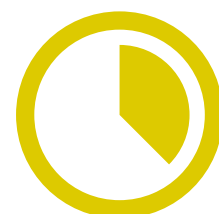
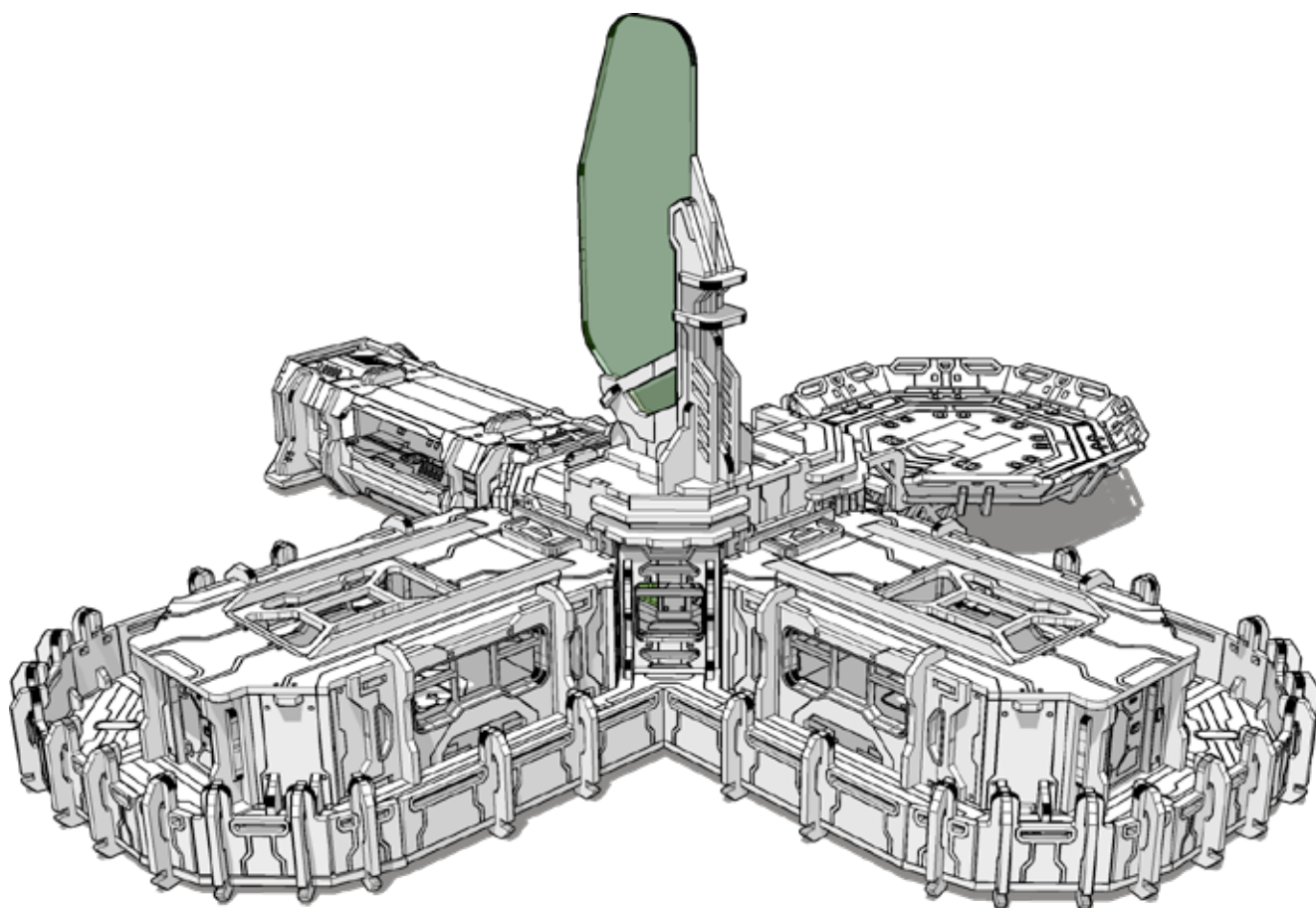




**TABLETOP  
SCENICS**

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**



 **TTCOMBAT**



## 2

These are a series of icons that may be used throughout the instructions to help your assembly.  
If in doubt, scroll ahead to confirm.



Do not glue this part



Carefully score and  
fold this part



This part - or its placement is  
completely optional



Look closely at this step -  
The process order or part  
used, may be specific



Repeat making this part  
the specified number  
of times



The next instruction step  
will be the same assembly  
so far, but from a different  
angle



Sub-assembly complete.  
This smaller construction  
is ready to add to the  
main kit



Assembly Complete! There  
could be more optional  
parts - check to the very end  
of instructions



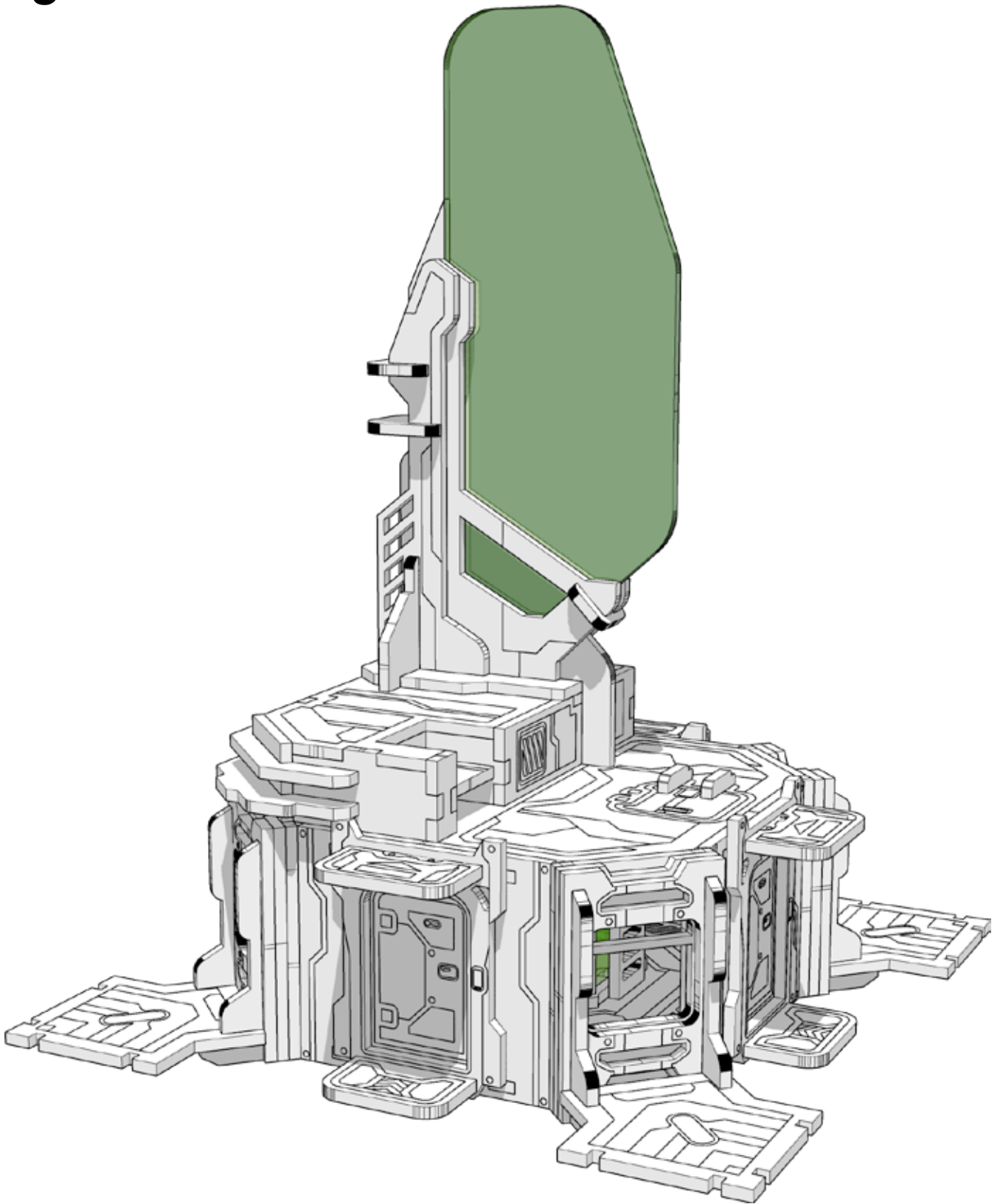
FRAGILE: DO NOT BEND.  
“Bendy wood” is designed to  
curve around a designed  
frame only.



**TABLETOP  
SCENICS**

**TTPSX-SFU-O32  
Mule:  
Helipad Lobby**

**3**

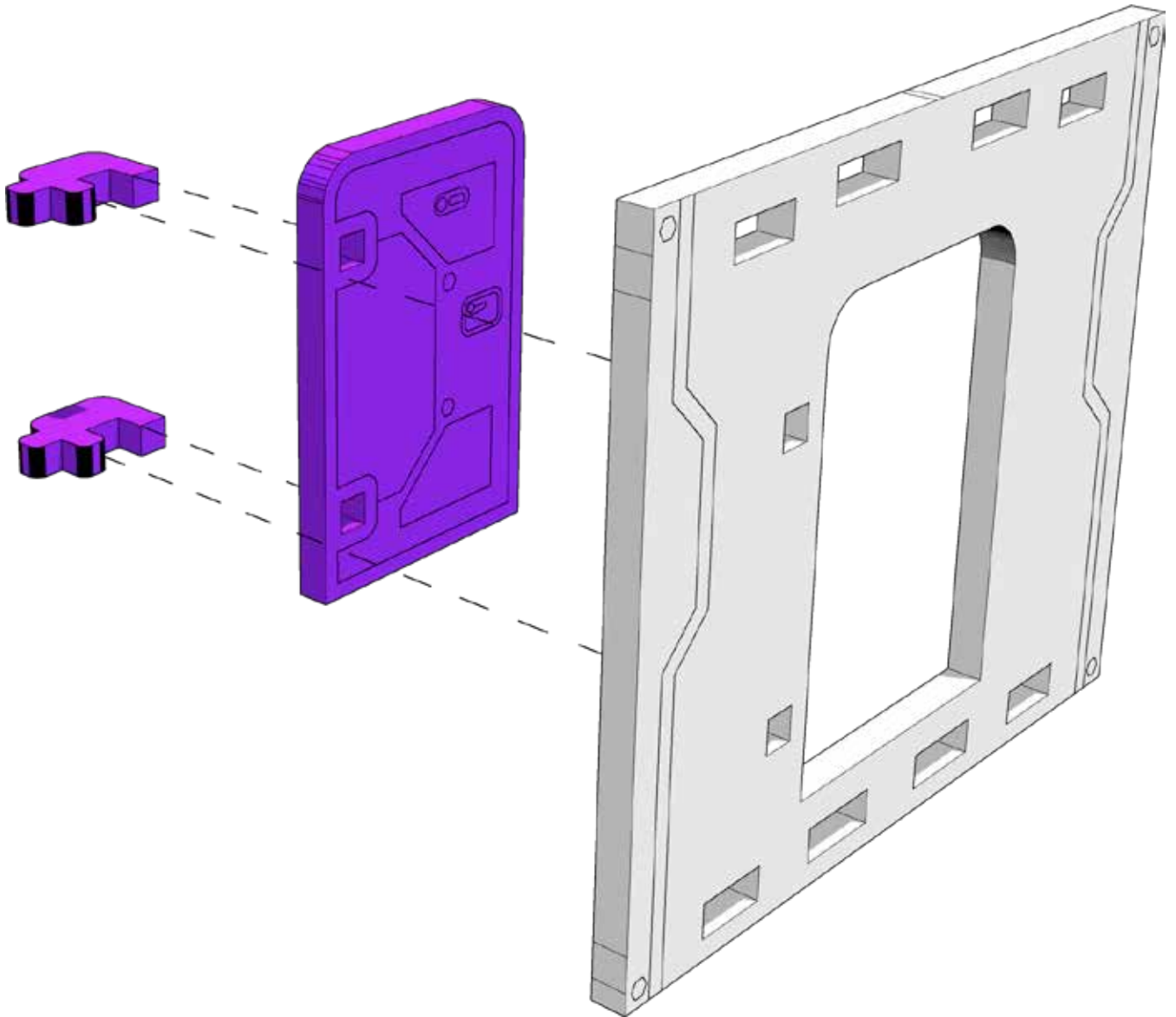


Core





**4**



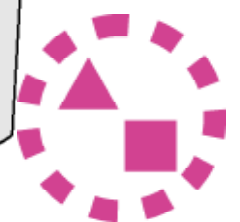
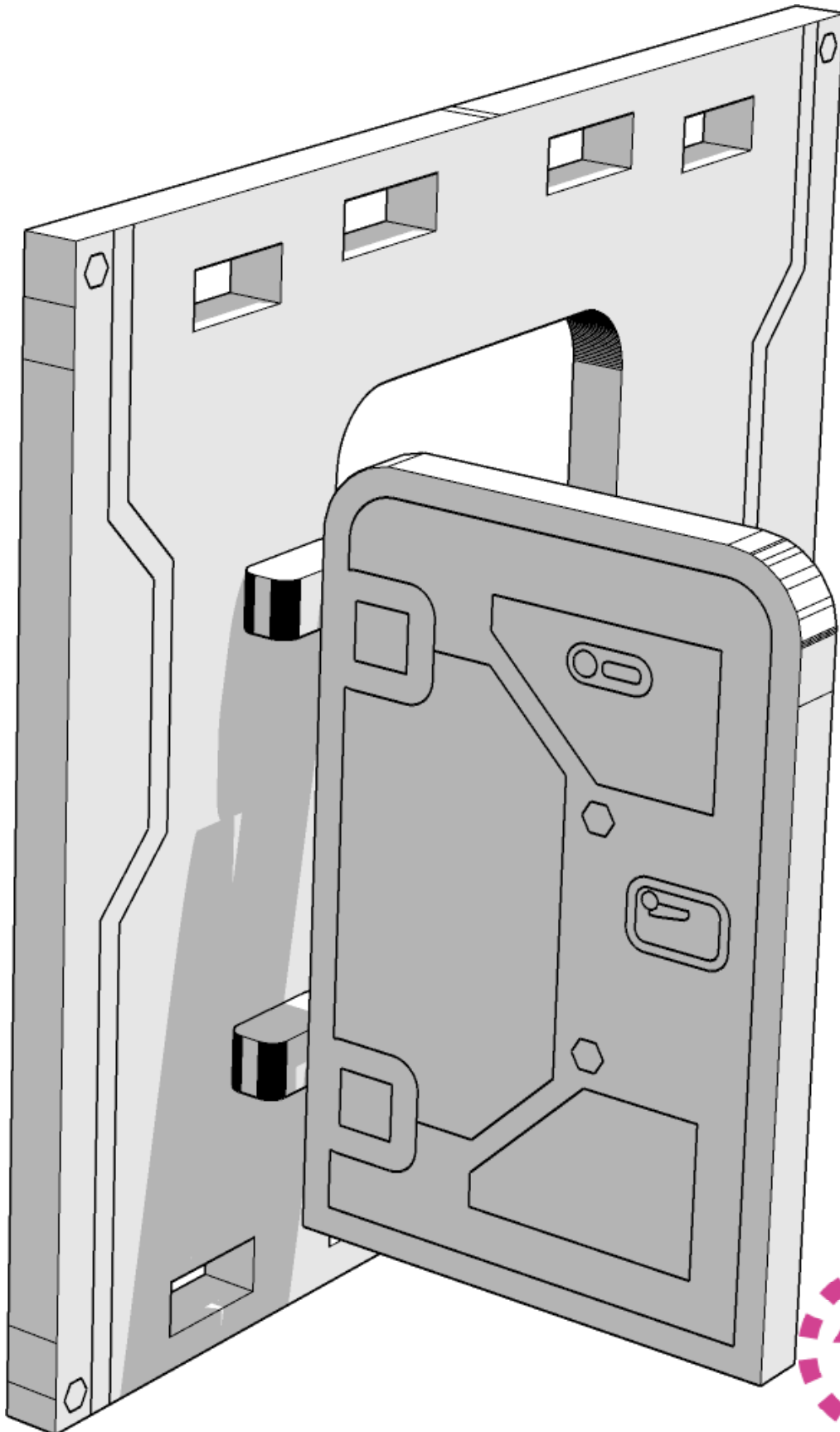
Glue hinges to the door but not to door frame. This allows for closing or opening the door. See next two steps



# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**5**

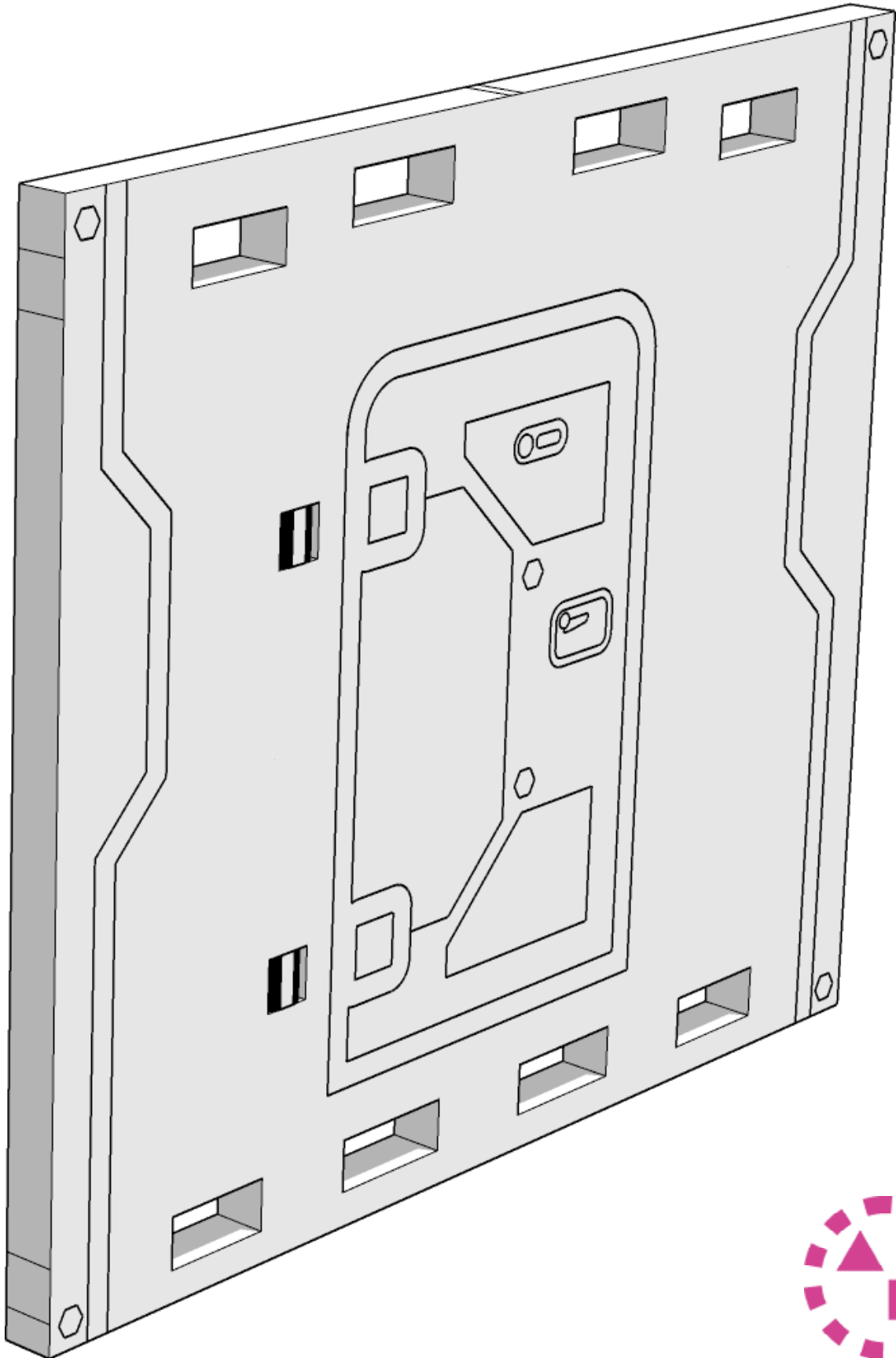




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**6**



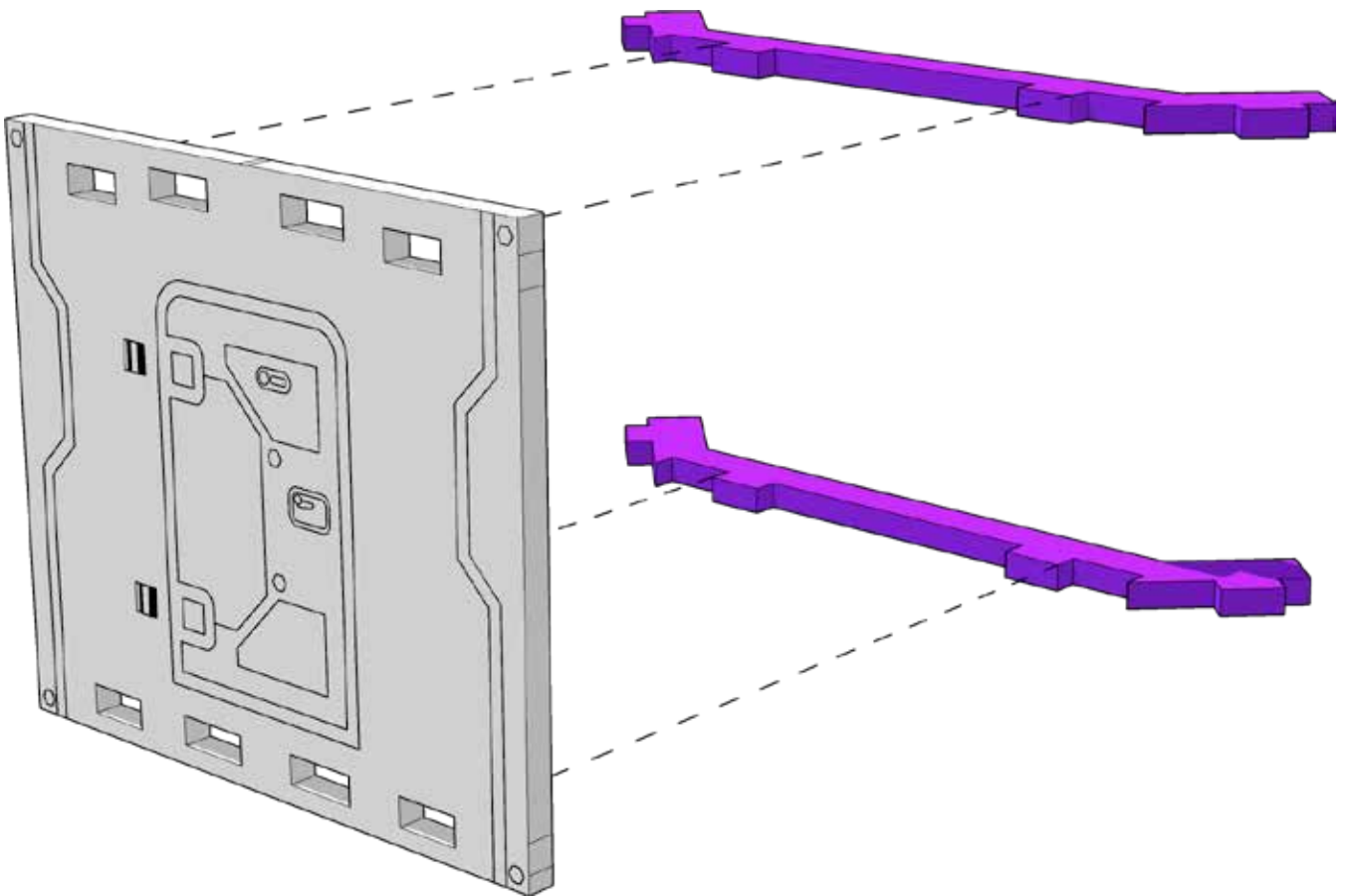
 **TTCOMBAT**



# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

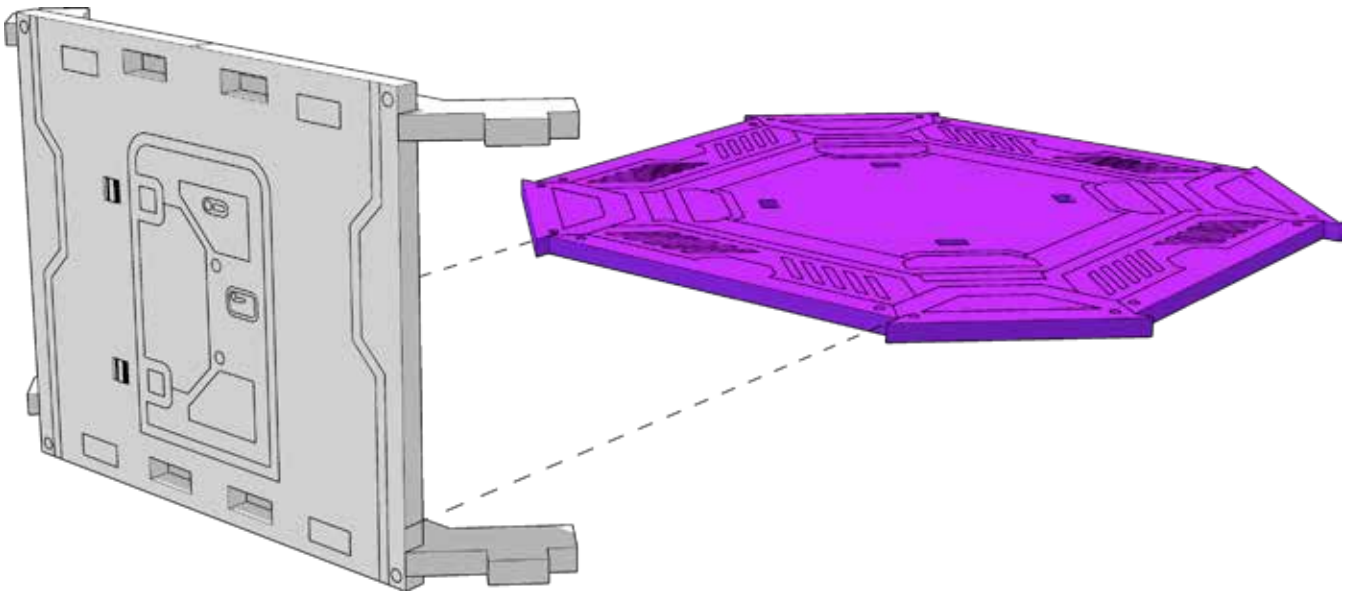
**7**







**8**



Floor sits above the lowest door  
frame bracket

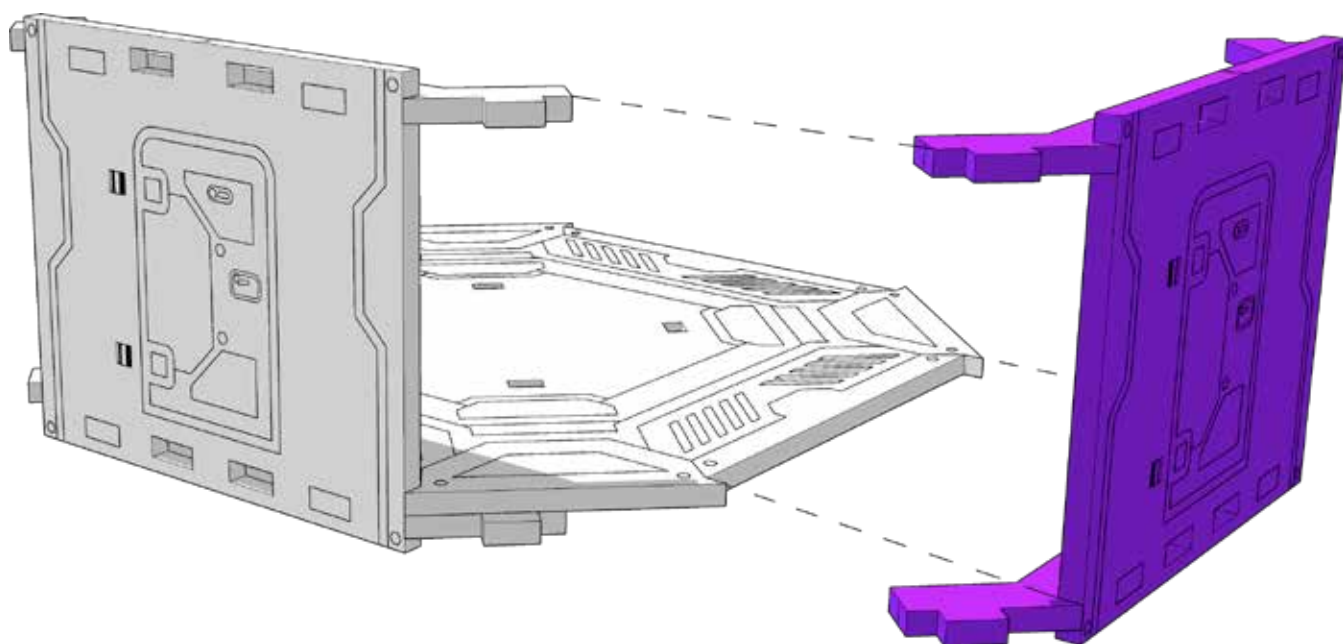




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**9**

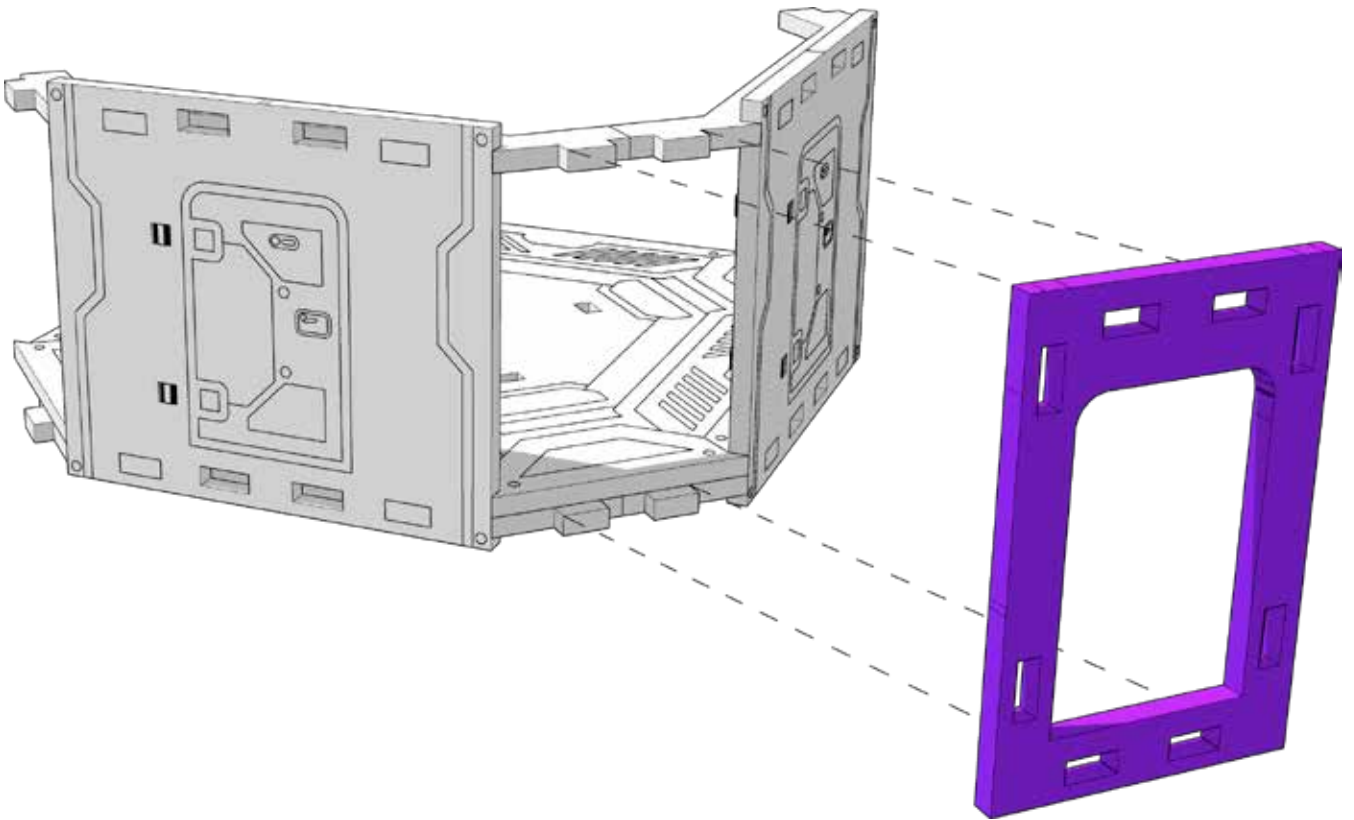




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**10**

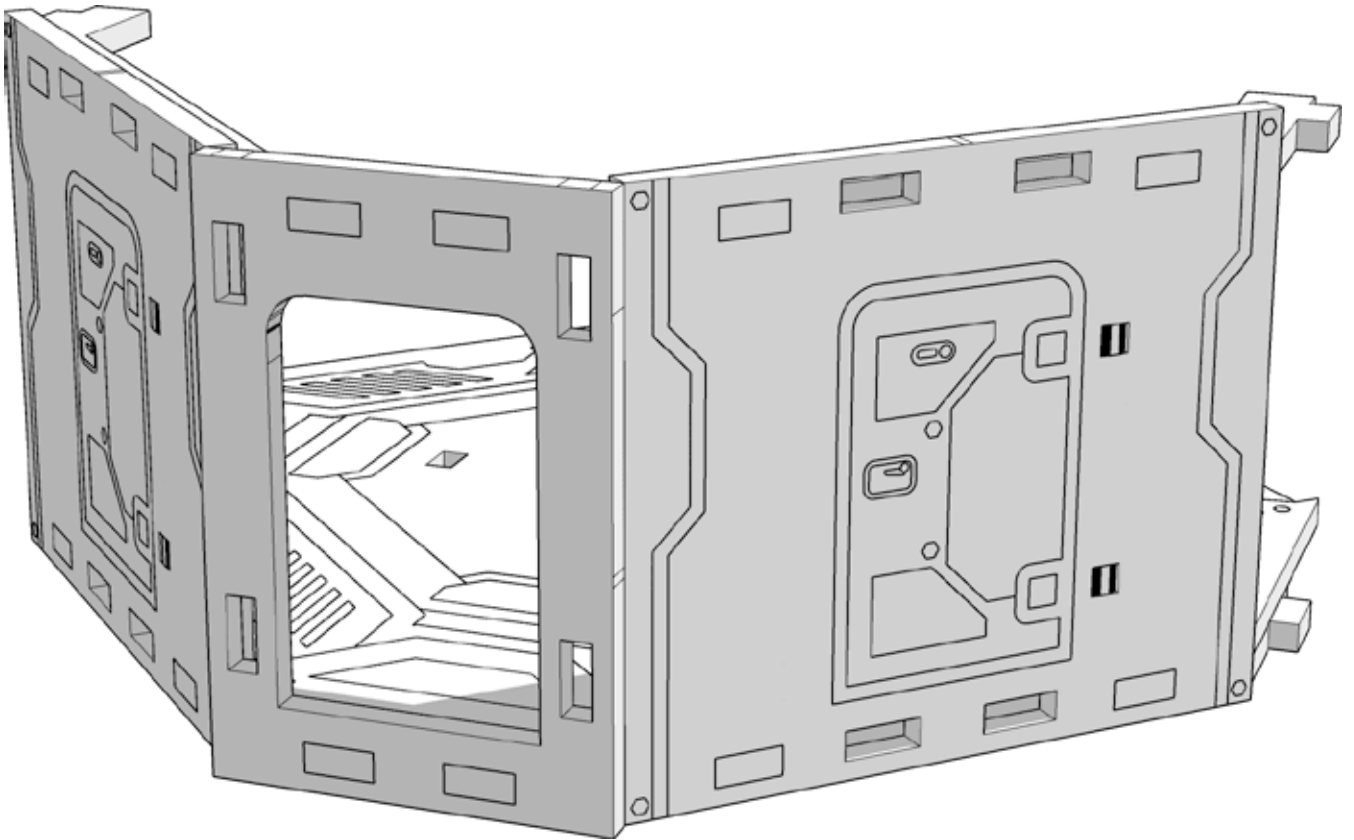




# TABLETOP SCENICS

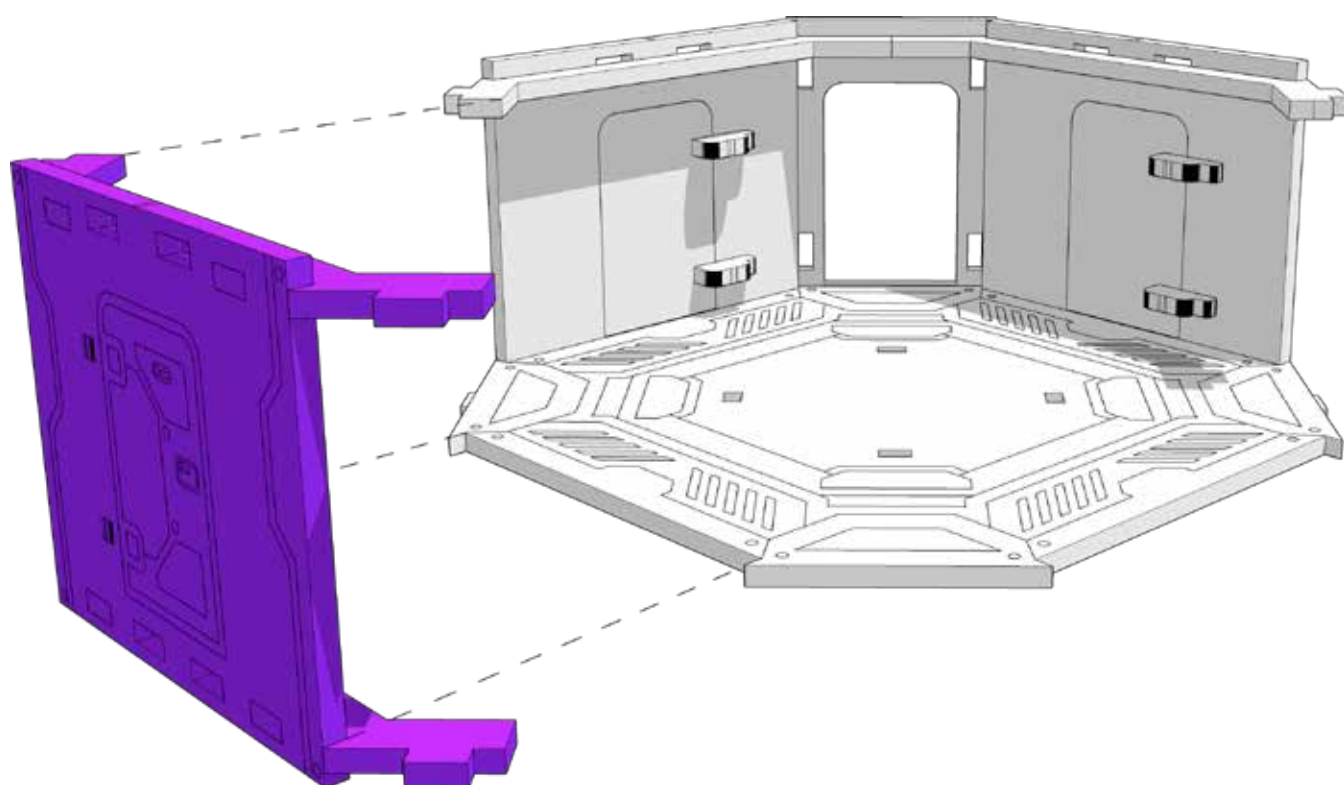
**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**11**





