

WARGAMING ARCHITECTURE

Each MDF sheet has an engraving which corresponds to the building.

### **CONSTRUCTION TIPS**

Paint MDF before assembly - paint will not look good on the fadelight plastic. You can use a wash to add definition to fadelight.

PVA Glue is the best glue for MDF - assume glue is used except for fadelight, and where this symbol is shown



Any clouding on fadelight can be easily removed with a cloth or your fingernail.

If you have any questions the quickest way I can respond is via the chat at brutalcities. com



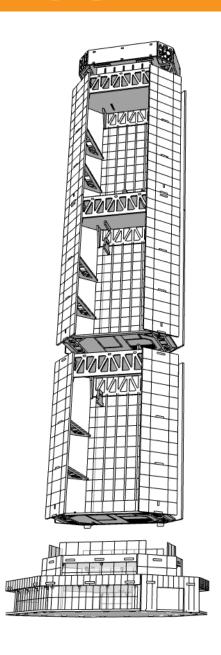
### **IMPORTANT!**

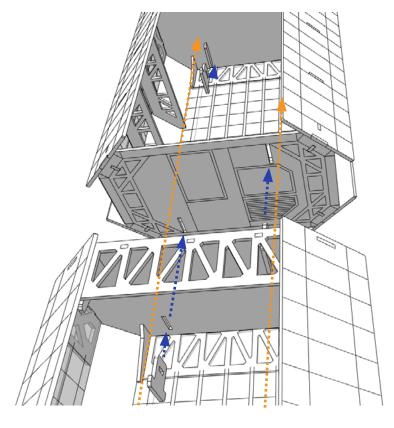
Make sure to paint before assembly! You can dry fit.











### **IMPORTANT!**

Make sure you build all the modules exactly as shown - pegs are used to ensure structural stability when used in tower mode.

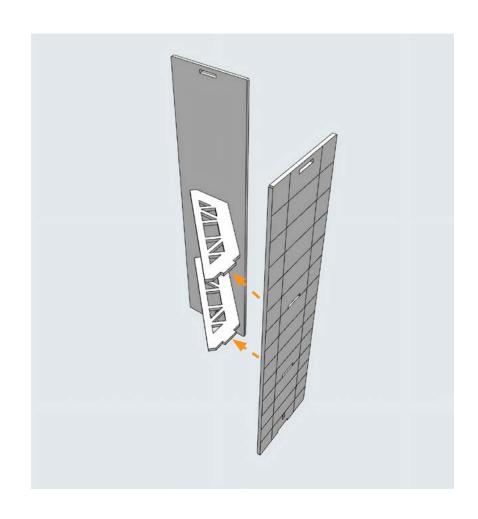
Make sure they line up - if you build the podium level the wrong way it won't work as it will be mirrored.

