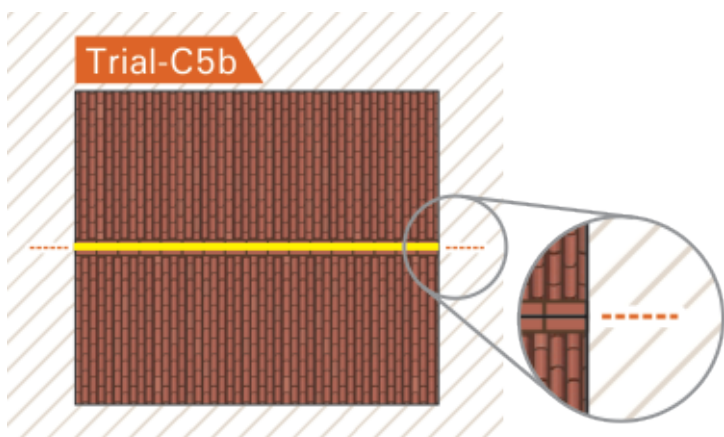
17.

Before gluing the roofs onto the buildings, and thus hiding the marks printed on the base, apply a sticker to the bottom of the building block. The stickers should be cut from a small self-adhesive sheet provided with the game. Pick the appropriate sticker (in this case 'C5') and make sure to orient it properly toward the 'north' side of the building.

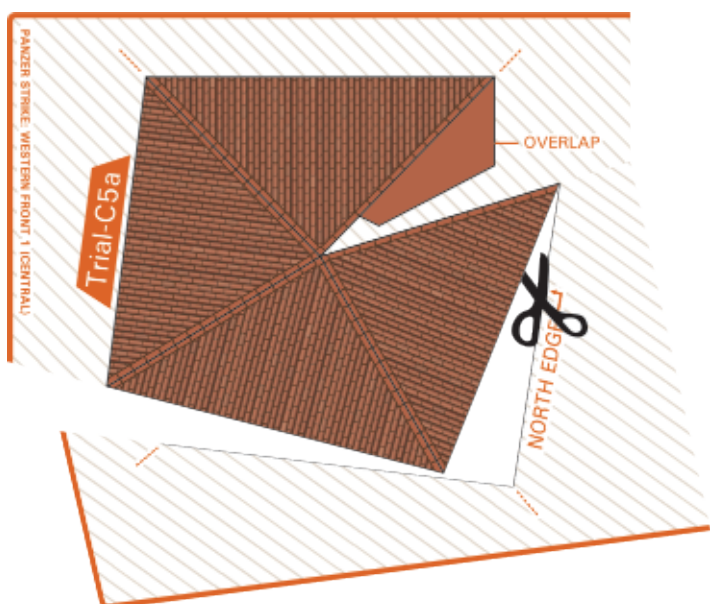


18.

Some roofs ('Type C' sheets) need to be scored (to form creases, i.e. folding lines), which should be done before cutting. Use a tool with a blunt edge to score the paper in the direction of dashed lines (see the yellow lines in the image below).

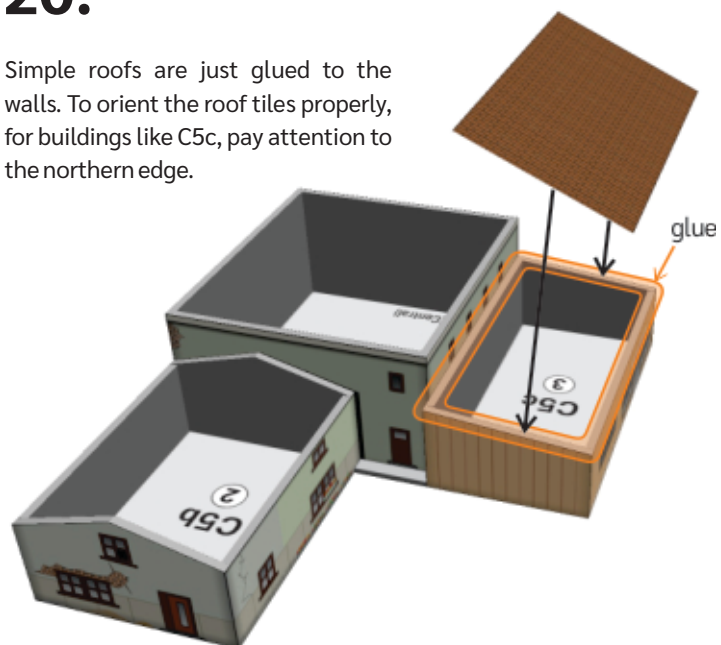


19. Cut the roofs along the outer edges. Remember the north edge if marked.

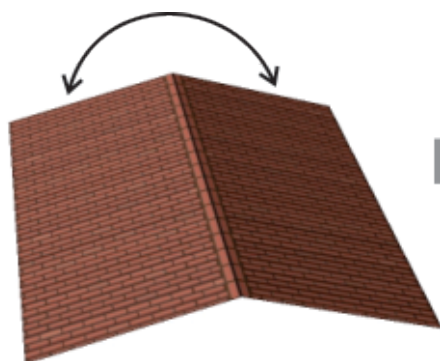


20.