**12**

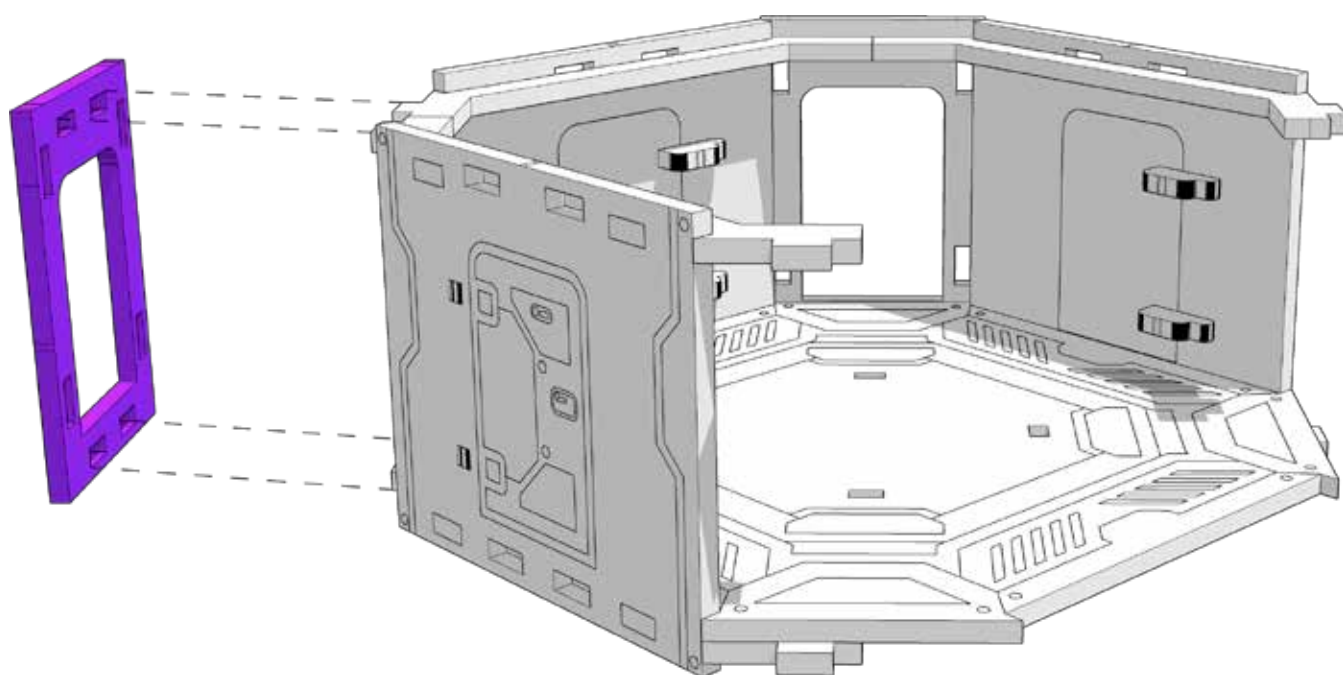




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**13**

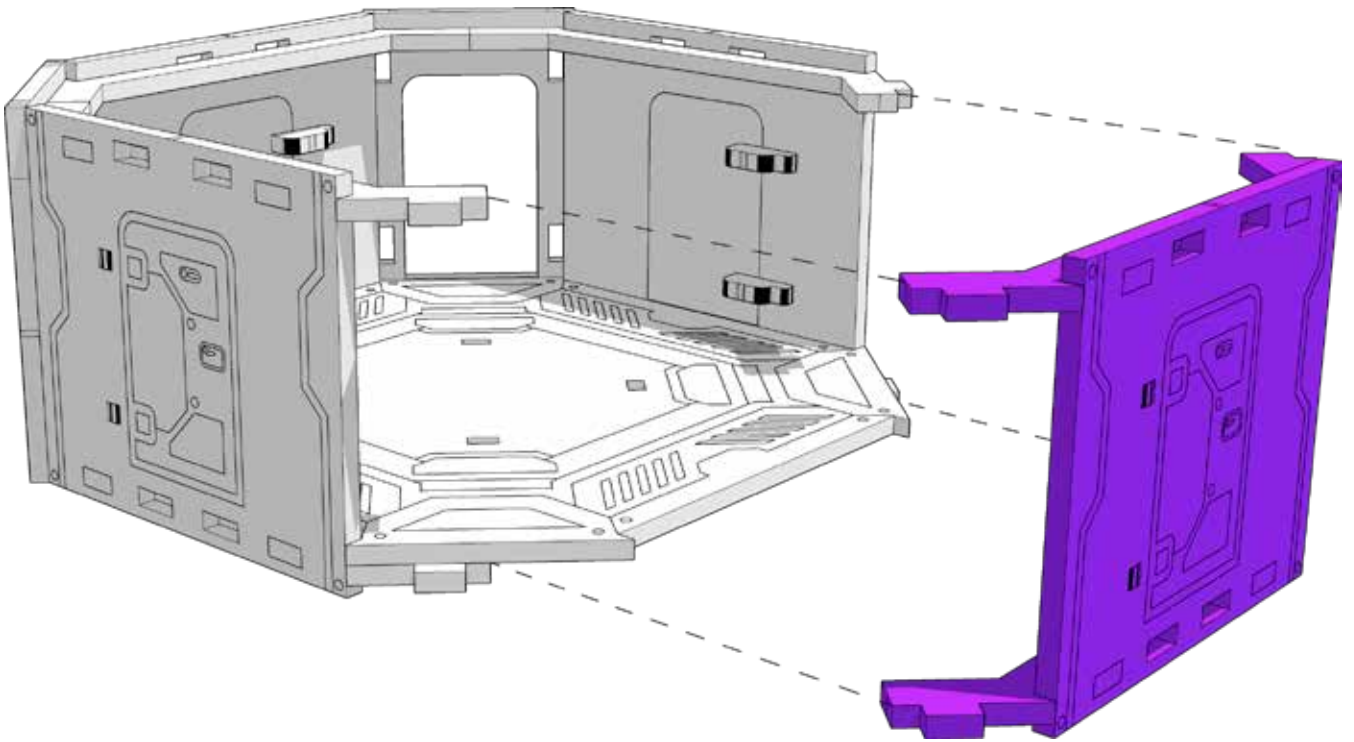




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**14**

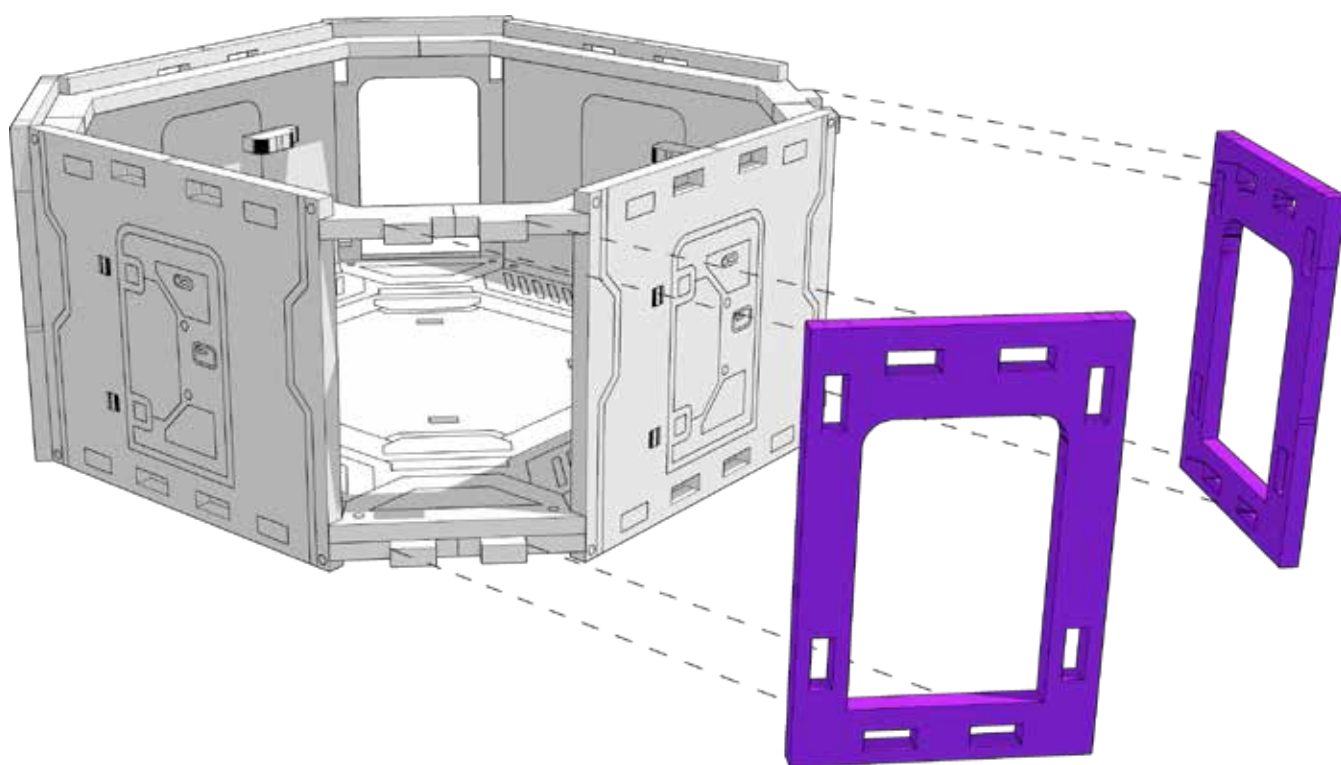




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**15**



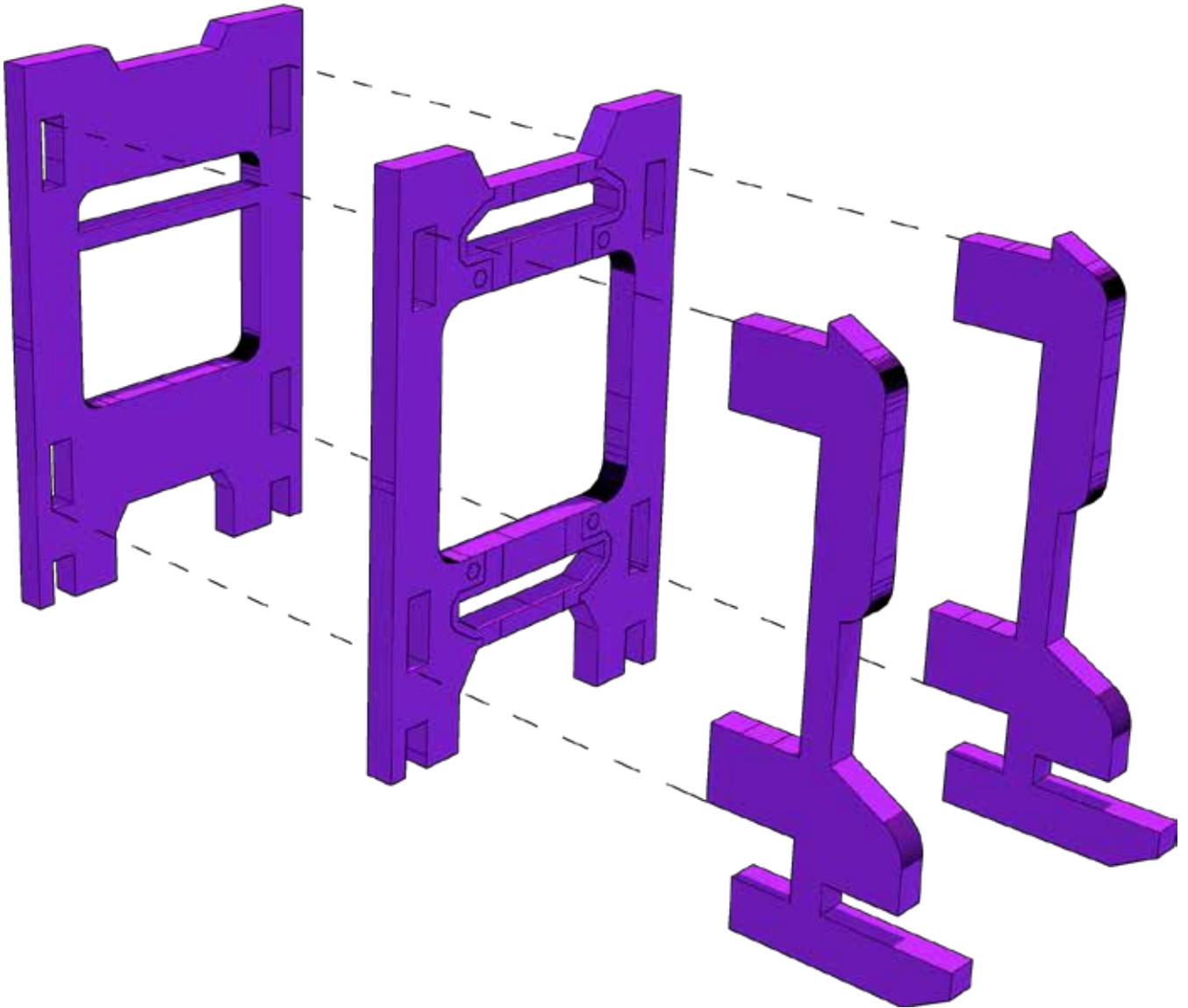




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**16**

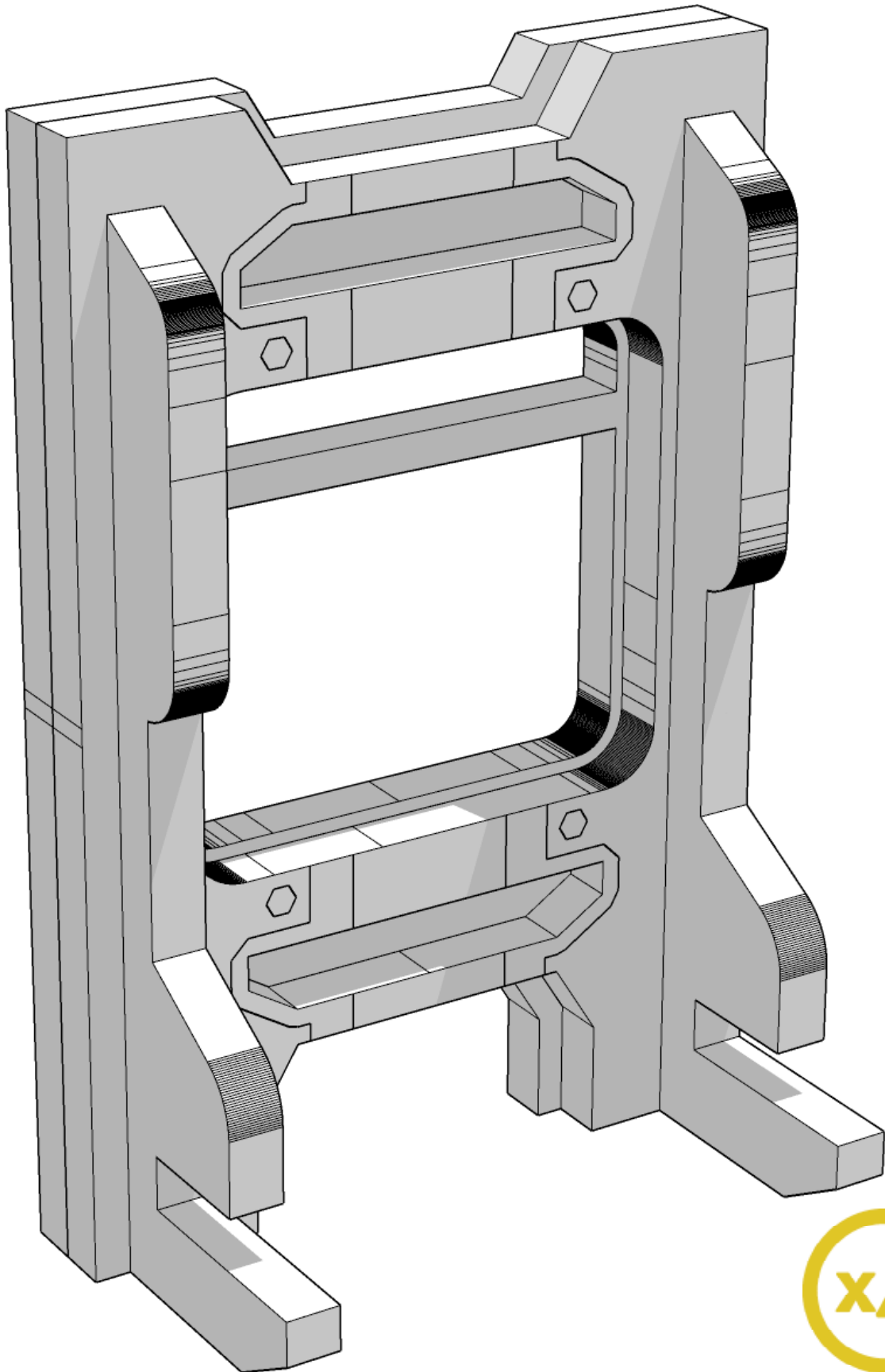




TABLETOP  
**SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**17**

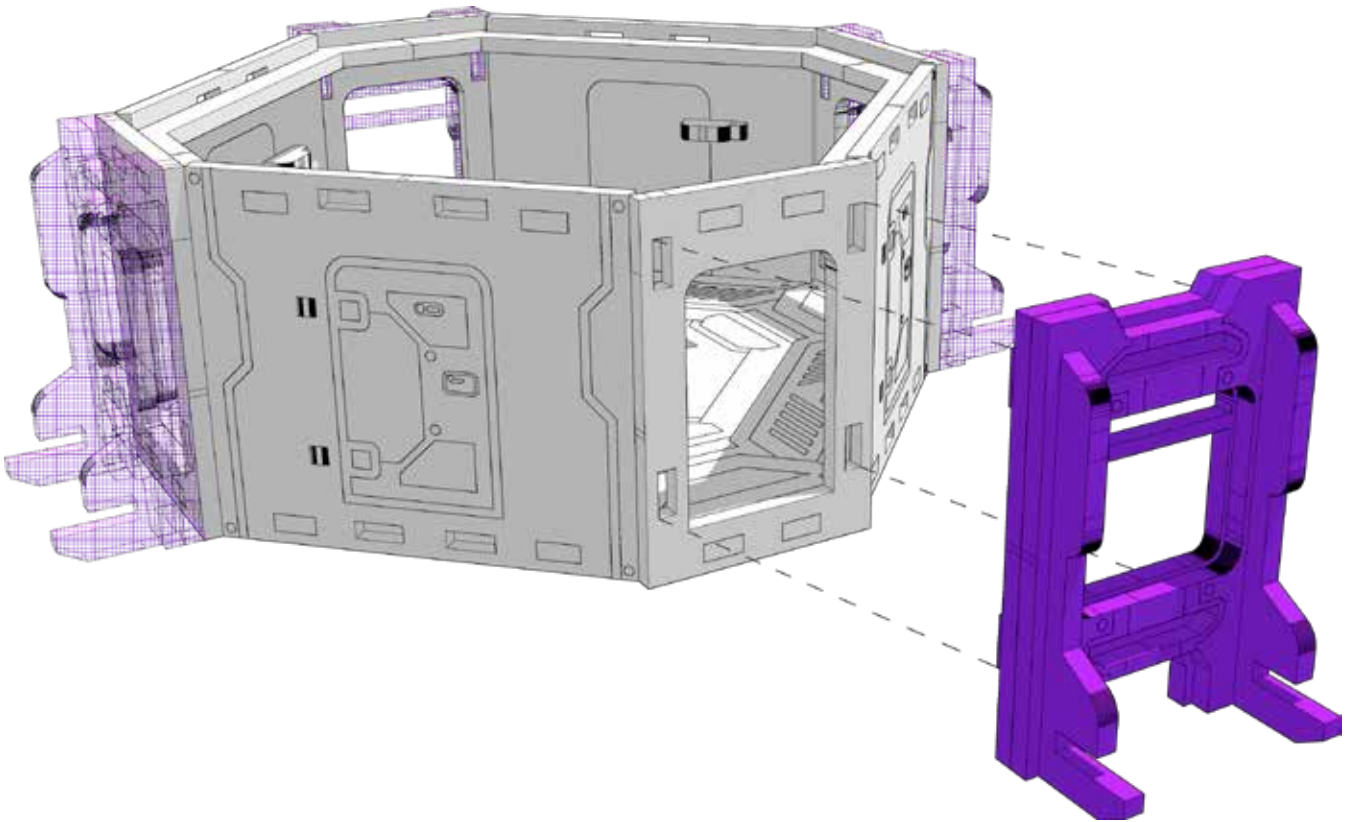