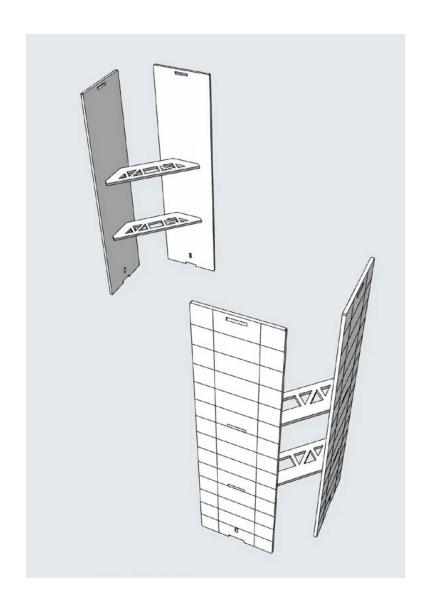




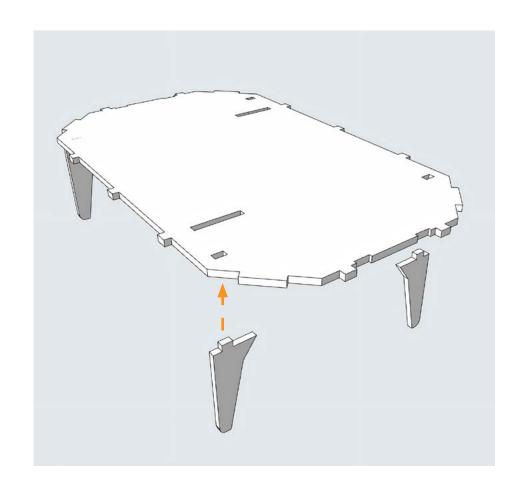
Tower Modules - BT78 sheets 1-4 of 6

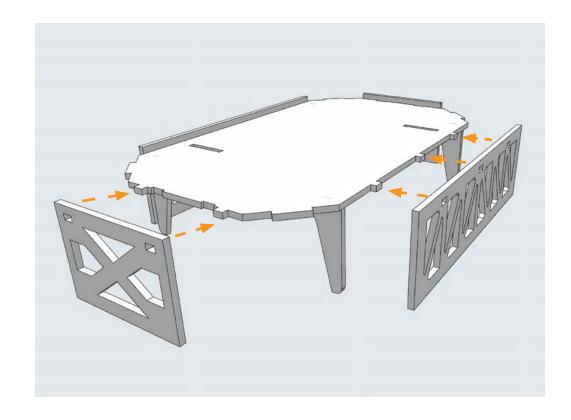




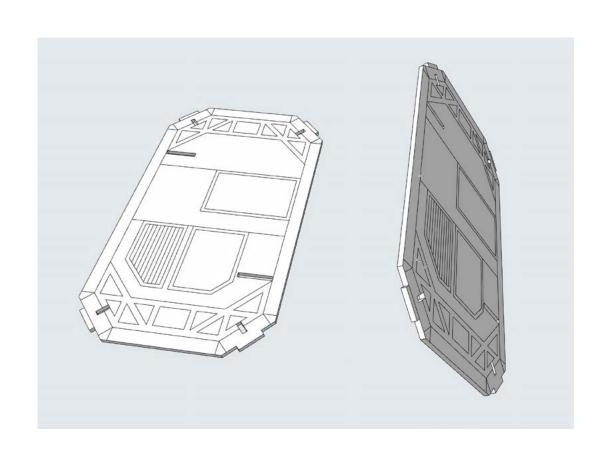


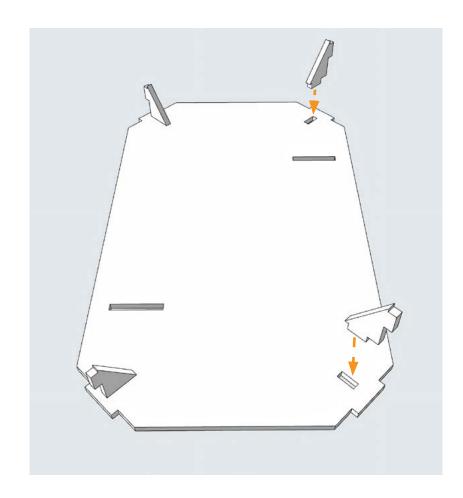




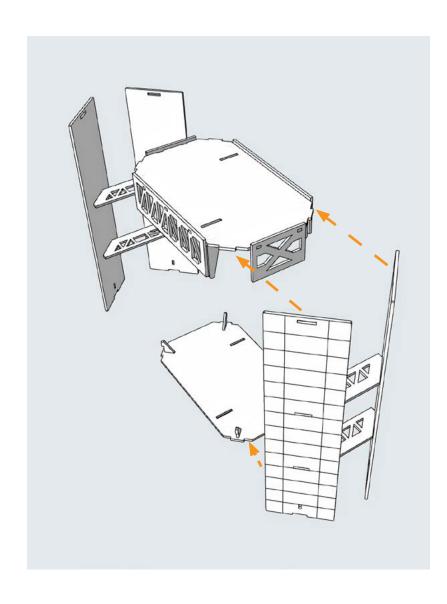


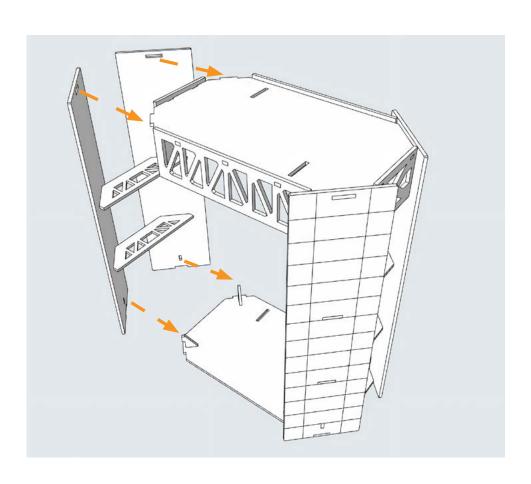