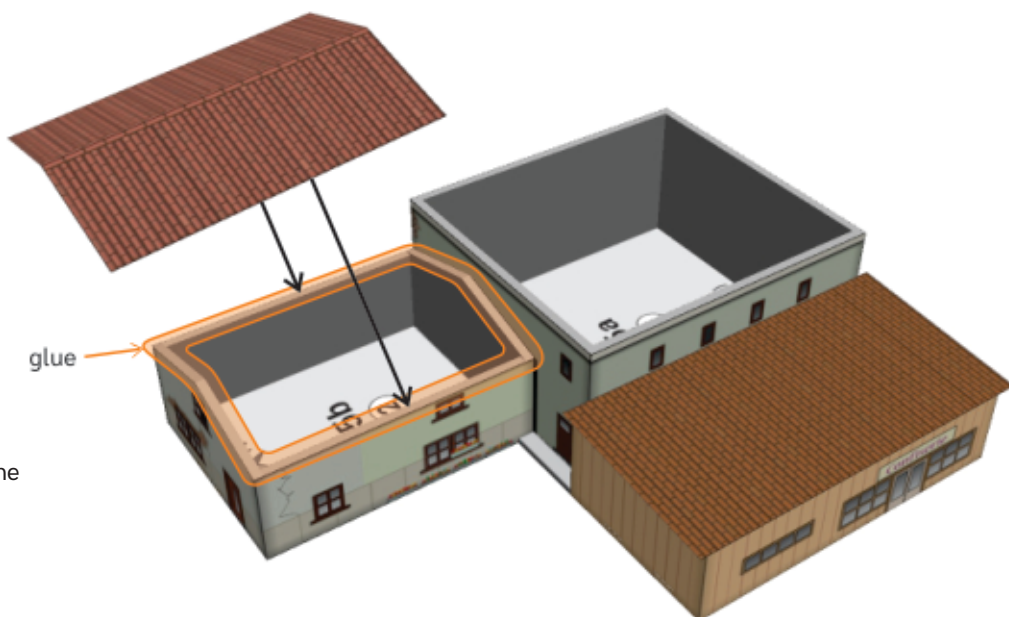
Simple roofs are just glued to the walls. To orient the roof tiles properly, for buildings like C5c, pay attention to the northern edge.



21.

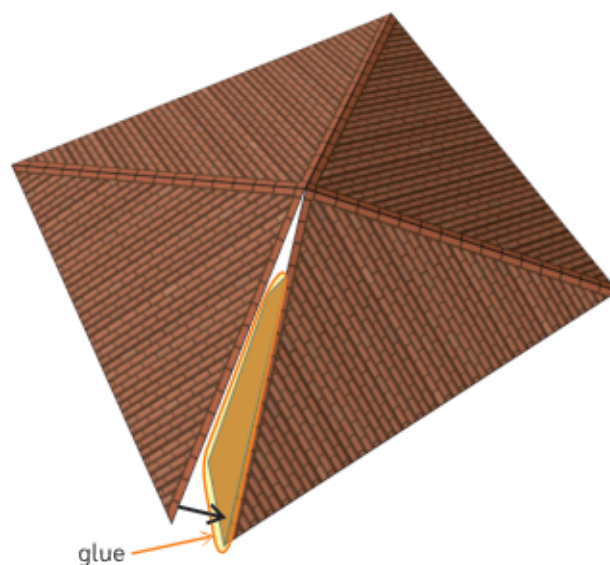
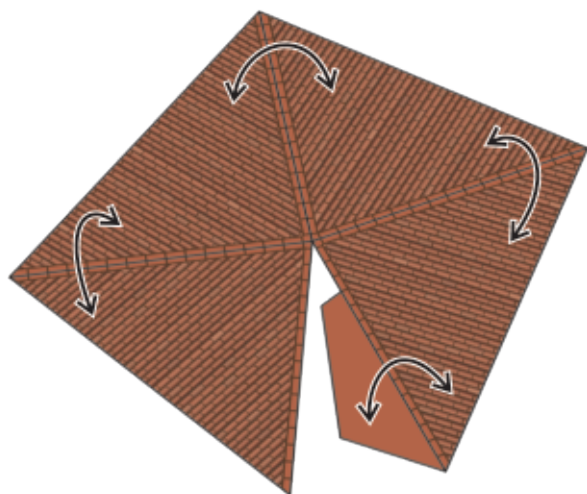


Some roofs need to be folded before gluing to the walls.