**x4**

 **TTCOMBAT**



**18**



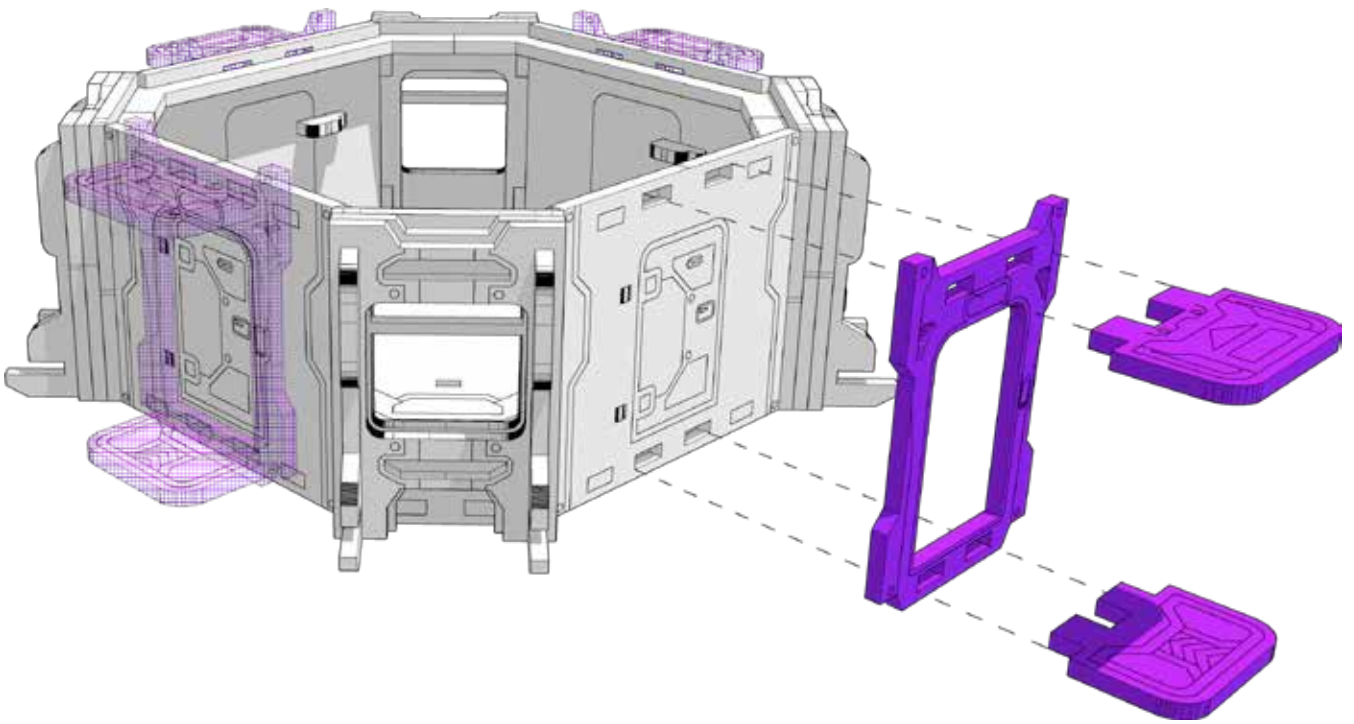
Repeat for all four corners



# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**19**



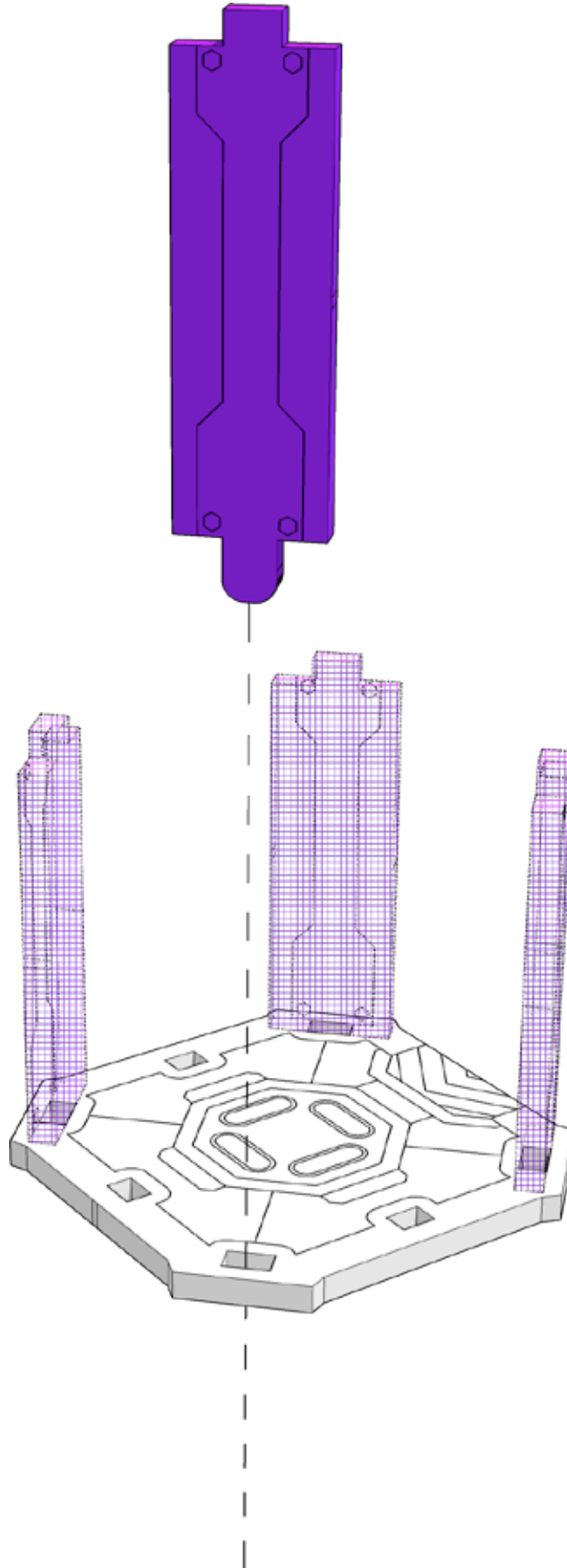
Repeat on all four sides



# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**20**

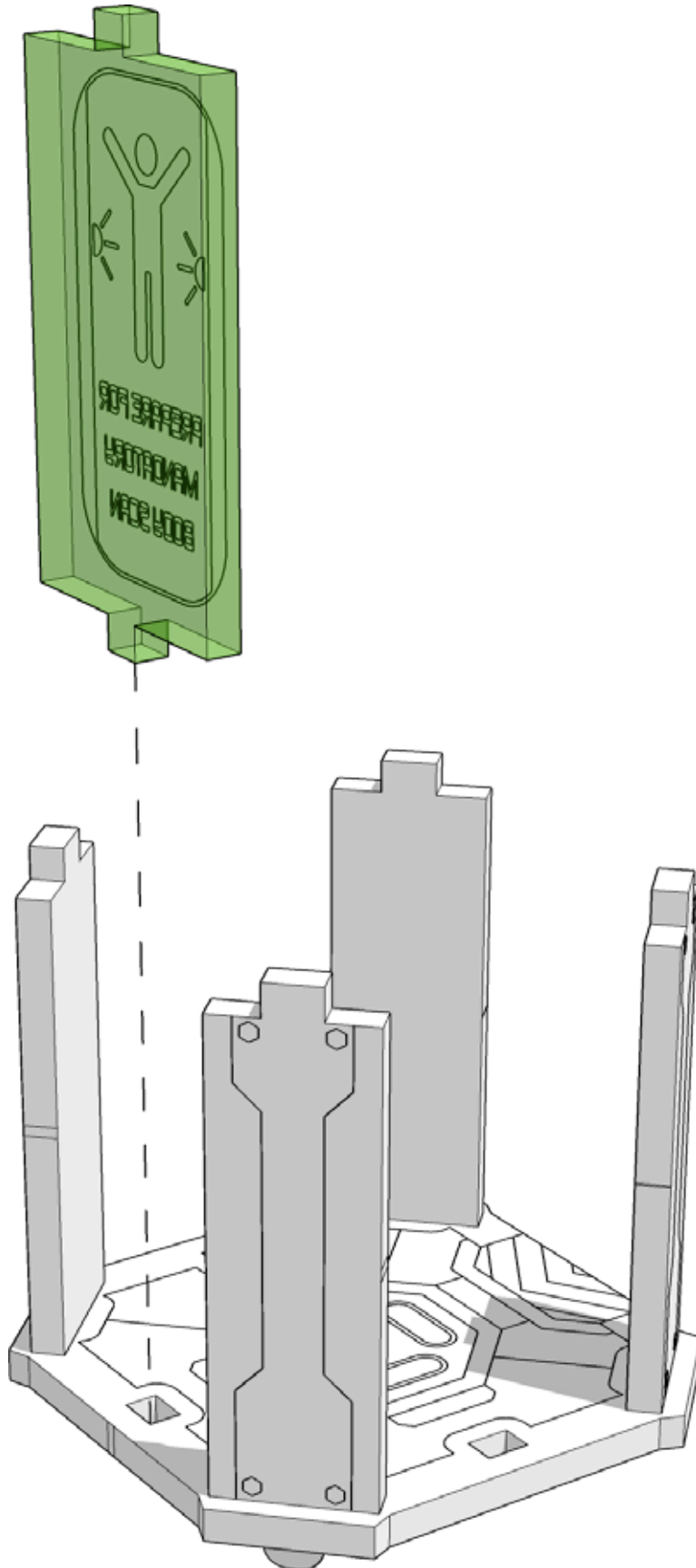




# TABLETOP SCENICS

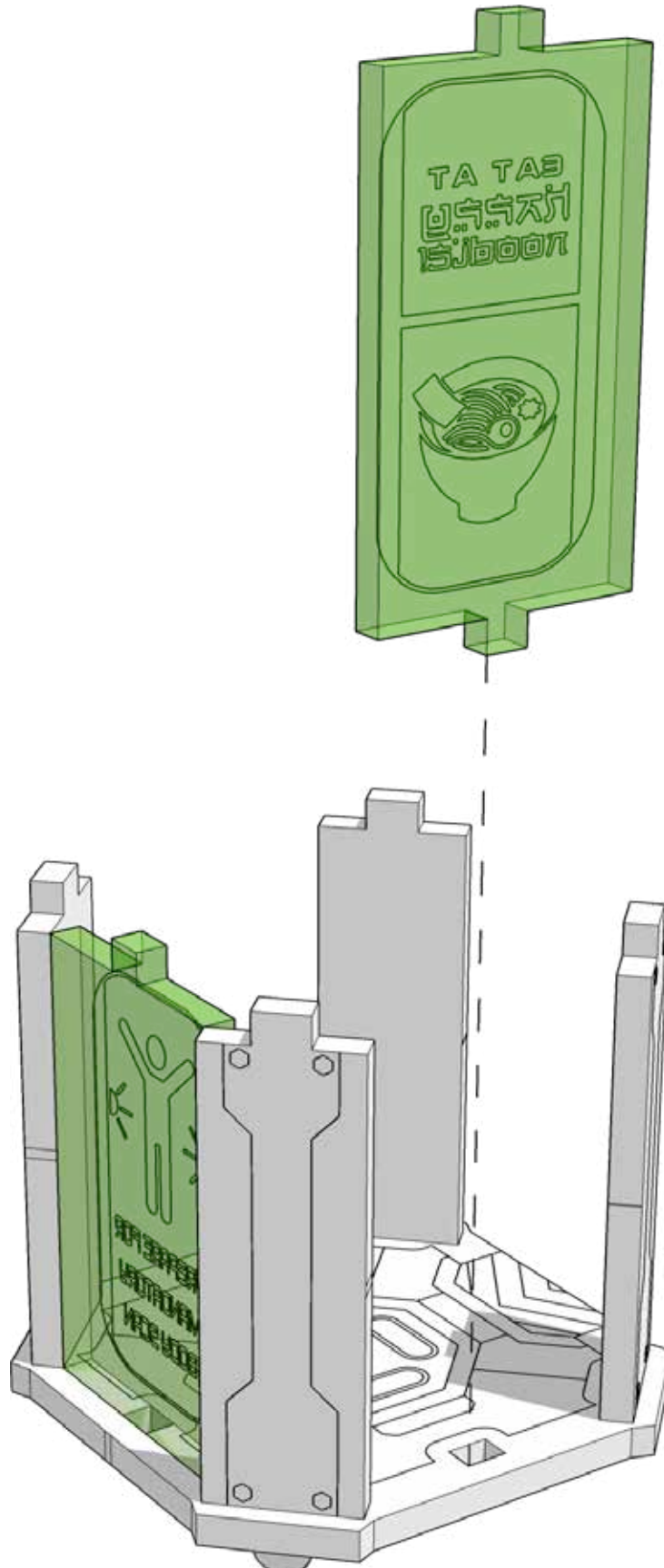
TTPSX-SFU-O32  
Mule:  
Helipad Lobby

21





22



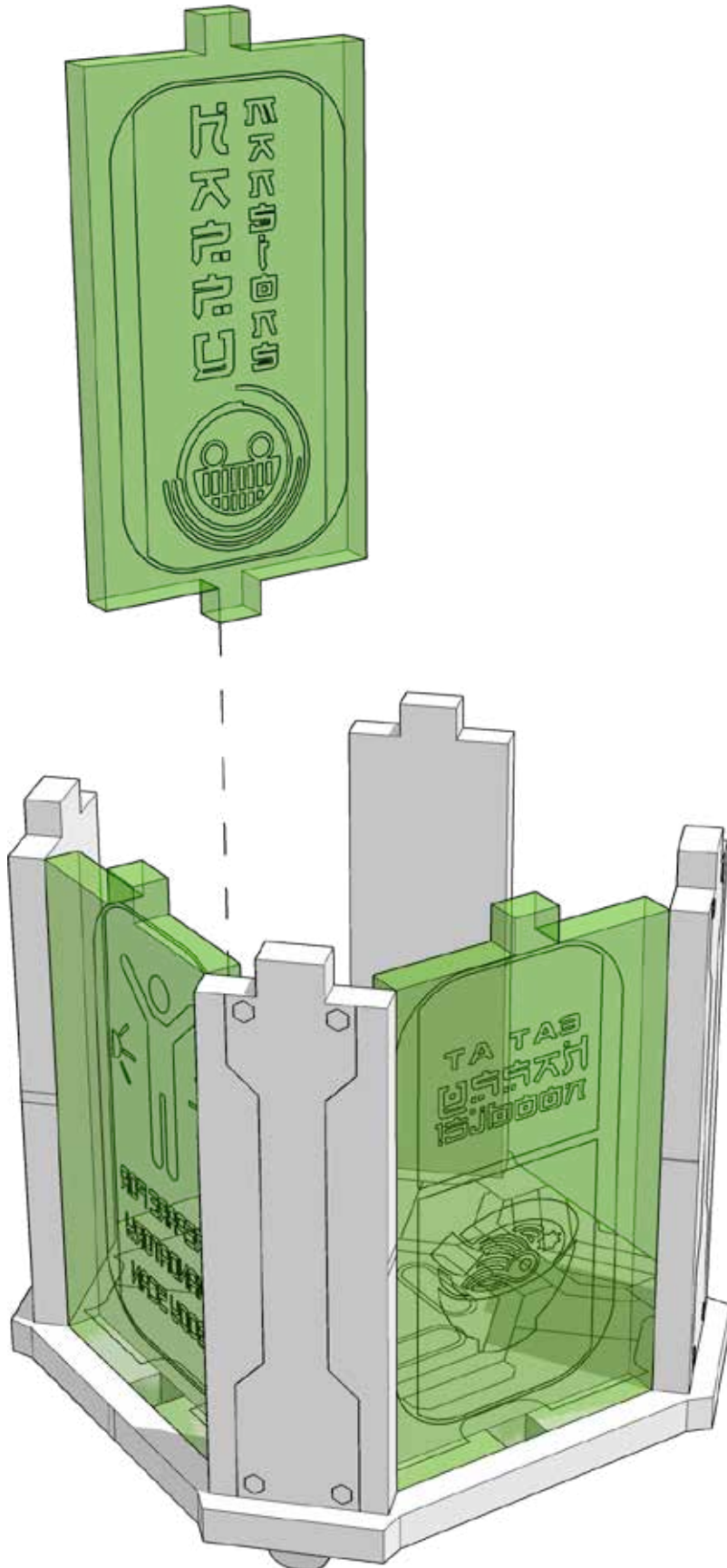




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

23

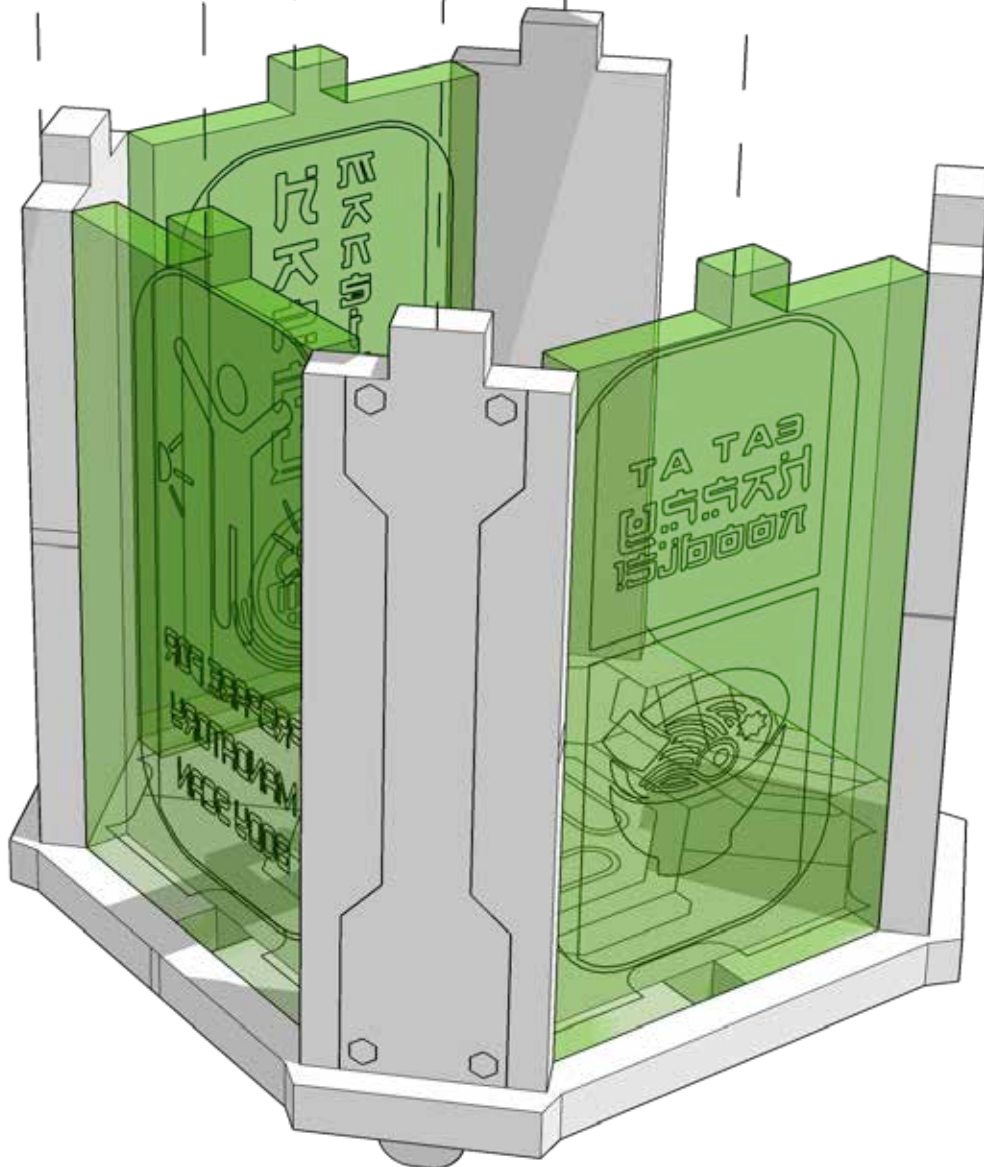
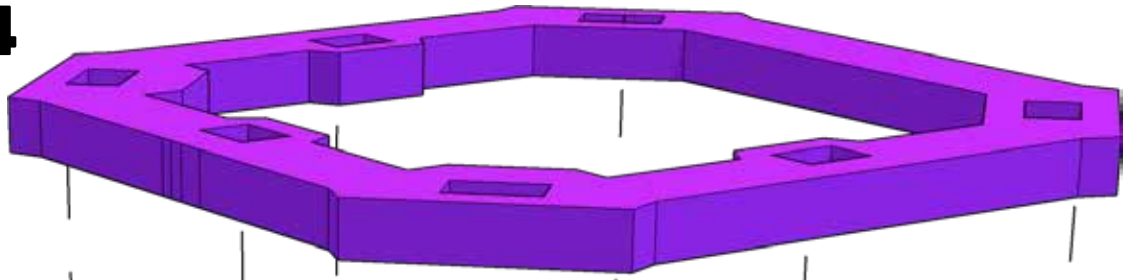