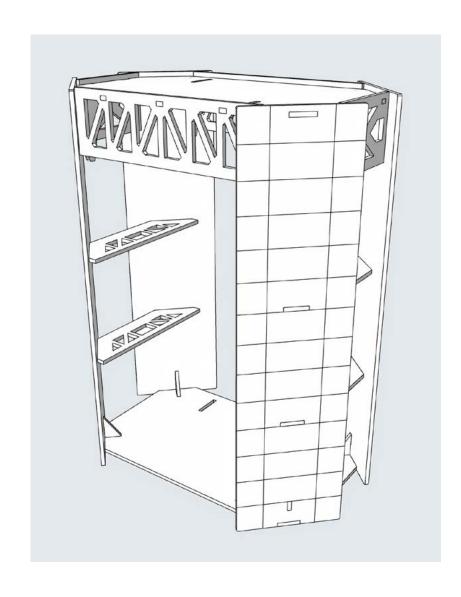


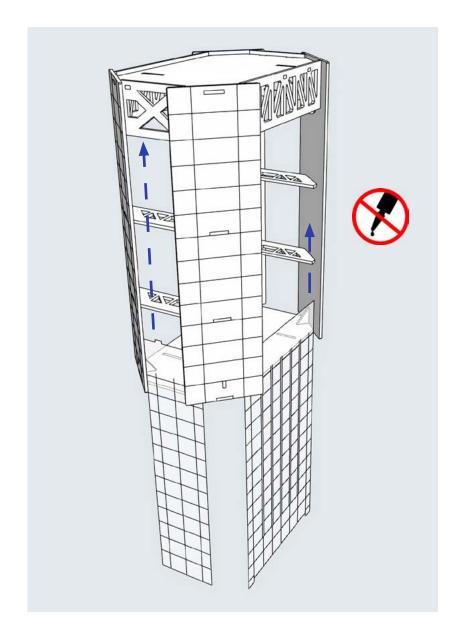






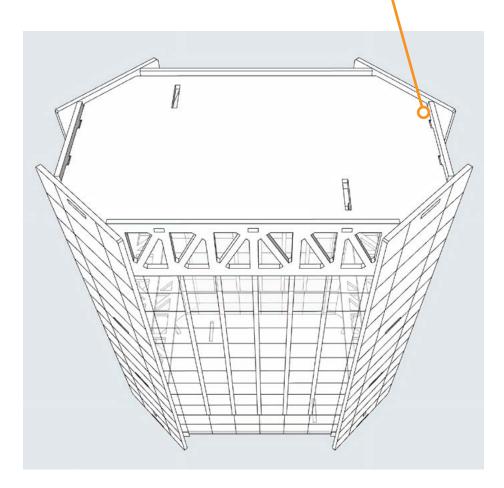


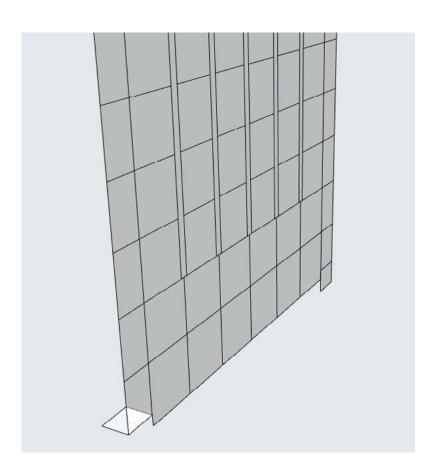






The Fadelight glazing slots into these holes





You can bend the bottom inwards to secure the sheet to the building.