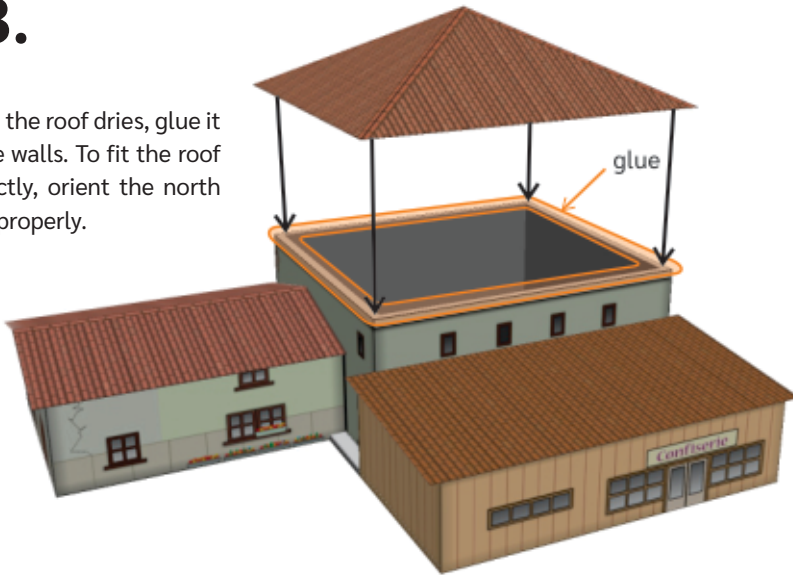
22.

Complex roofs are folded and glued to themselves, by applying glue to the overlap, which goes underneath the neighbouring edge.



23.

When the roof dries, glue it to the walls. To fit the roof correctly, orient the north edge properly.



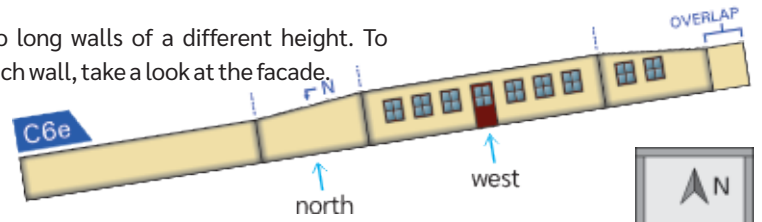
If you are satisfied with how you assembled the Trial C5 block, move on to the other building blocks. If not, redo the C5 block as there is enough material for two.

Before assembling any building, take a look at pictures of assembled buildings on pages 9–12, as a reference.

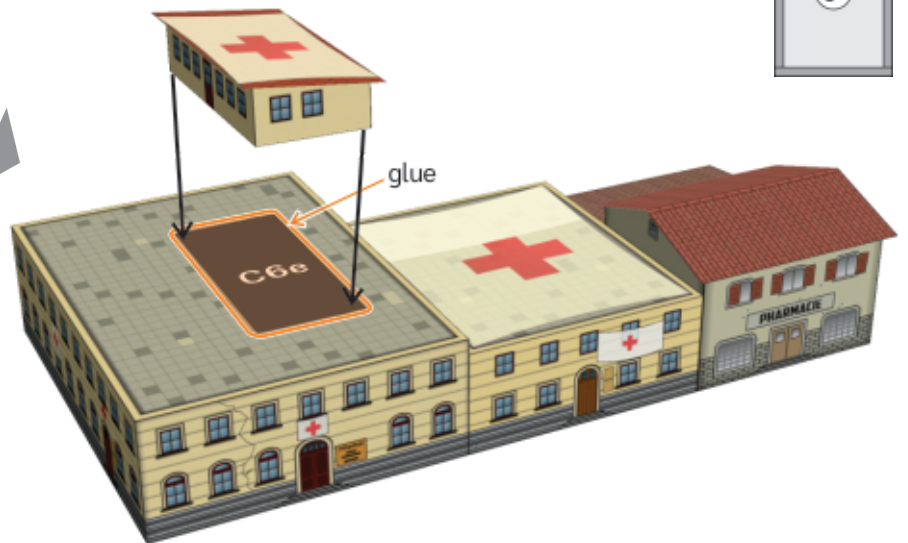
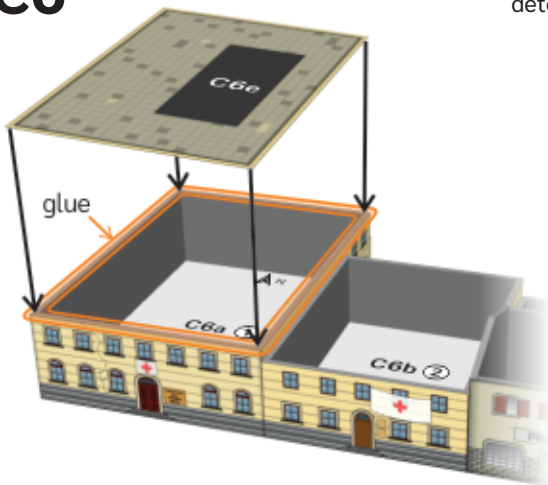
The assembly of all the other buildings is similar, based on the same principles shown. Some buildings are more specific, thus they are shown in the following diagrams.