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

24



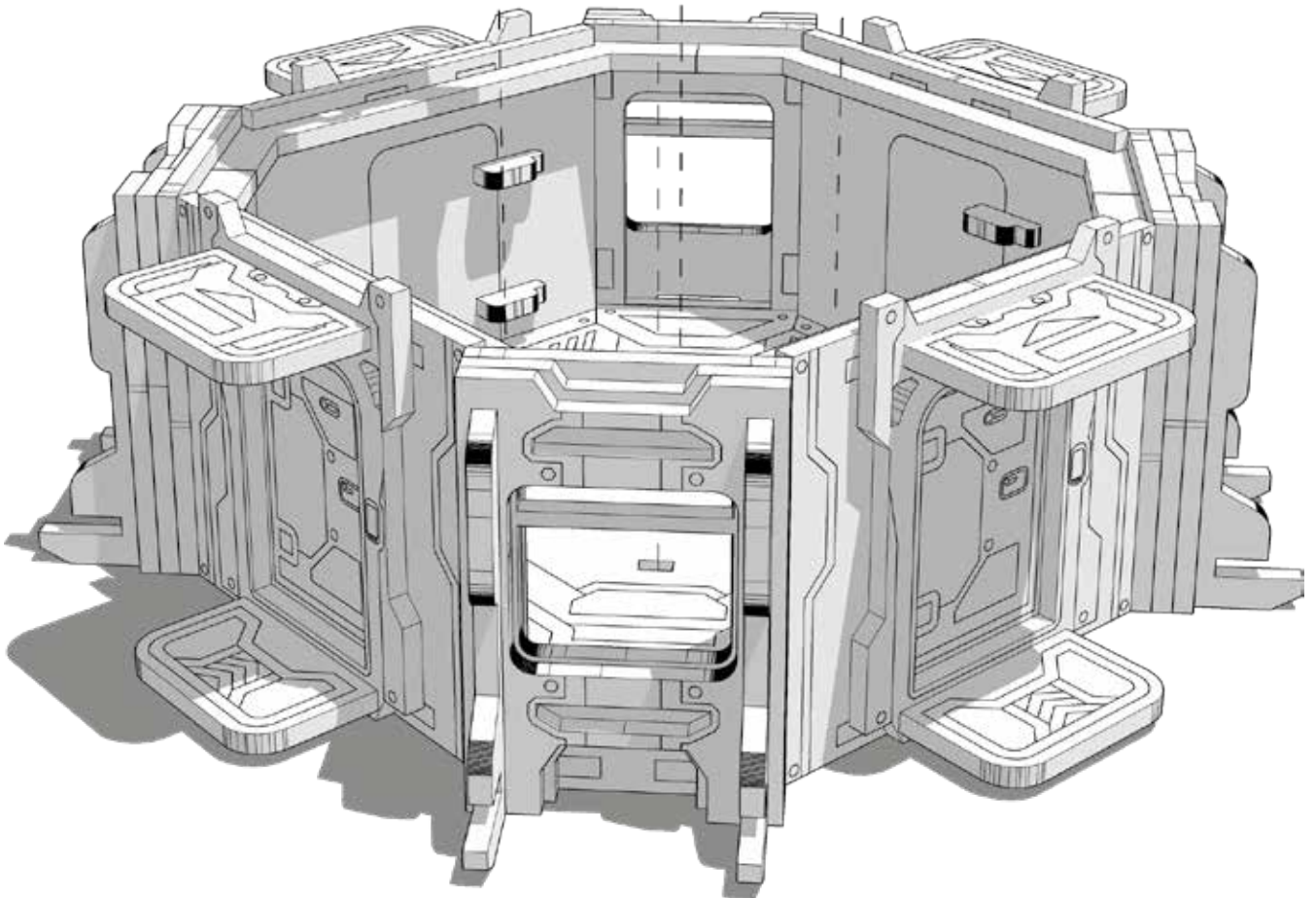




# TABLETOP SCENICS

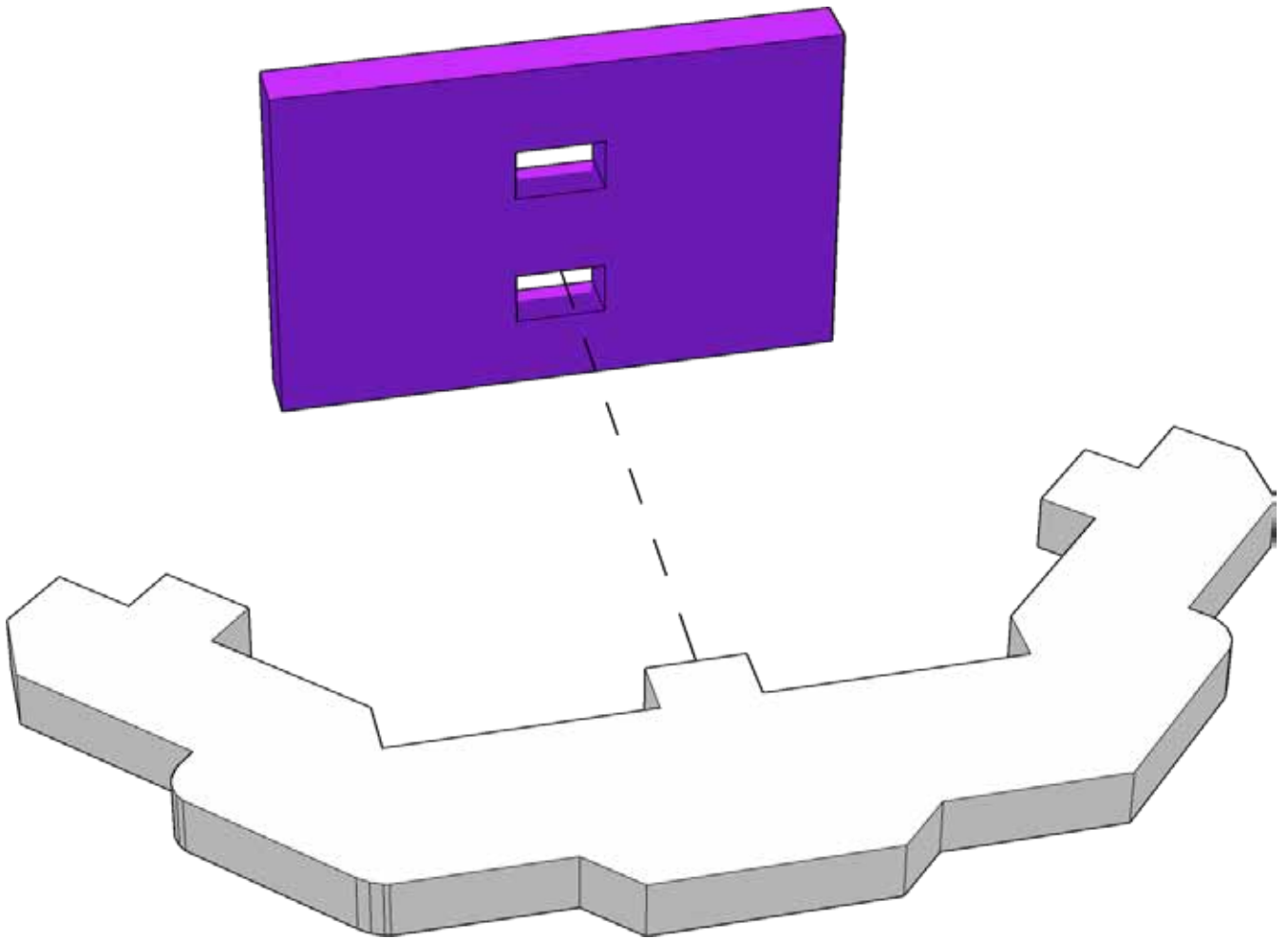
**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**26**