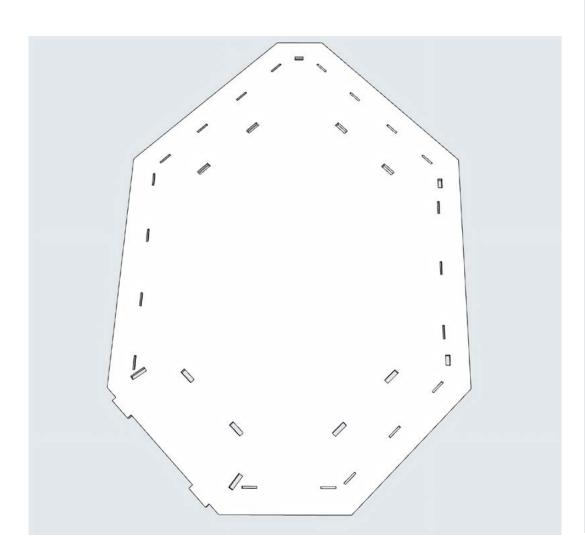


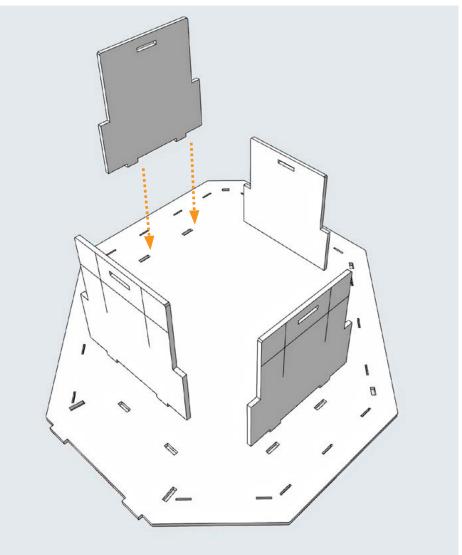




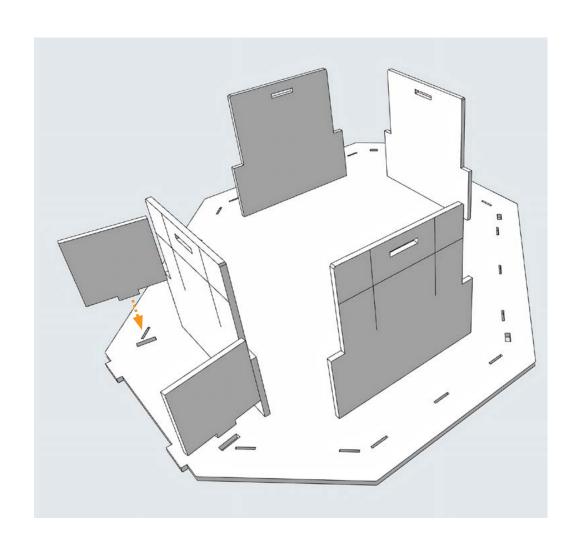
Podium level - BT78 sheets 5 & 6 of 6





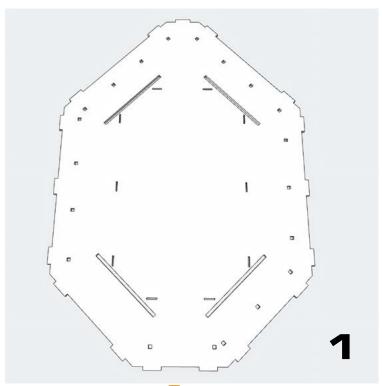


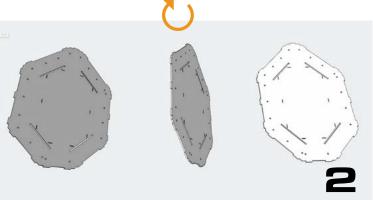




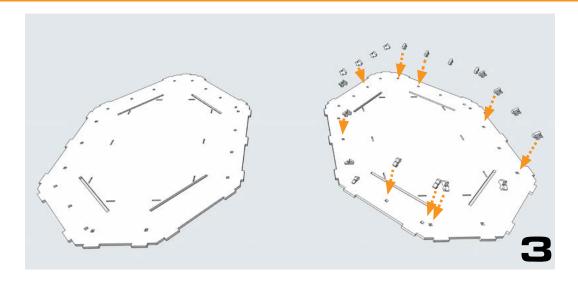


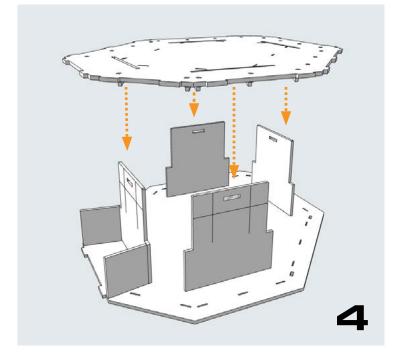
### WARGAMING ARCHITECTURE





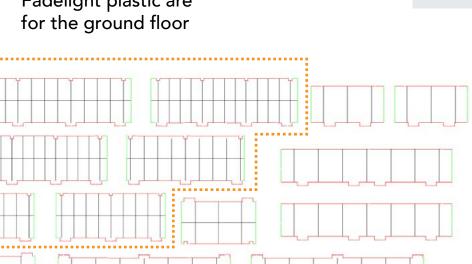
Take the first floor slab and rotate it to glue the glazing anchors to the underside

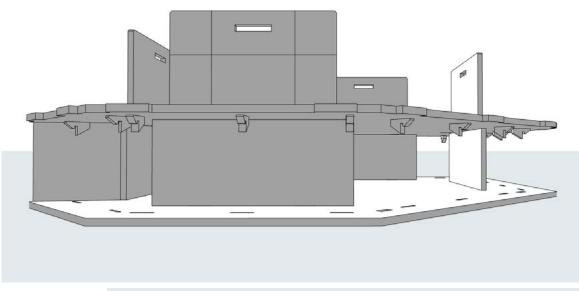


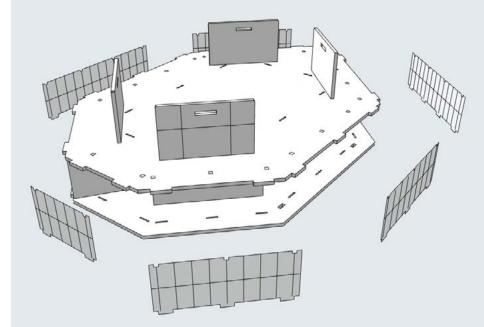




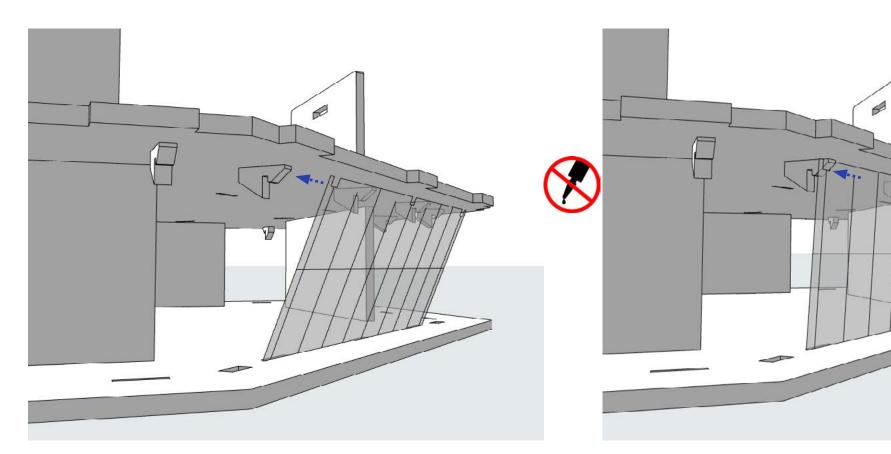
These pieces of Fadelight plastic are for the ground floor