C6

Buildings like C6e have two long walls of a different height. To determine where to glue which wall, take a look at the facade.



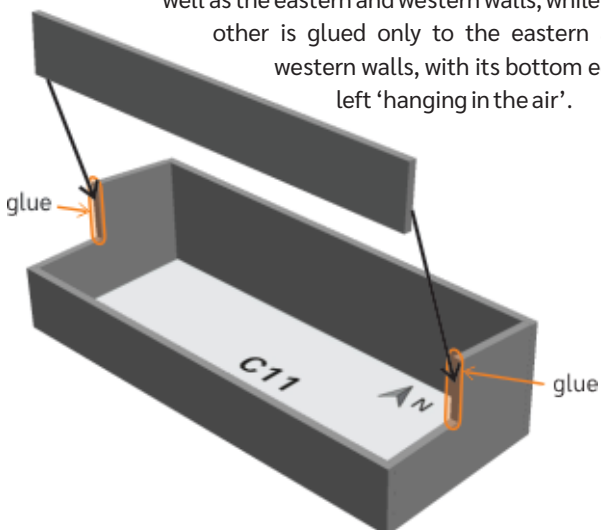
In this case, the taller wall is on the western side. According to this, orient the beveled walls properly – the tall edge towards west (or just look at the diagram below when gluing C6e to C6a).



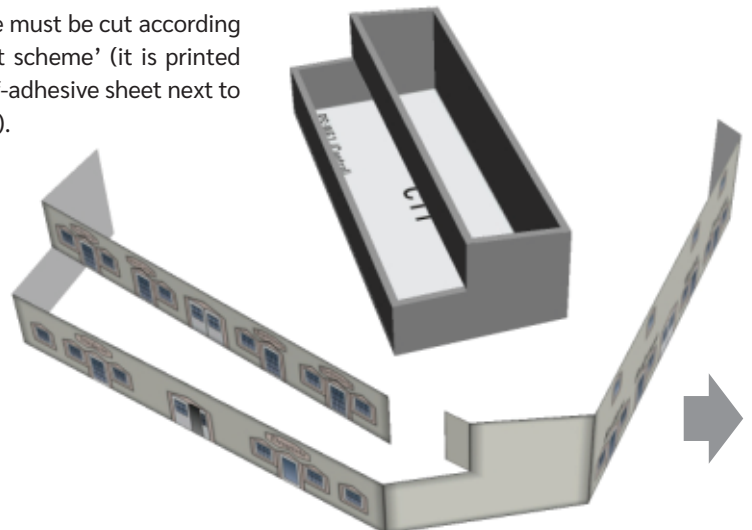
If a building base has an asterisk (*) next to the number denoting the order of assembly, it should be glued on top of another building (on the same block). In this case, the C6e goes on top of C6a (which has a flat roof).