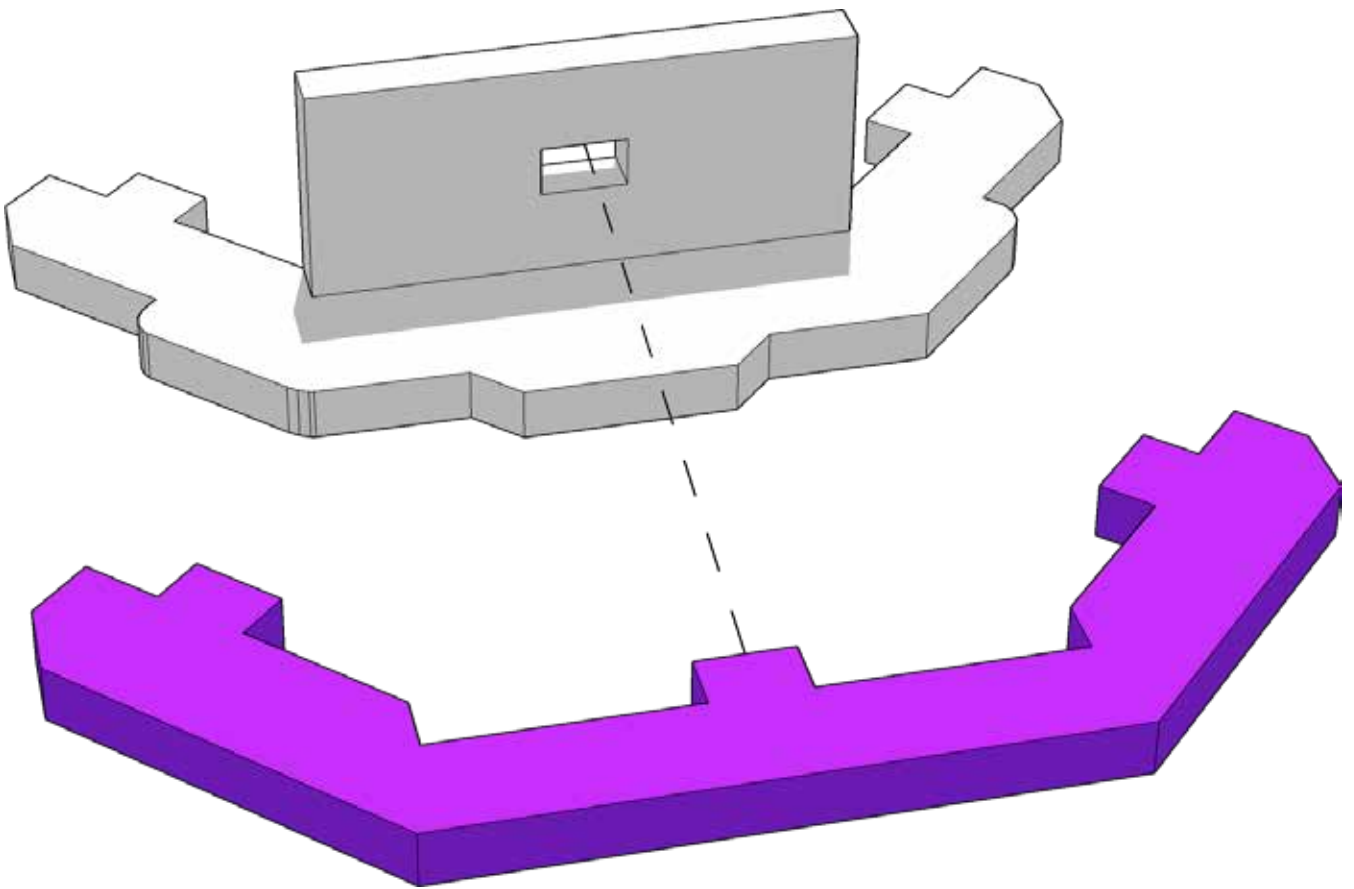
**27**







**28**

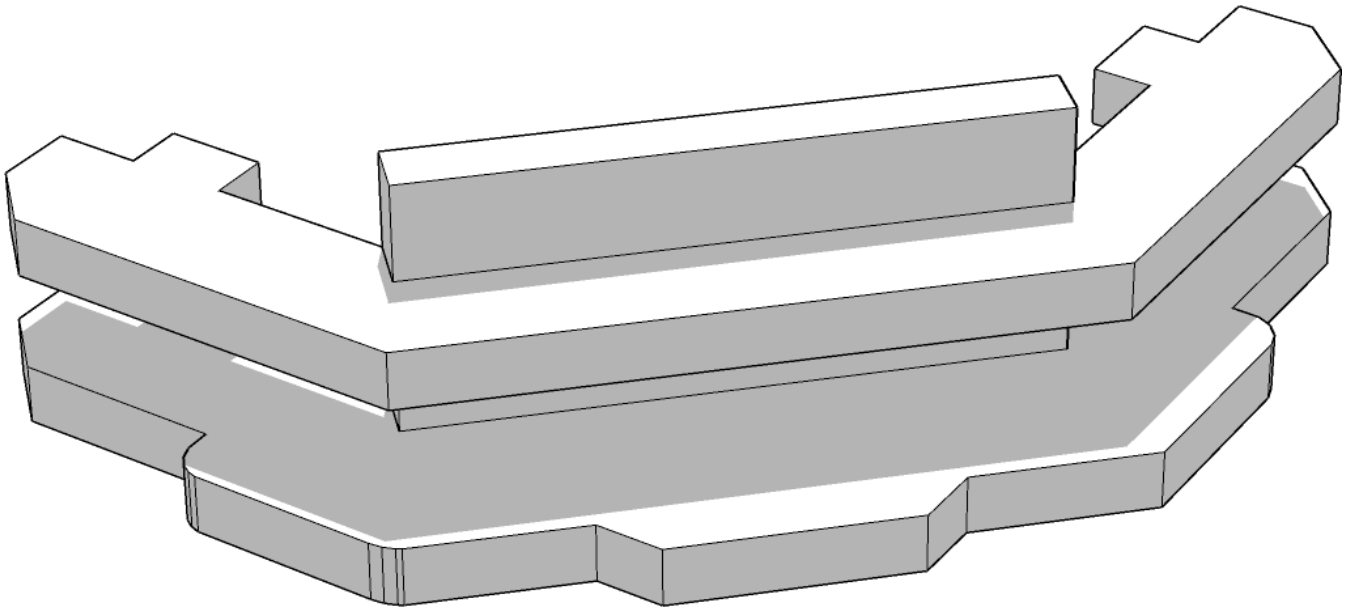




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**29**



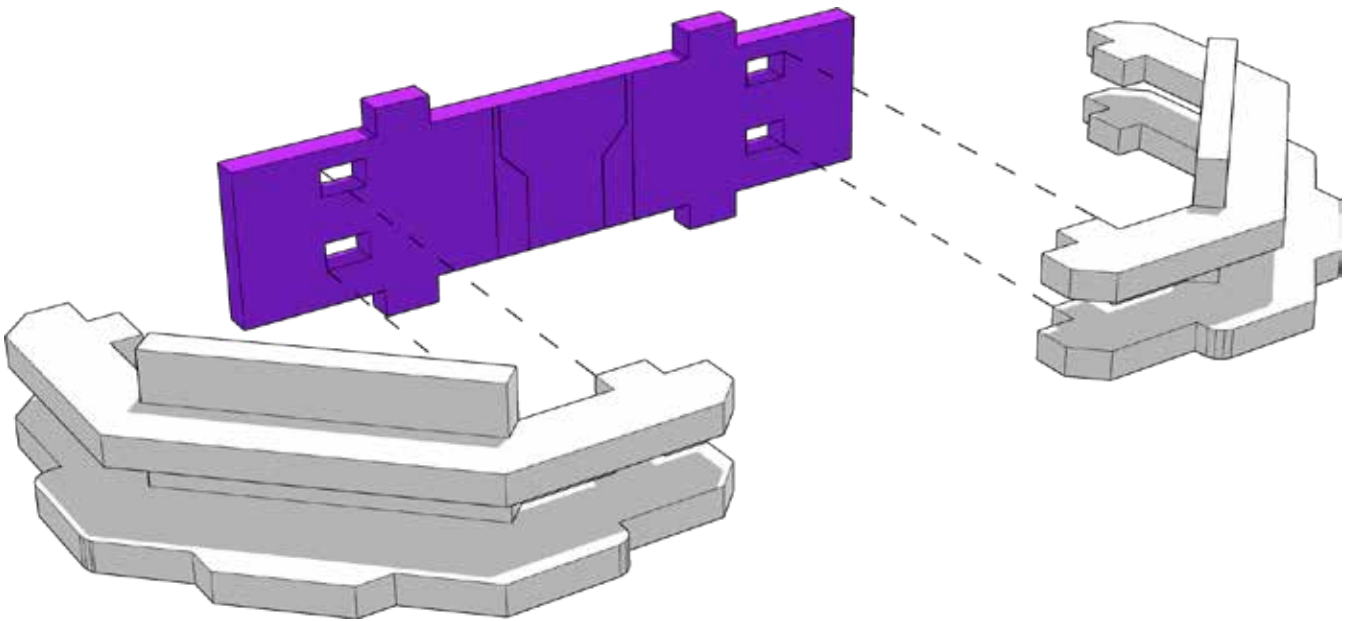




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**30**

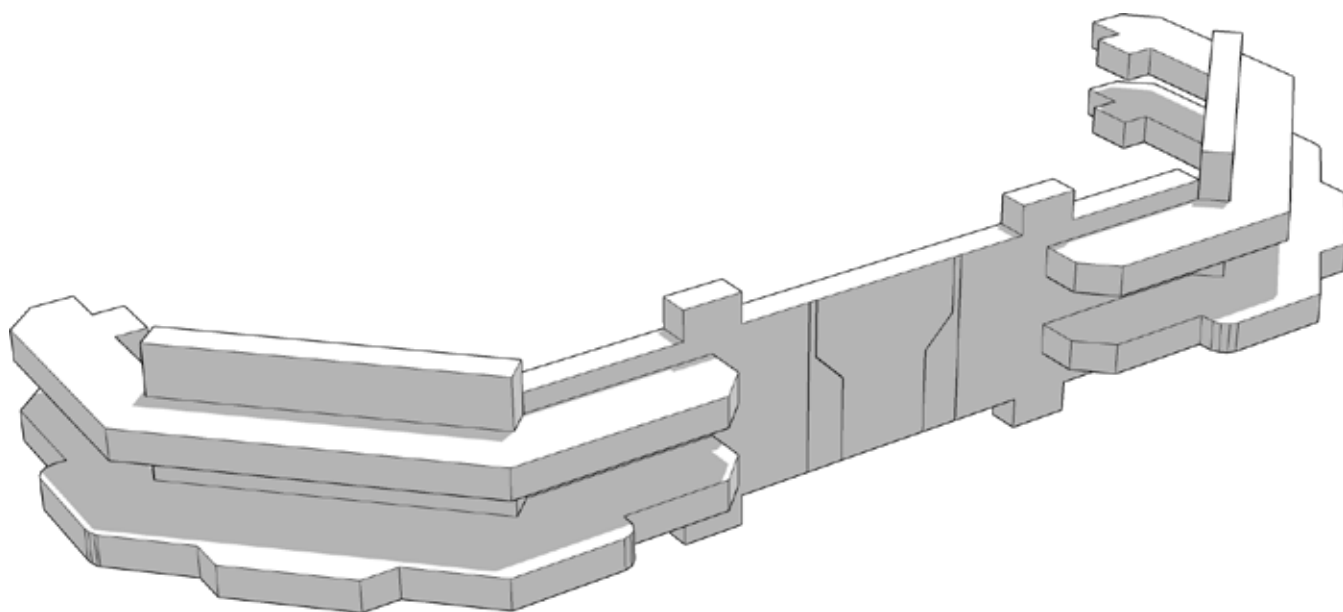




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**31**

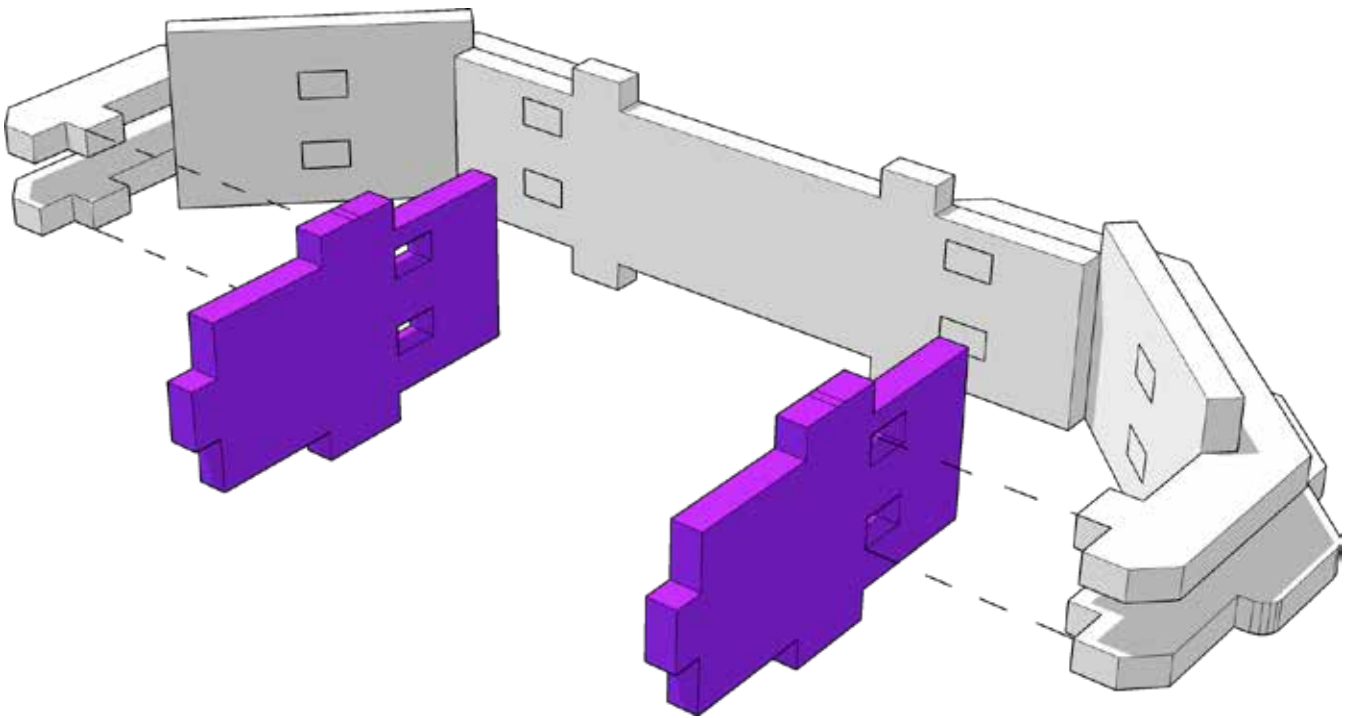




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**32**

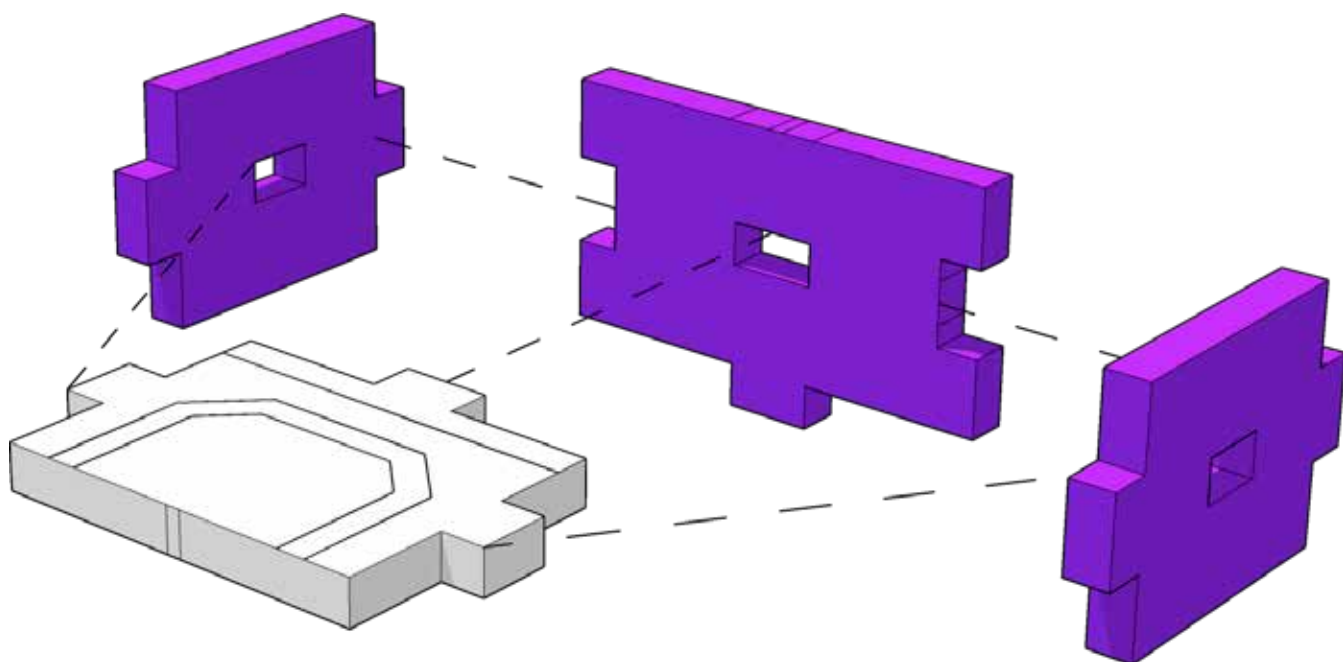




# TABLETOP SCENICS

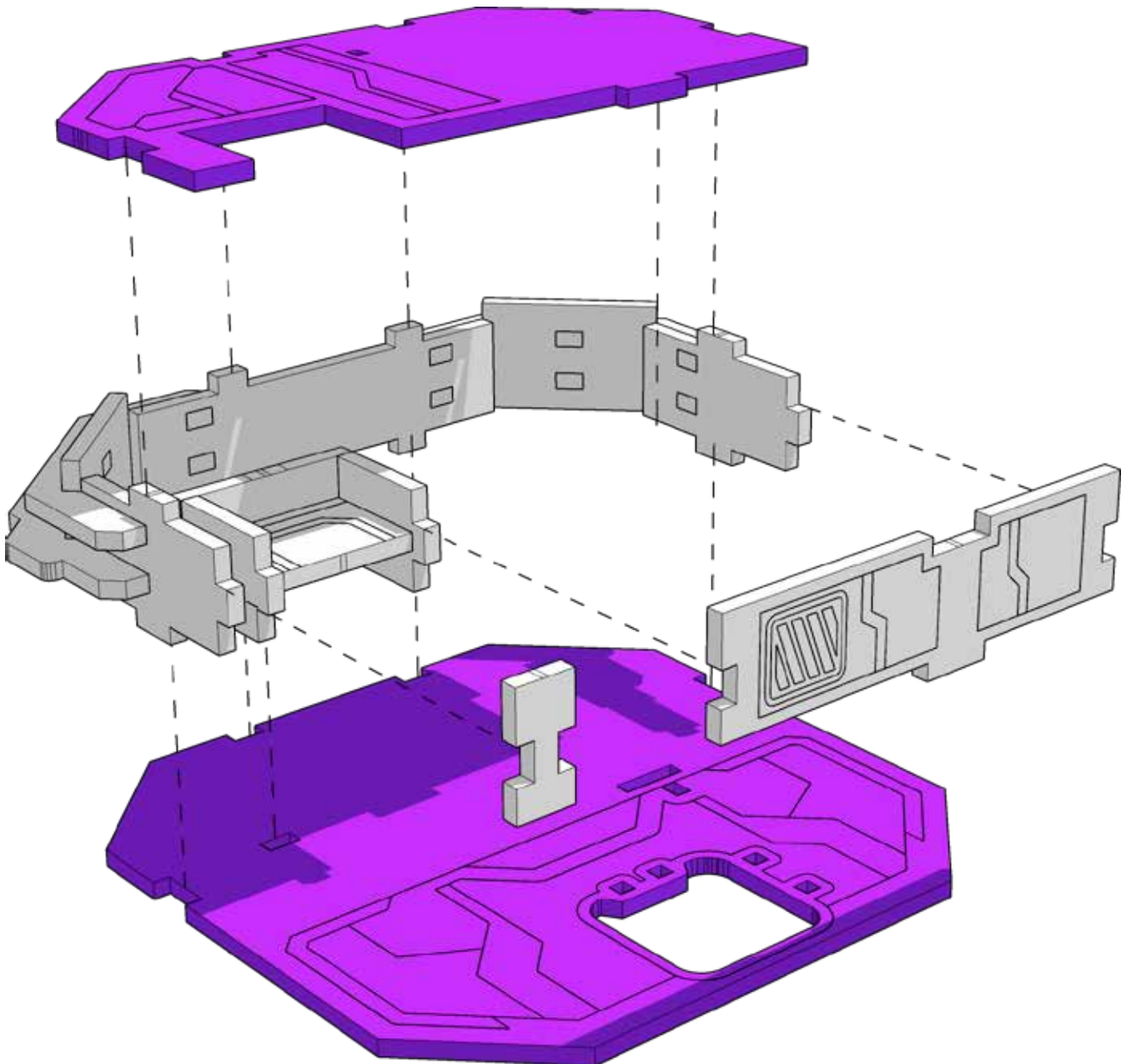
TTPSX-SFU-O32  
Mule:  
Helipad Lobby

33





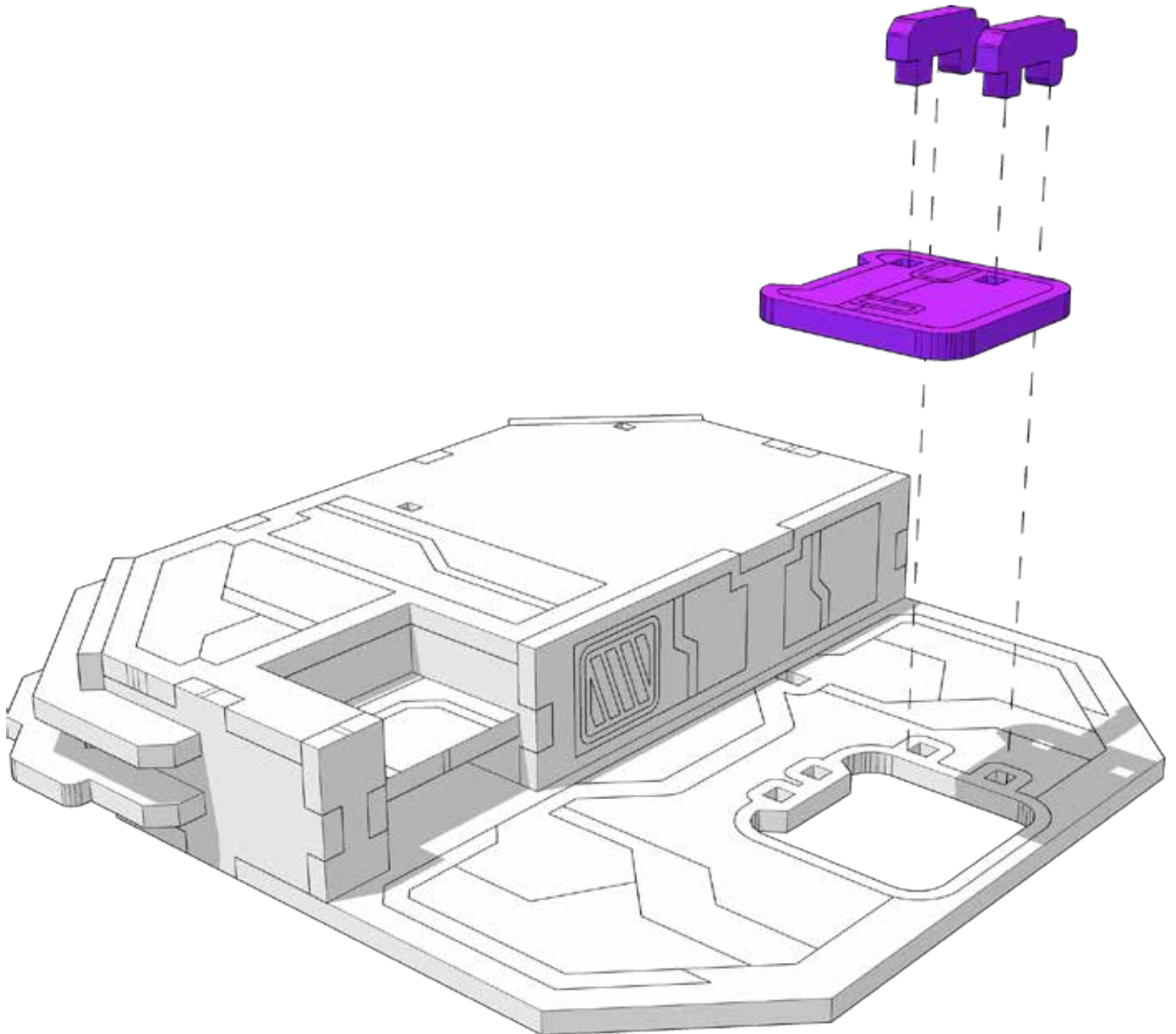
34



Connect all white pieces together,  
followed by purple



**35**



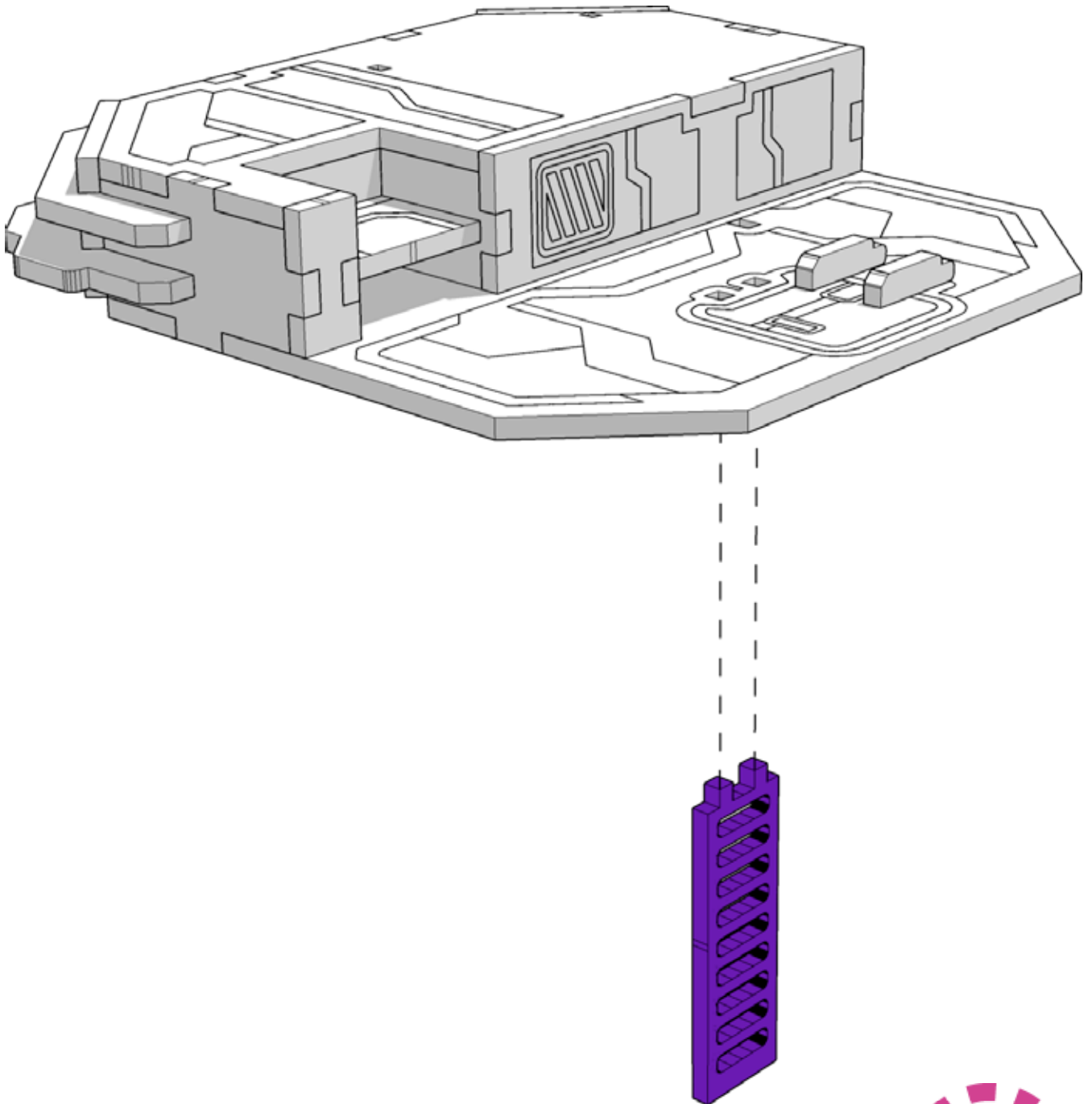
Glue hinges to hatch door but not to the floor.  
It can be positioned opened or closed



# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**36**



Ladder is optional and ideal for when using the Roof Topper on the core kit



 **TTCOMBAT**

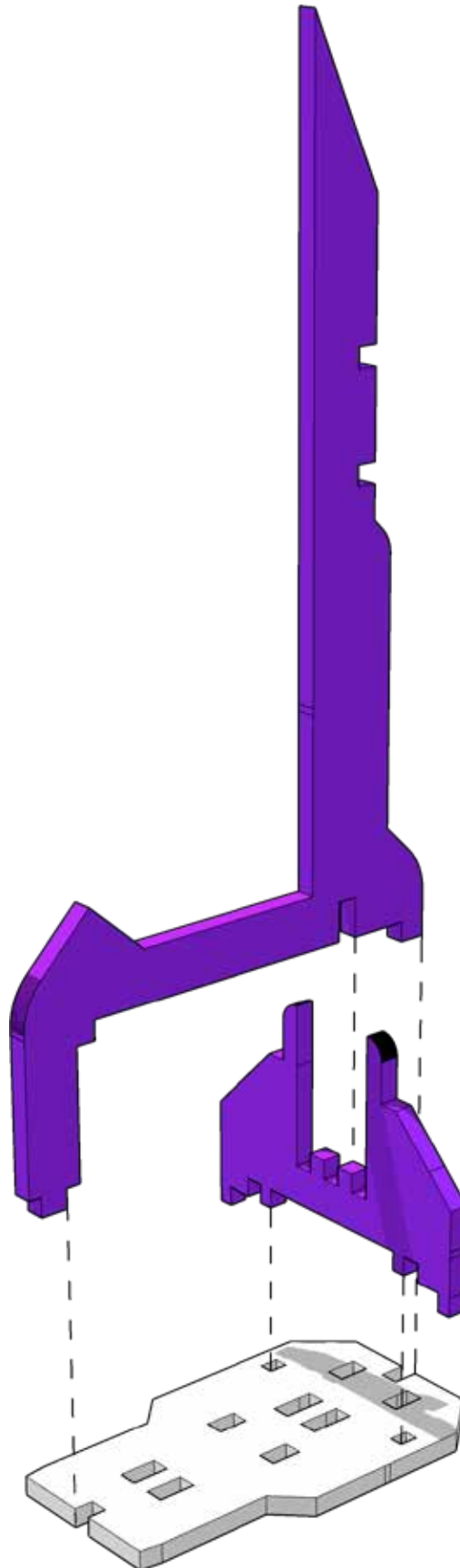




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**37**

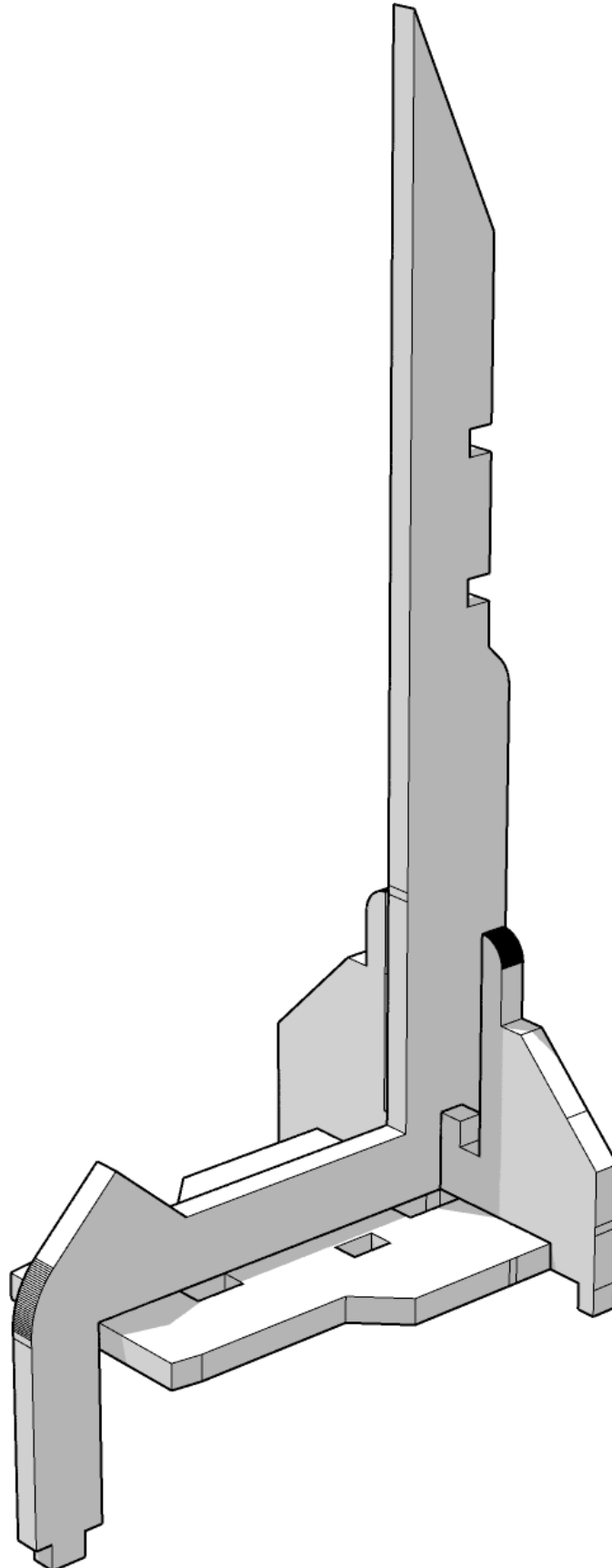




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**38**

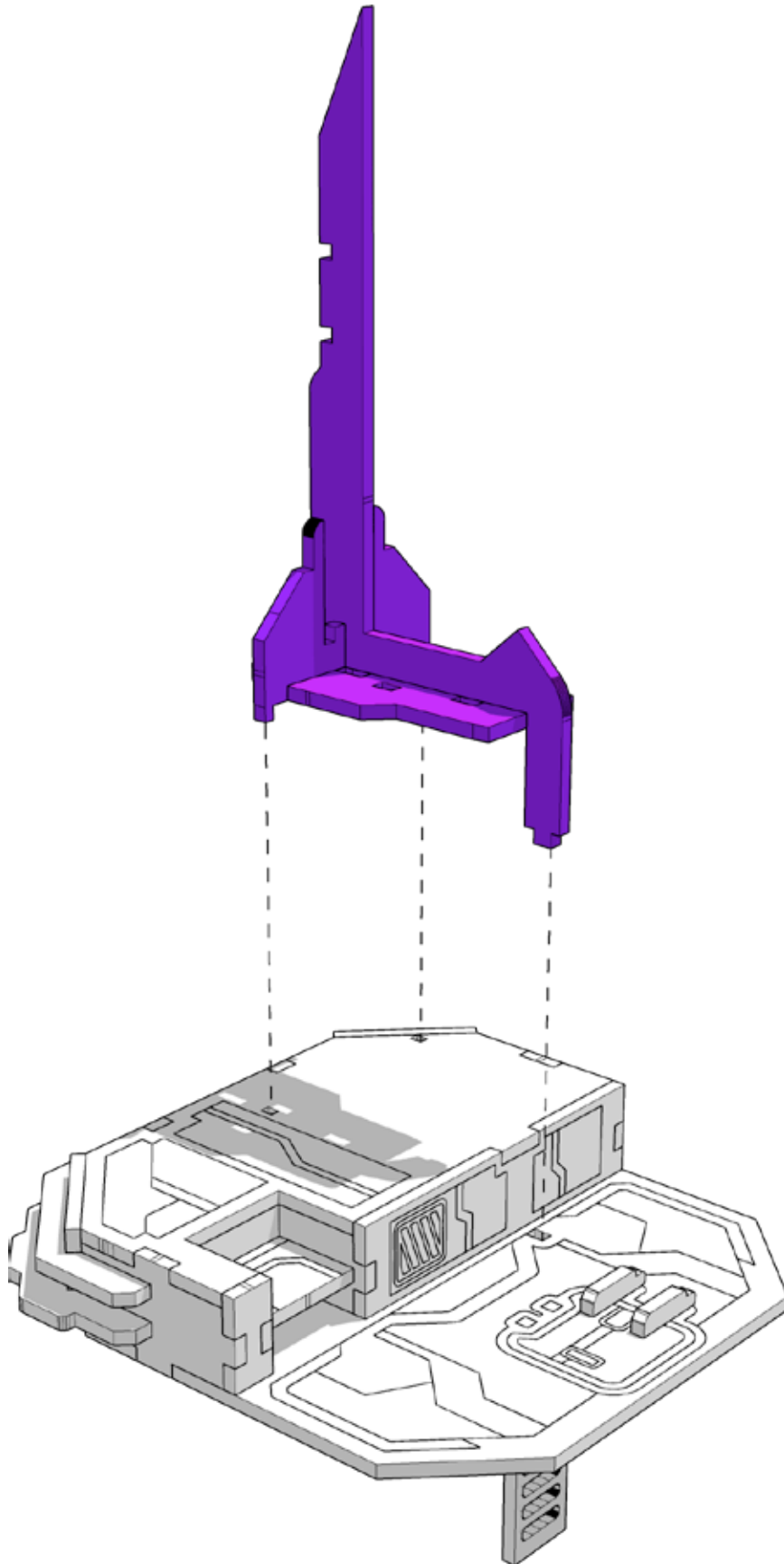




# TABLETOP SCENICS

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**

**39**

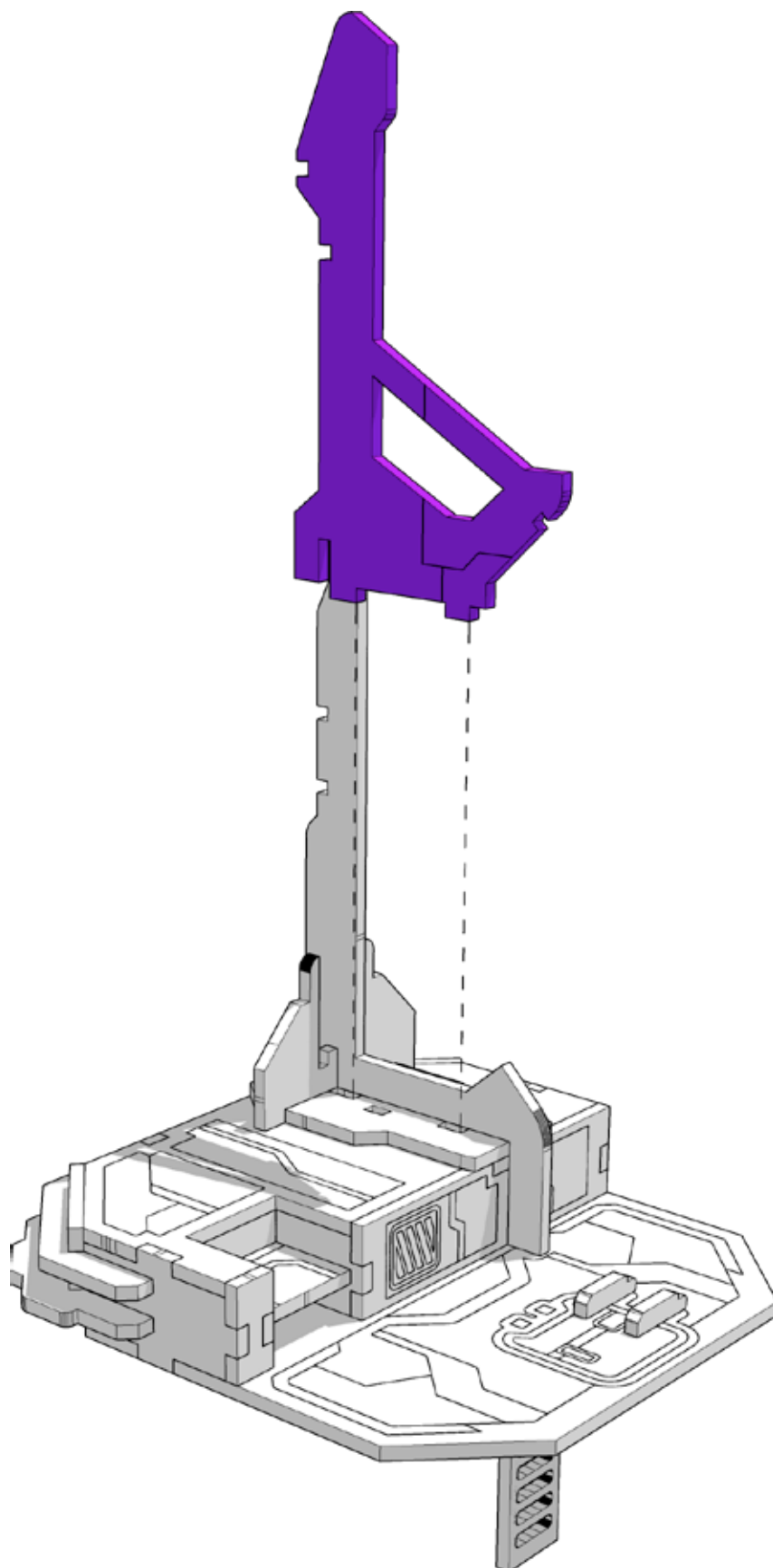




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**40**

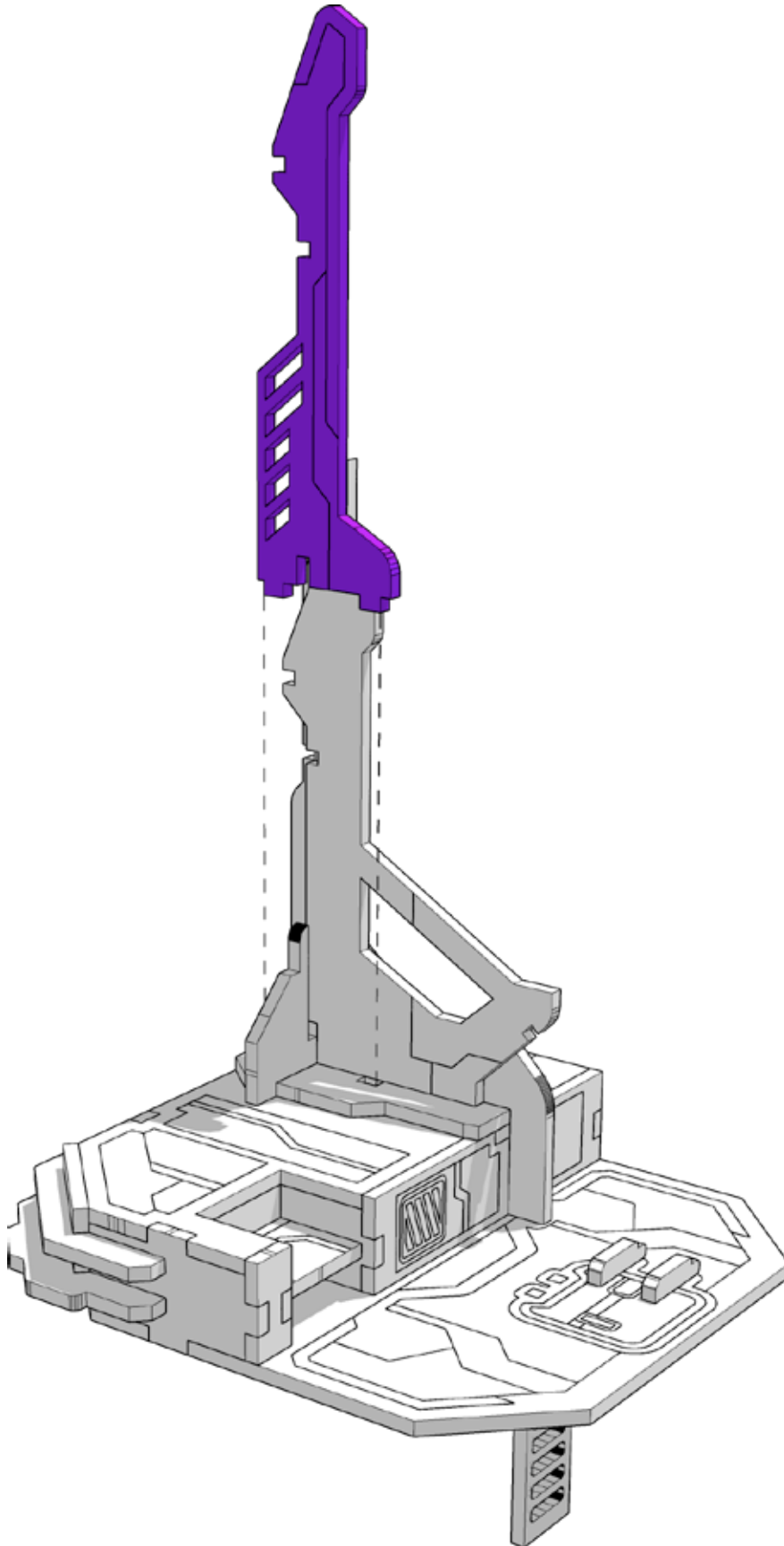




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**41**

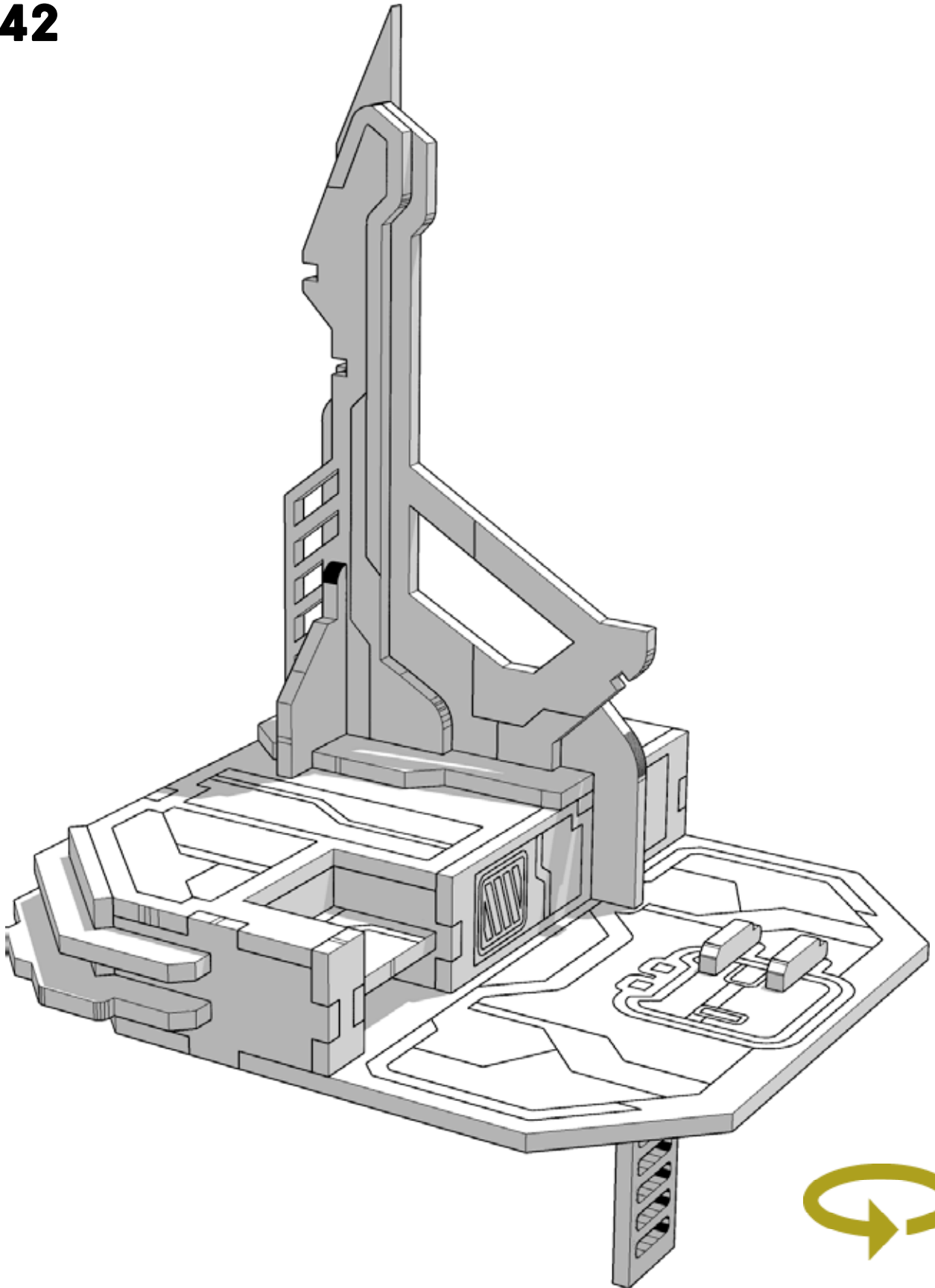




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**42**

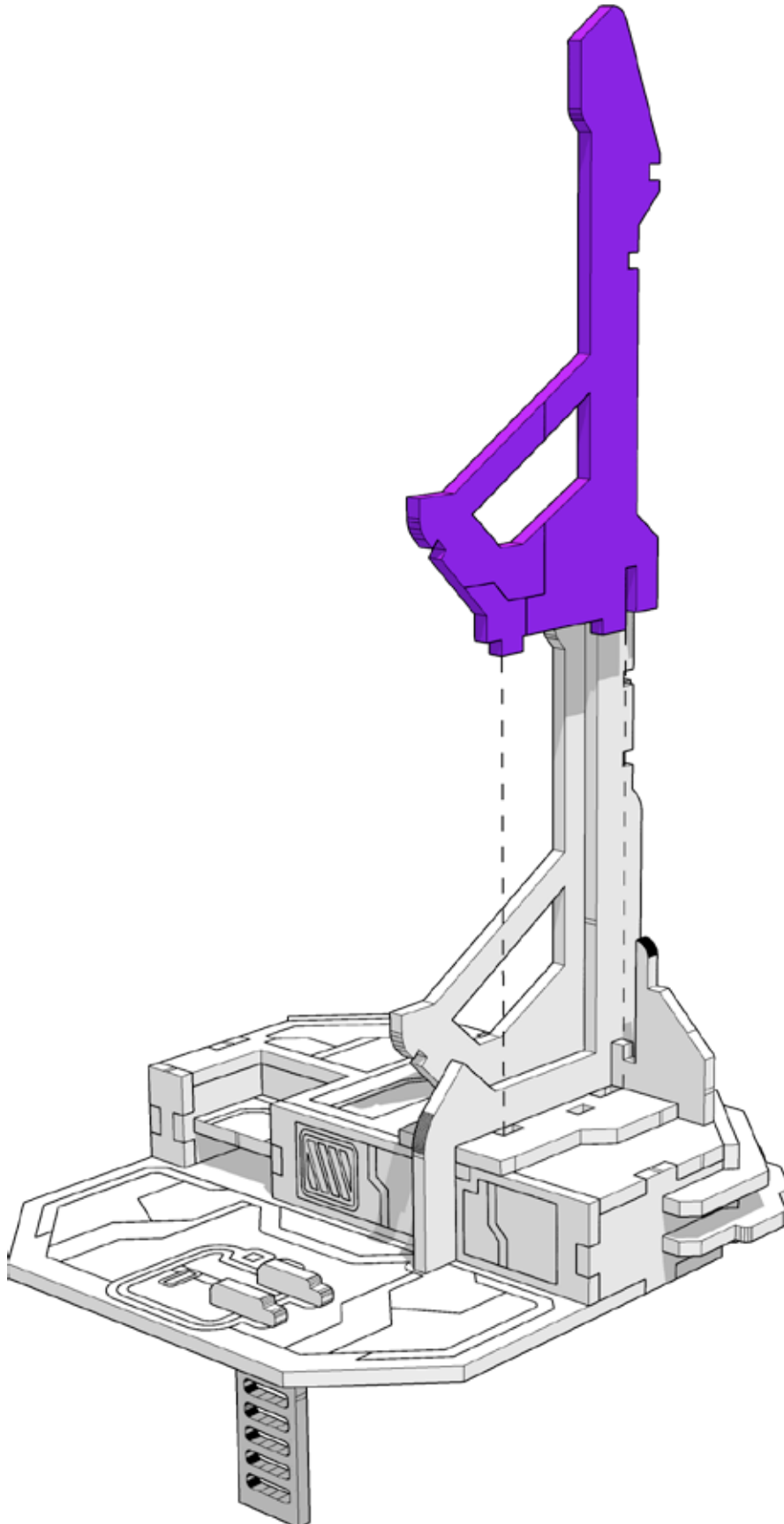