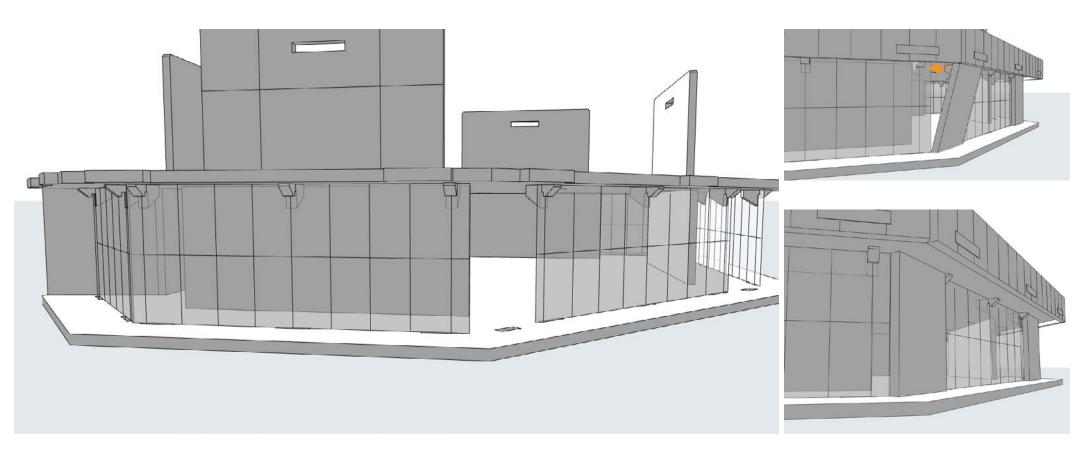




Taking the corresponding pieces, place them into the ground slab

You may need to bend them into place carefully to lock into the fixing pieces on the first floor slab

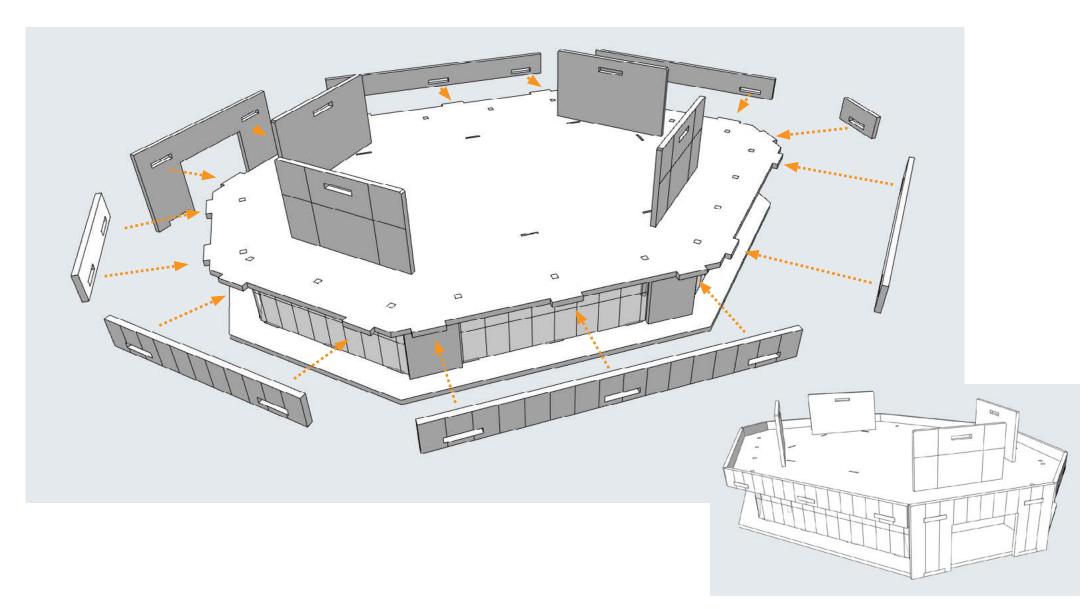




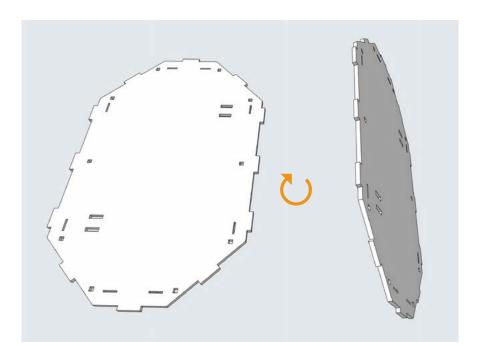
They should make a snapping noise! Repeat for the other pieces of glazing.

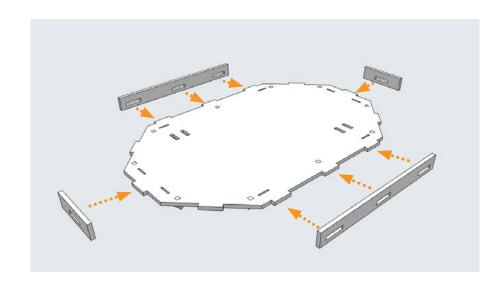
Now glue the walls to complete the ground floor.