C11

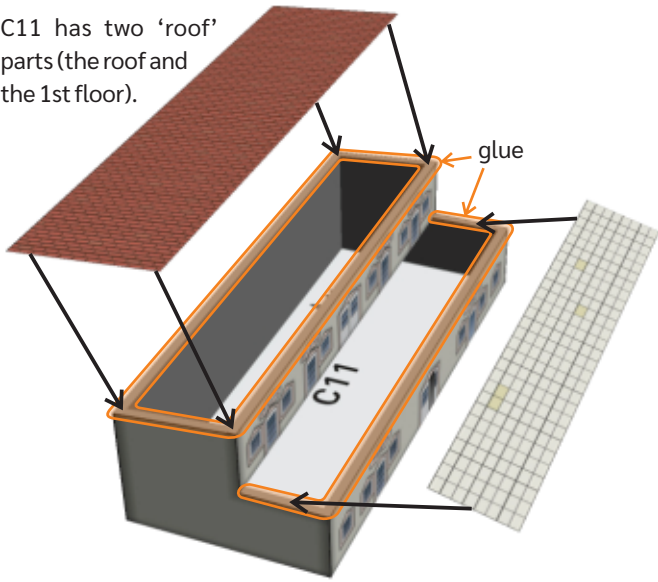
For the building C11, two low walls are facing the southern side, one is glued to the base as well as the eastern and western walls, while the other is glued only to the eastern and western walls, with its bottom edge left 'hanging in the air'.



The facade must be cut according to the 'cut scheme' (it is printed on the self-adhesive sheet next to the facade).

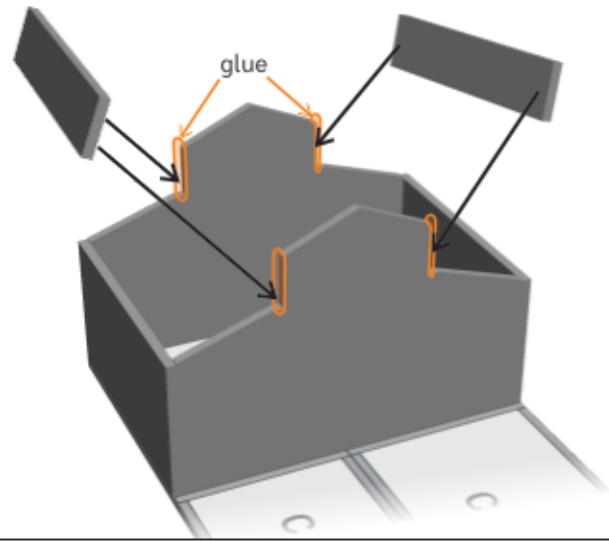


C11 has two 'roof' parts (the roof and the 1st floor).



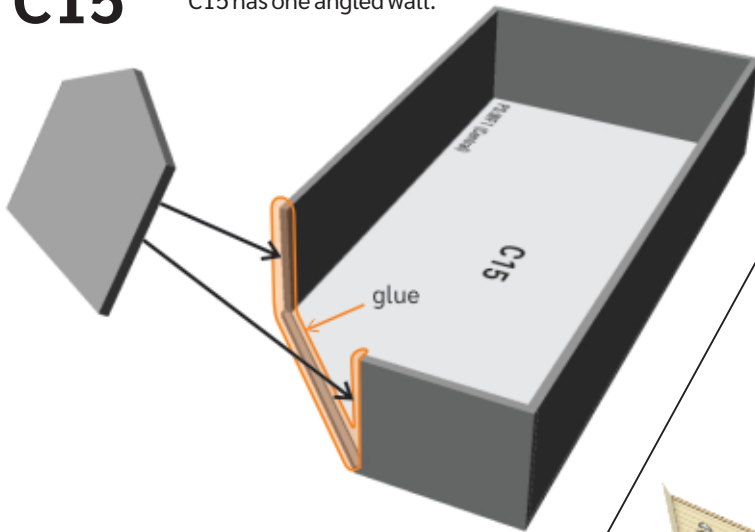
C13

C13a has two 'hanging' walls similar to C11.



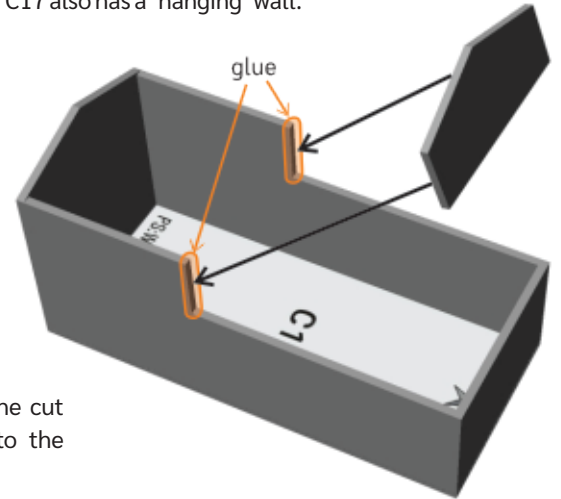
C15

C15 has one angled wall.