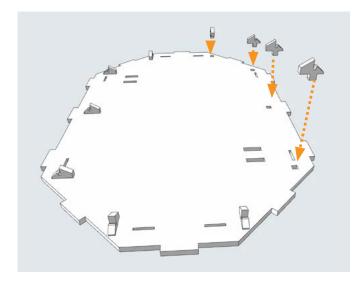




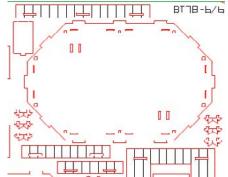






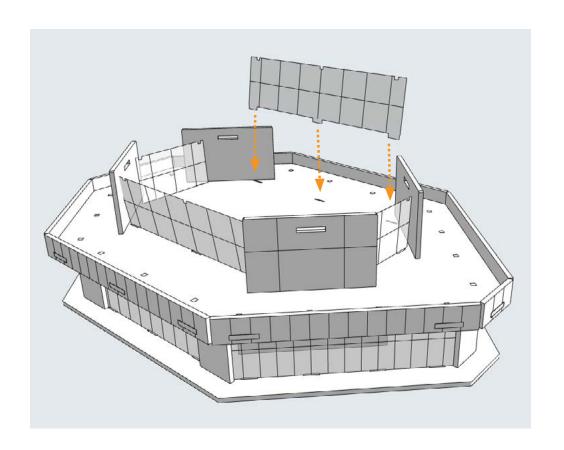


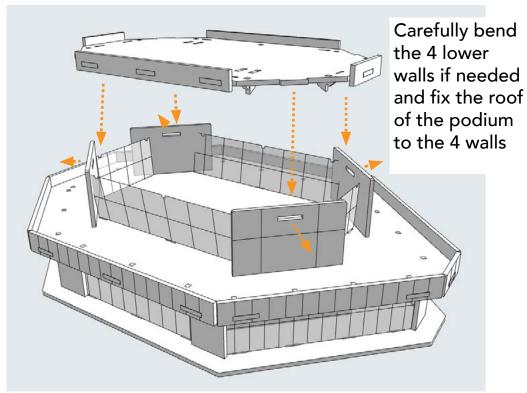
Flip the roof level (Smaller slab on sheet 6/6)



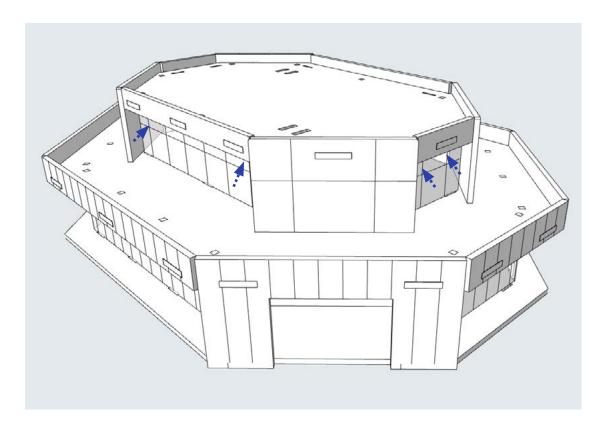
© Copyright Brutal Cities 2024 // BrutalCities.com

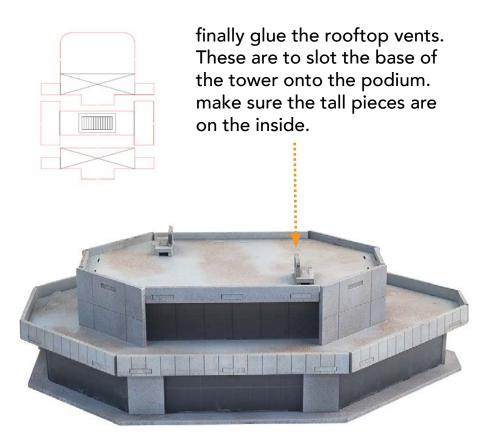




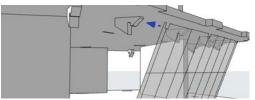




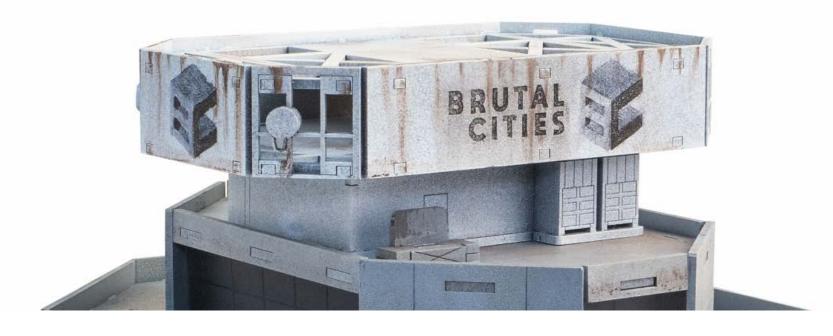




Now snap the upper fadelight into place - gently push it into the brackets like before. You may need a hook to bring it back in if it isn't in place when you positioned the roof

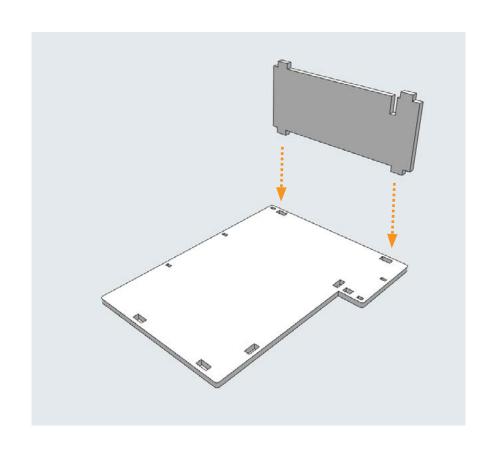


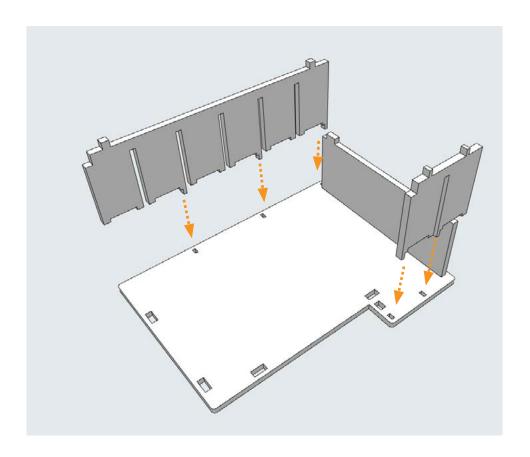




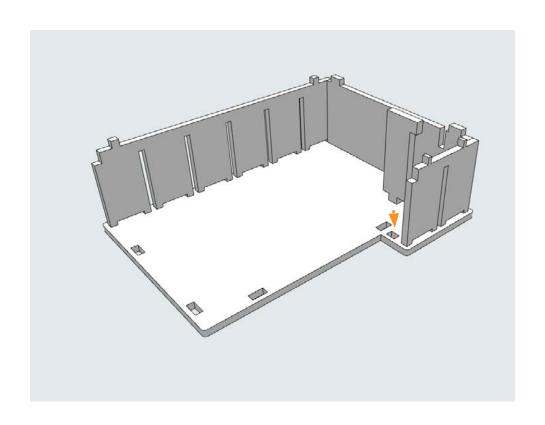
Rooftop Comms Array & Signage - BT78 sheet 5 of 6