C17

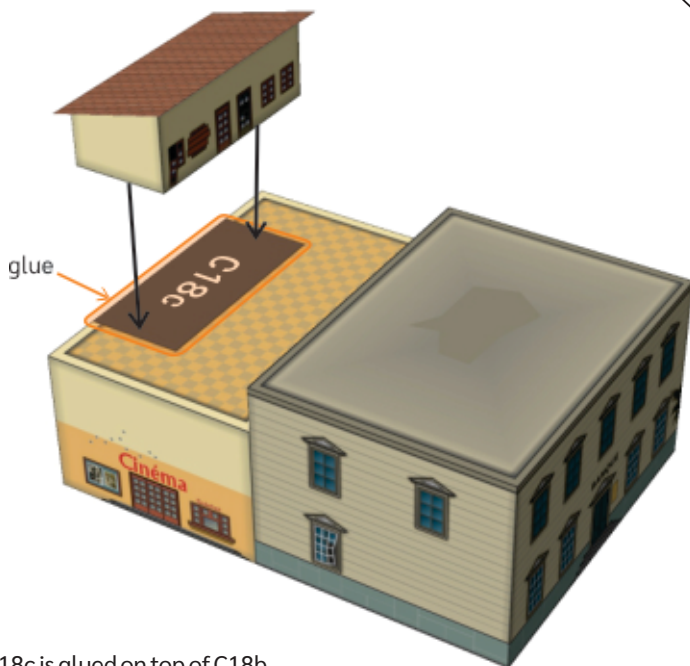
C17 also has a 'hanging' wall.



Like for C11, look at the cut scheme printed next to the facade before cutting it.