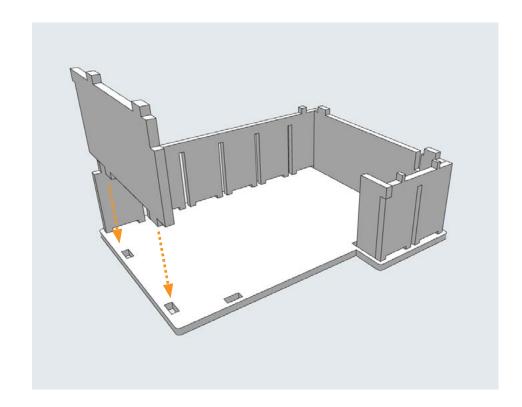




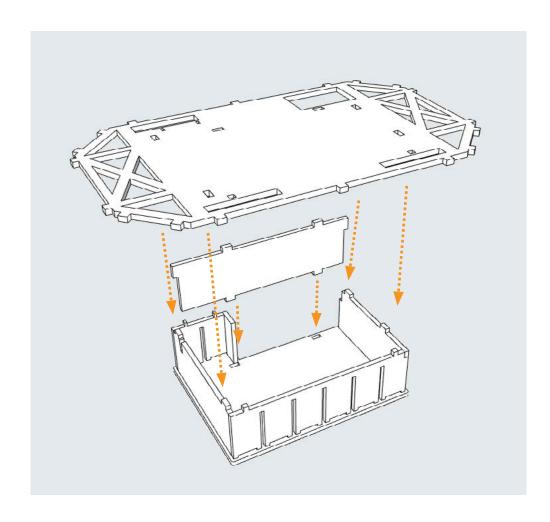


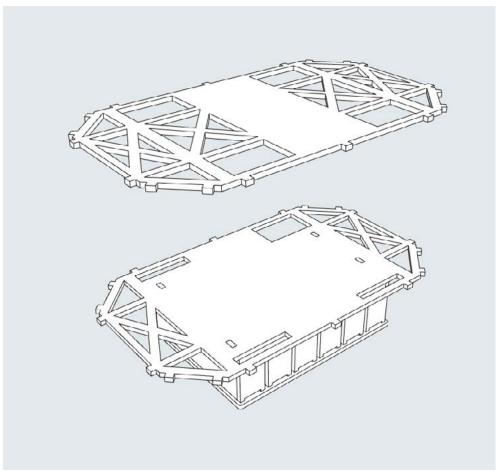




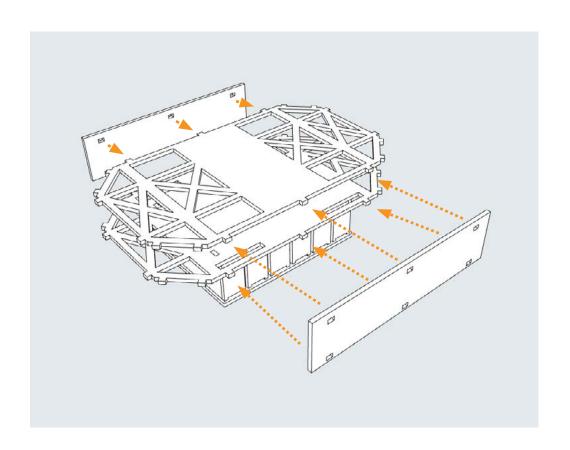


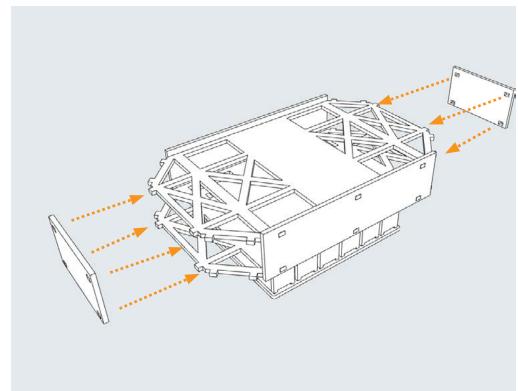




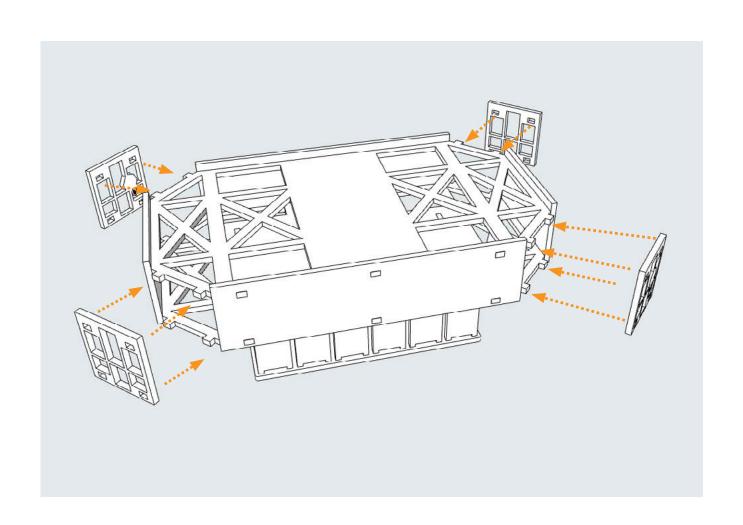
















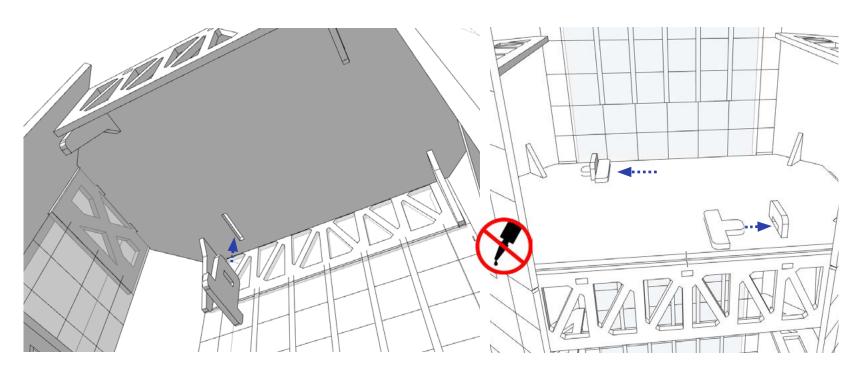


Now just glue the circles and the angled beam to the three slabs.

you can remove the fadelight sheets and slide the slab to protect the terrain and your paintjob when you use it for 28mm terrain! Now just glue the circles and the angled beam to the three slabs.

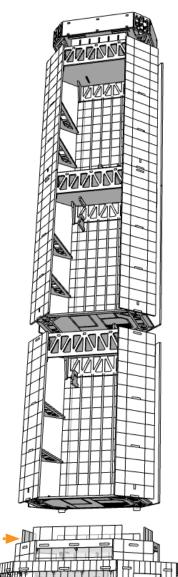
you can remove the fadelight sheets and slide the slab to protect the terrain and your paintjob when you use it for 28mm terrain!

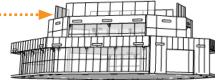




To secure the tower for gameplay first remove the fadelight then use the peg systems as shown to

> The 4 leftover Fadelight pieces are used to hide the gap between the roof and first level - an minor detail but I needed the gap for assembely and structural reasons







Enjoy your new terrain! Any feedback is most welcome. Again, if you have any issues please message me in the chat at brutalcities.com



Miniatures copyright Games Workshop