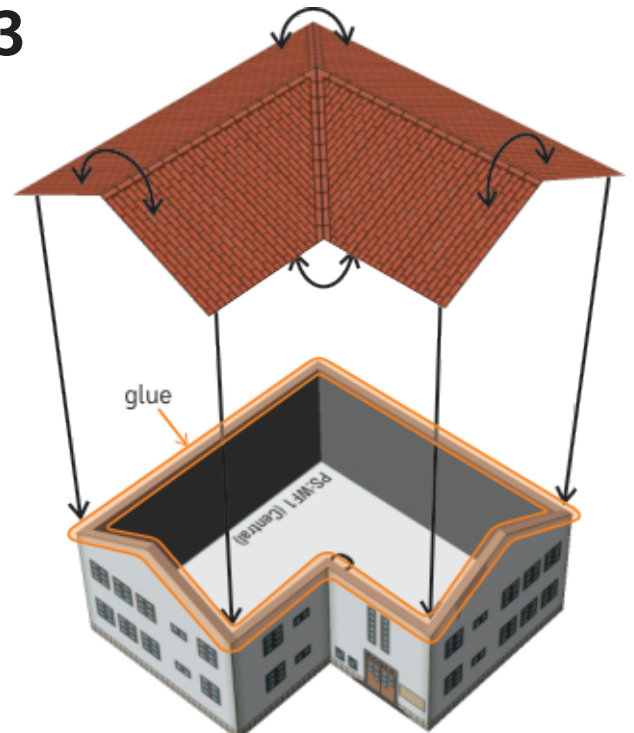


C18

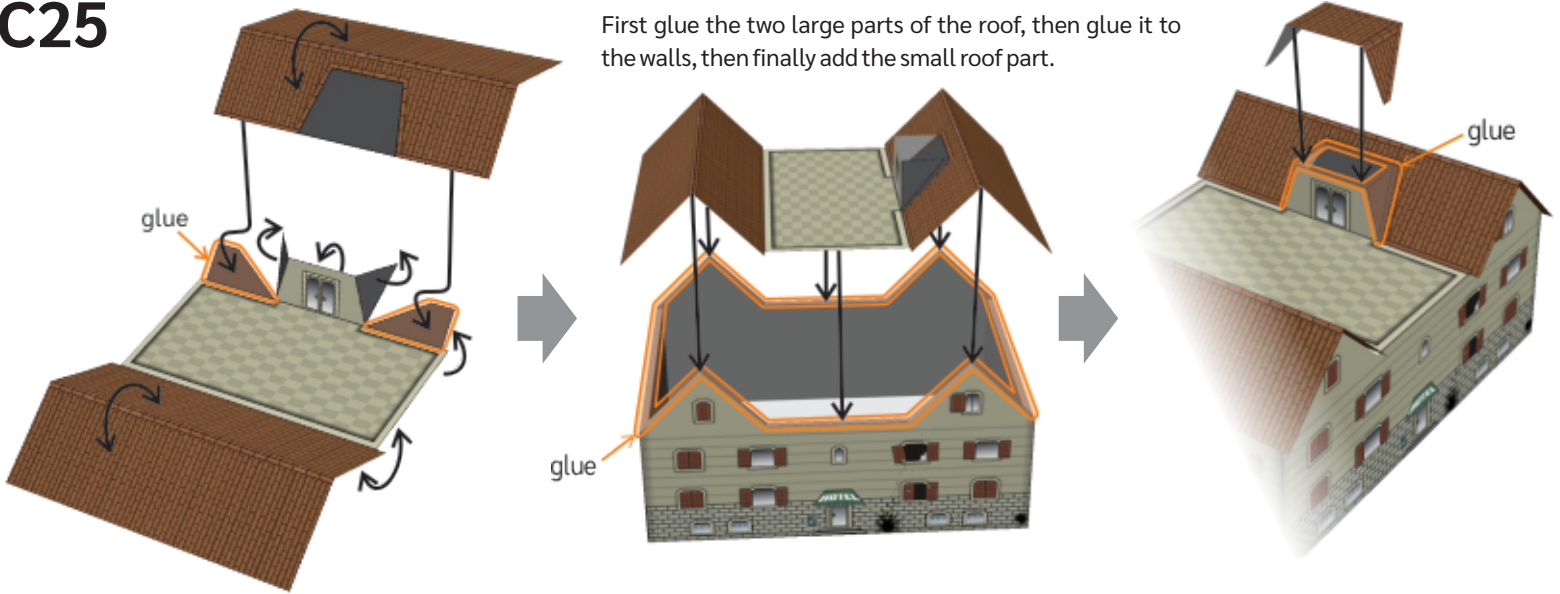


C18c is glued on top of C18b.

C23



C25

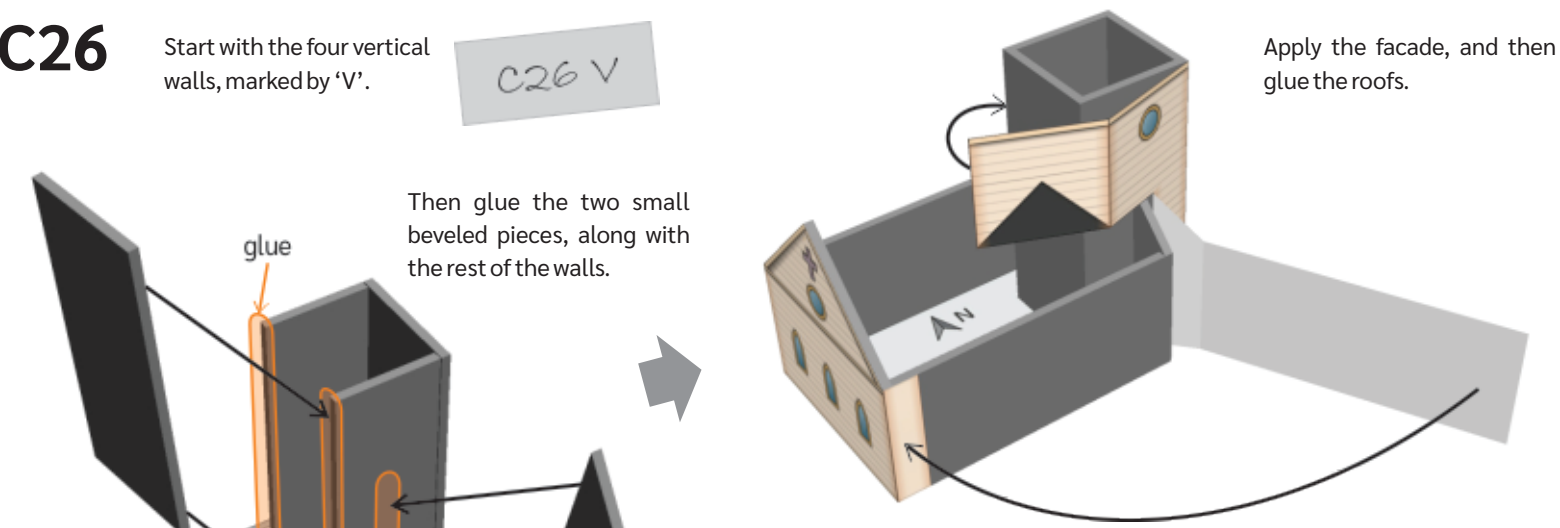


First glue the two large parts of the roof, then glue it to the walls, then finally add the small roof part.

C26

Start with the four vertical walls, marked by 'V'.

C26 V

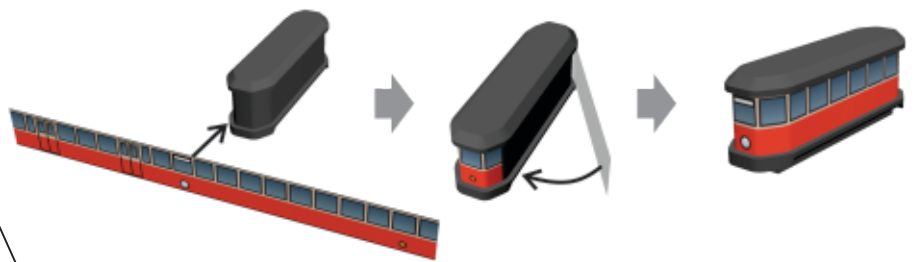


Then glue the two small beveled pieces, along with the rest of the walls.

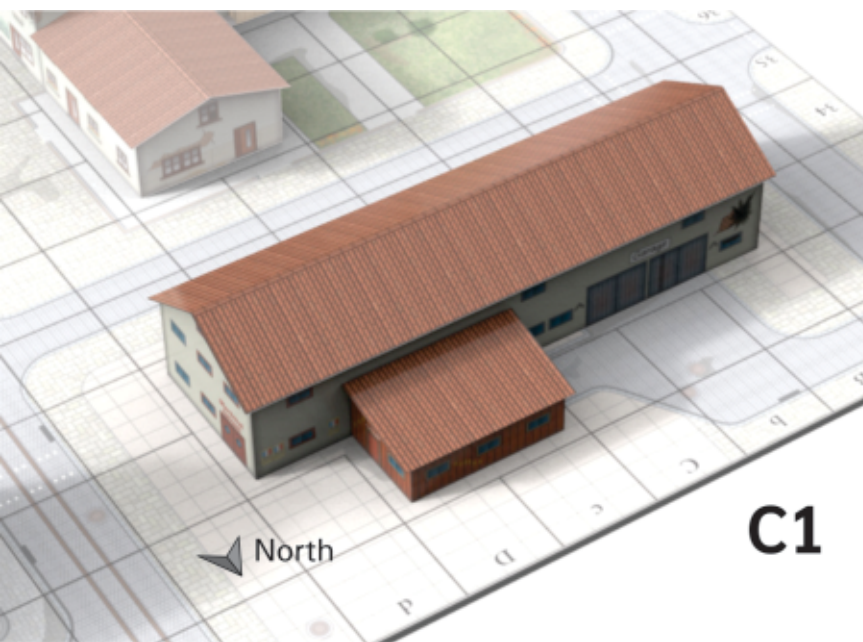
Apply the facade, and then glue the roofs.

Trams

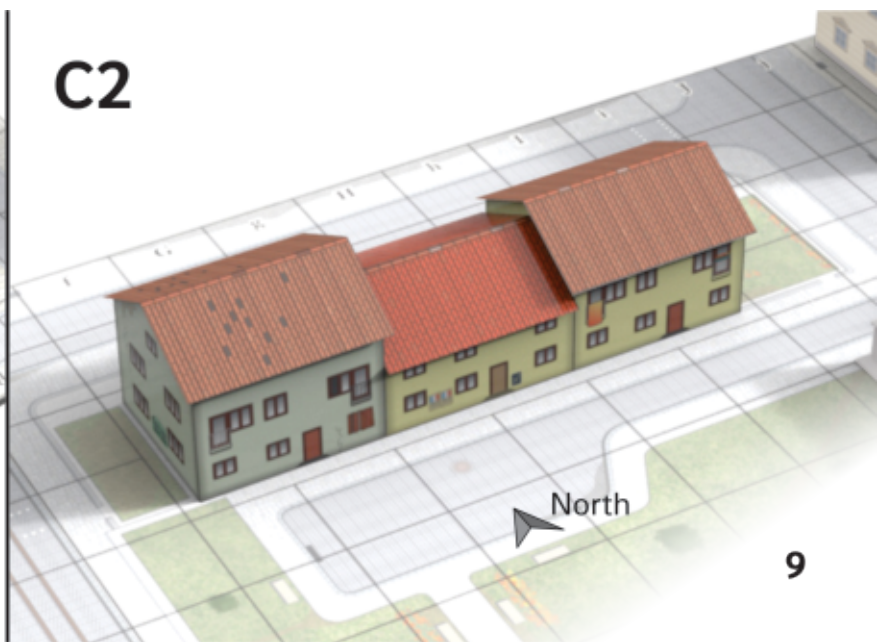
Apply the self-adhesive paper to the plastic tram. Start from the front (with the white light) and wrap the paper around.



The following images show every building block fully assembled for reference.



C1



C2