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**43**



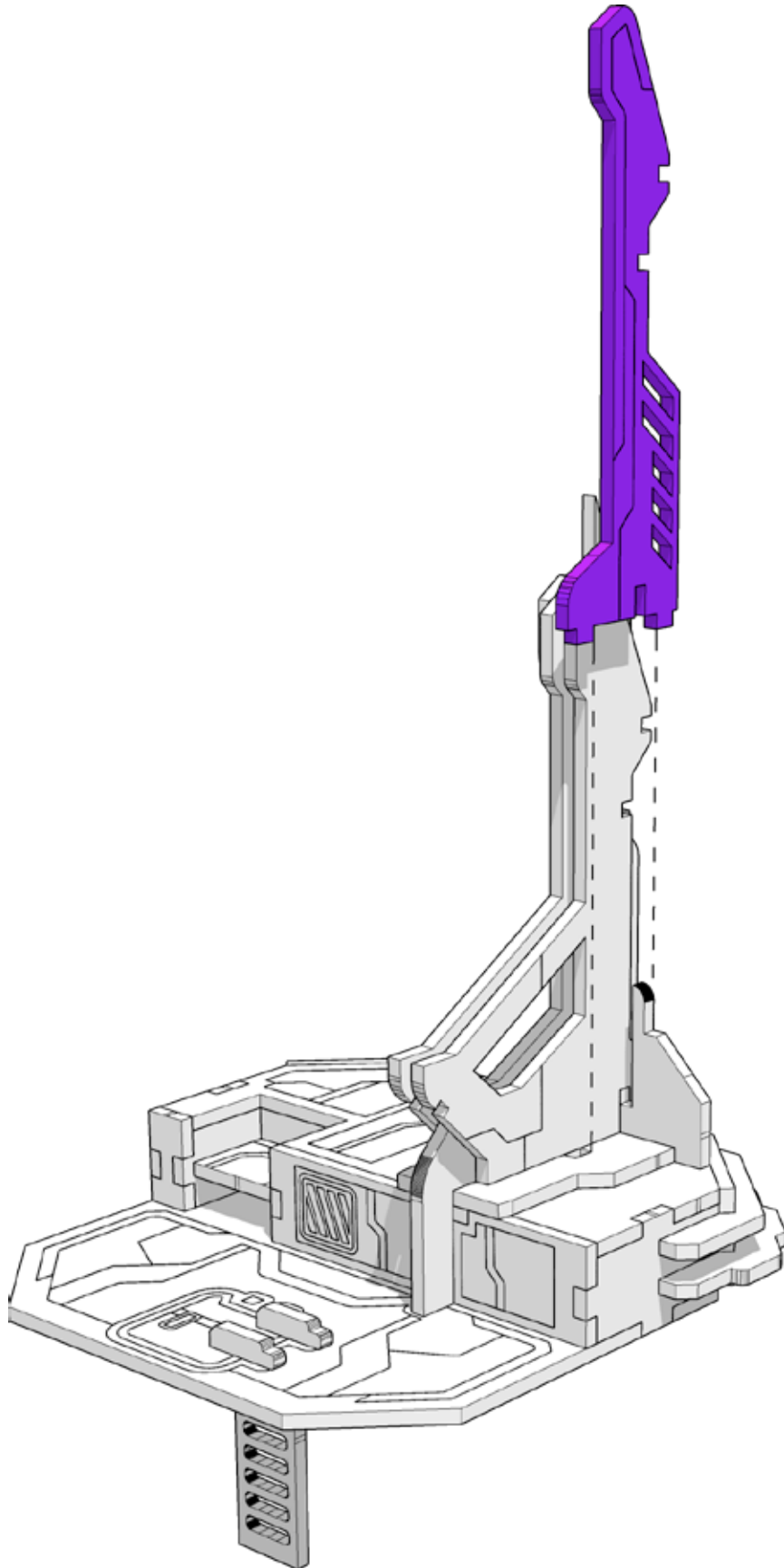




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**44**

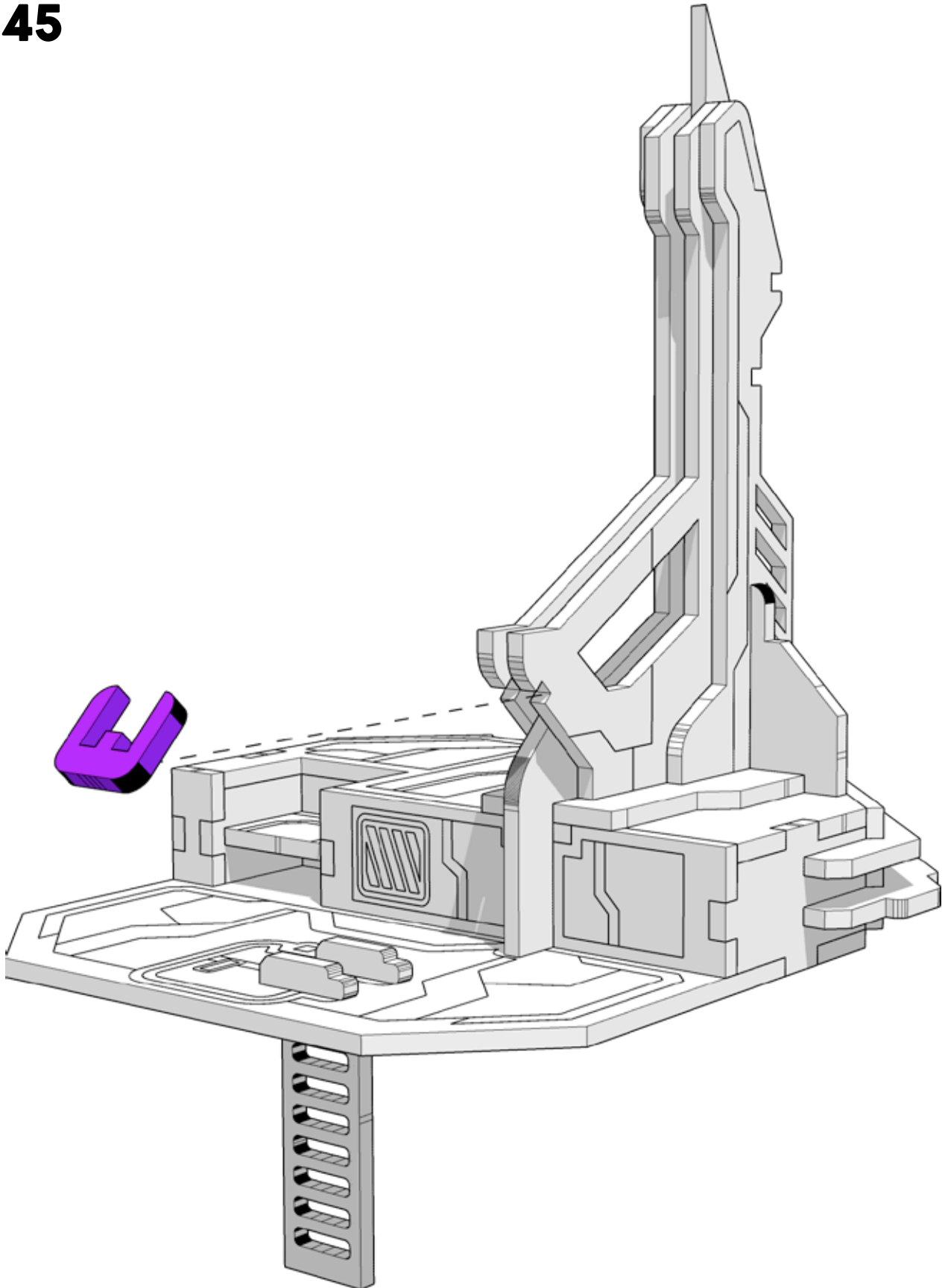




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**45**

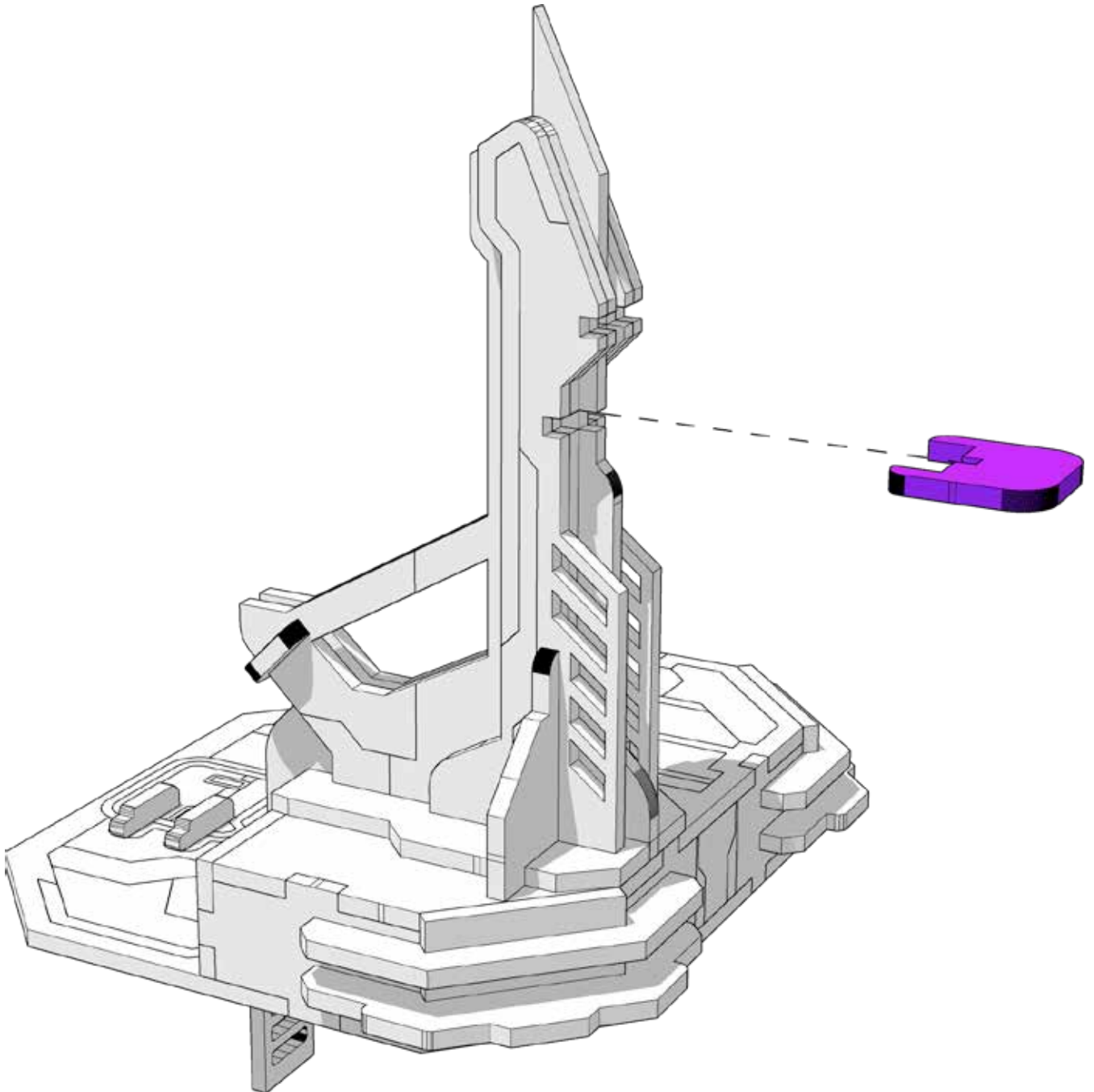




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**46**

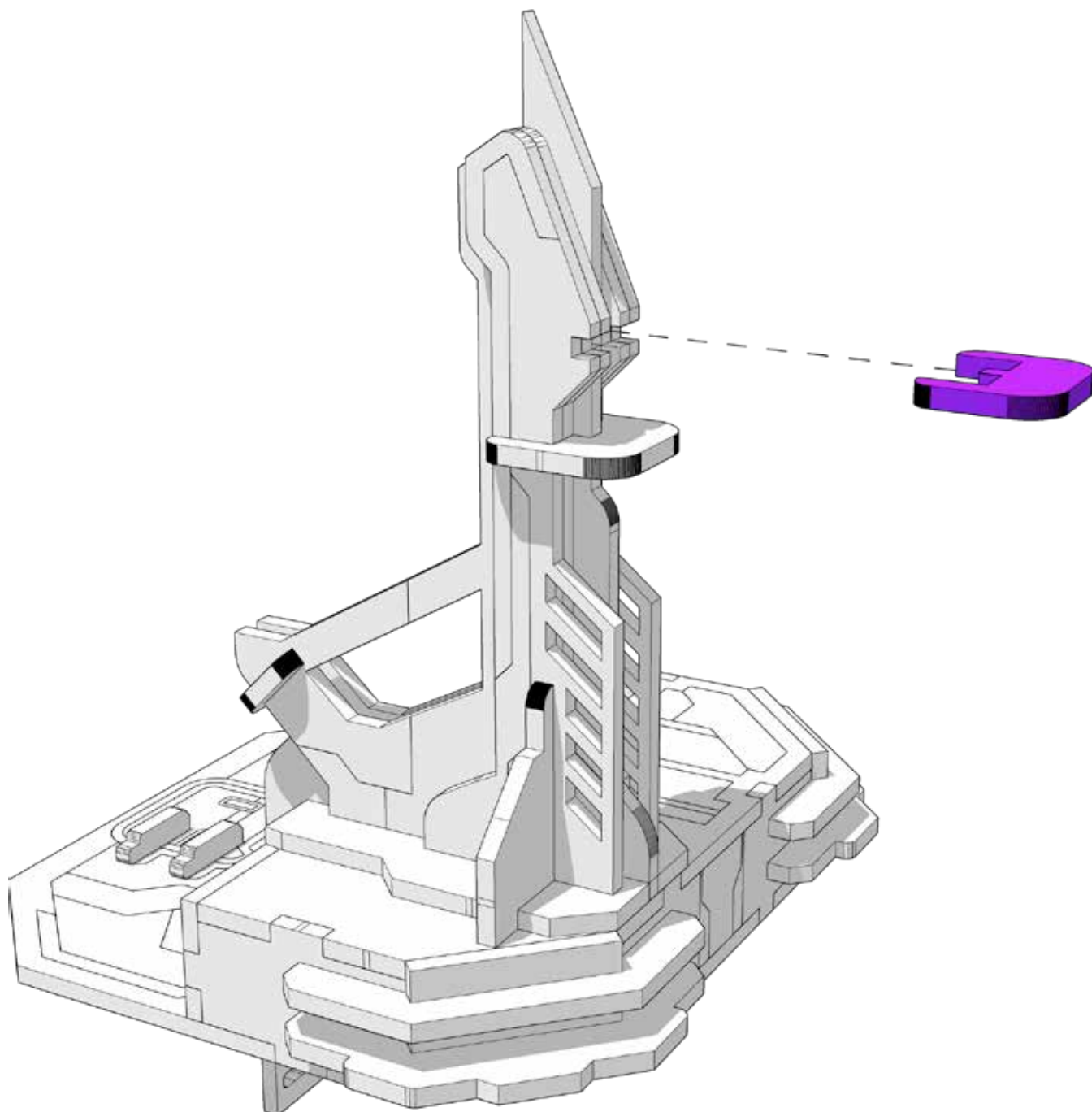




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

47

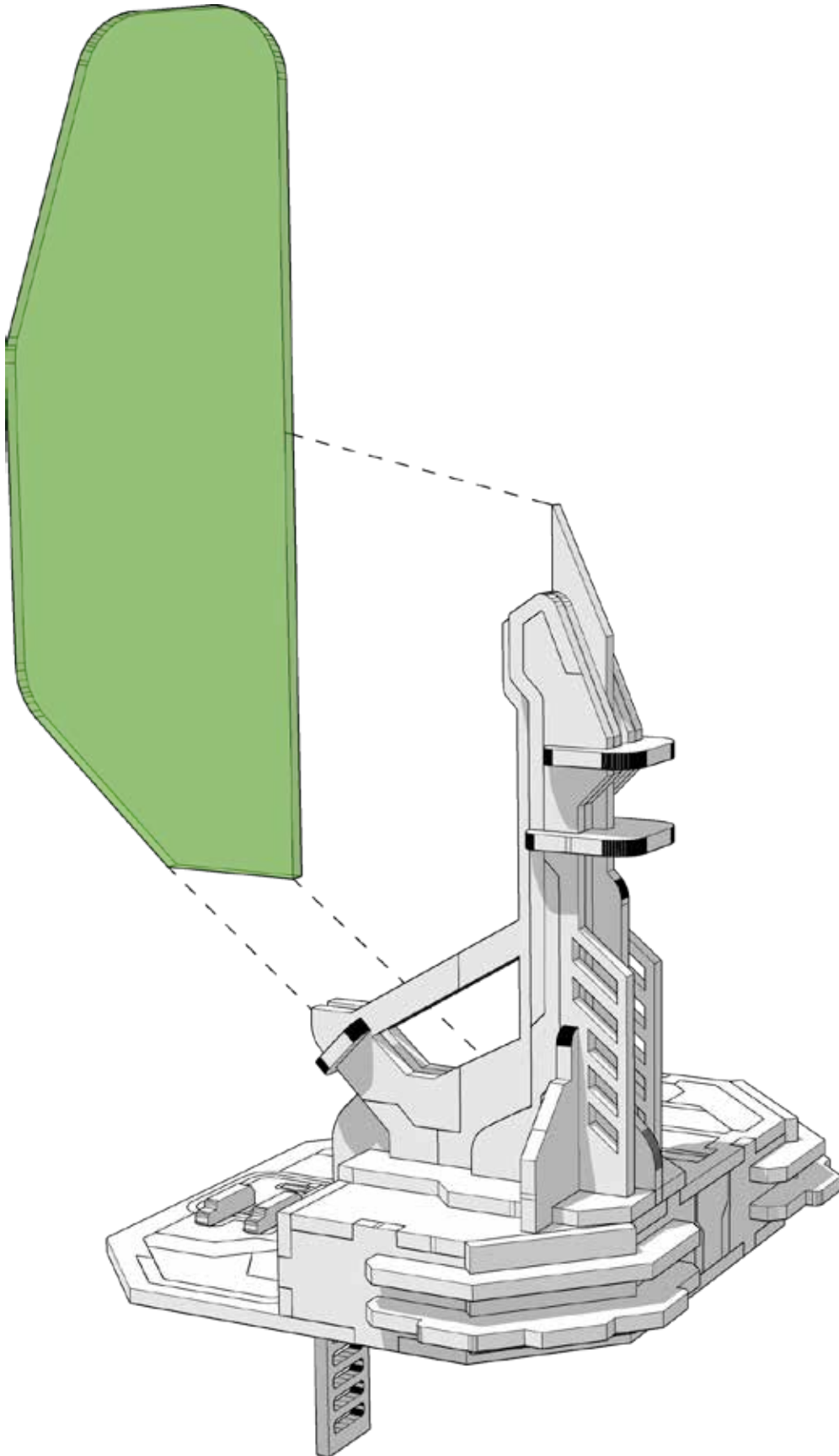




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**48**

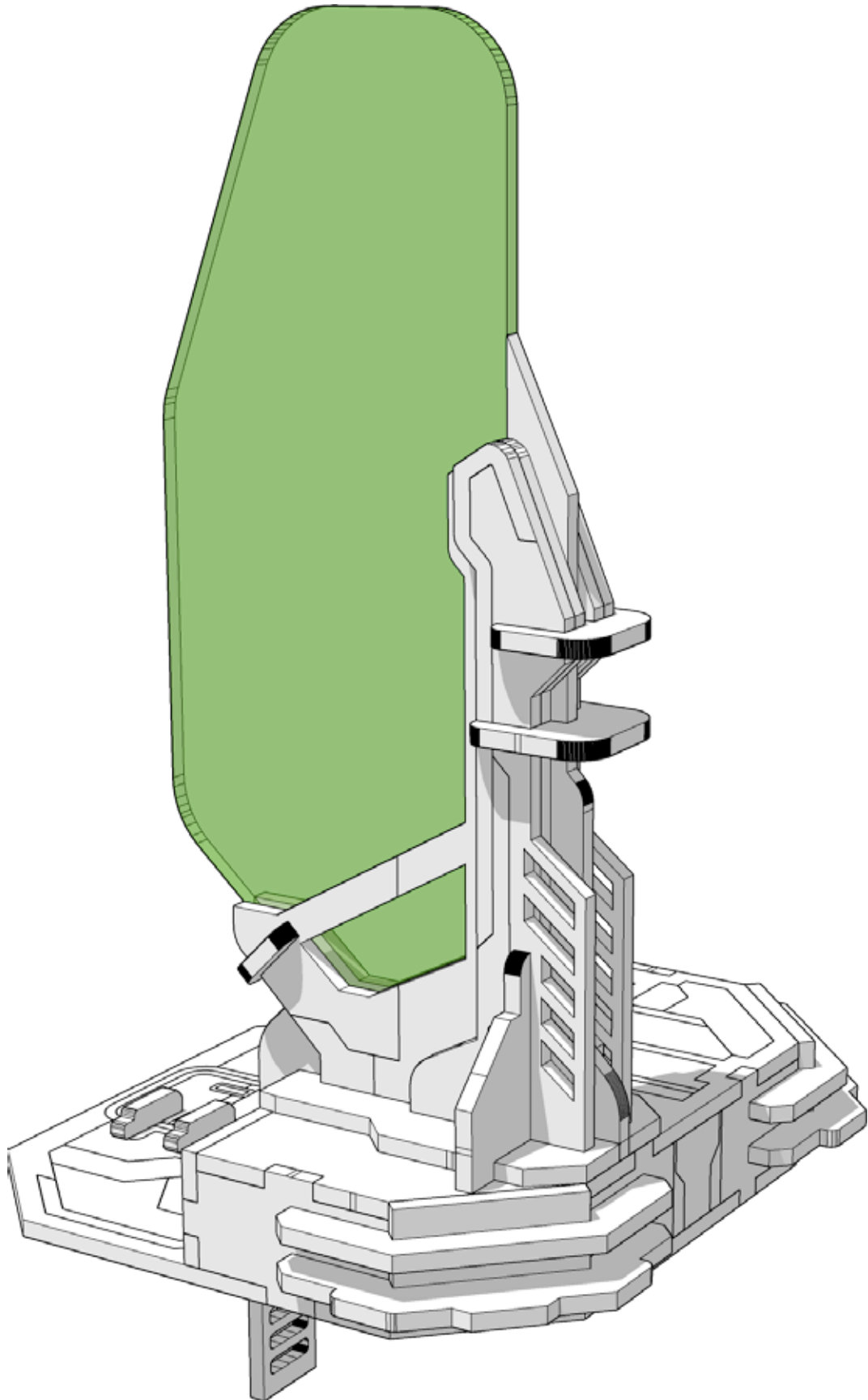




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**49**



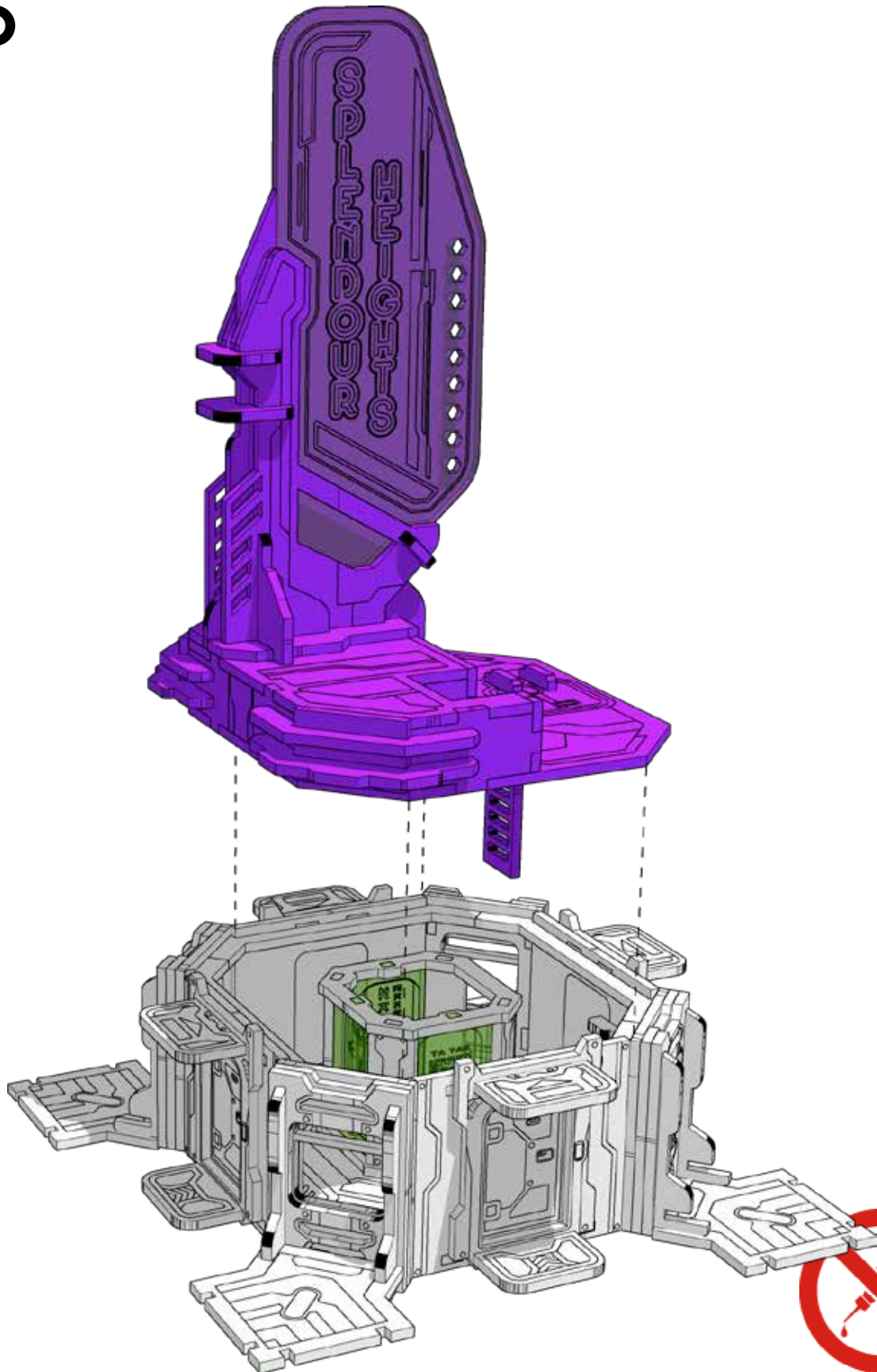




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

50



Roof Topper can replace  
Mule: Core - roof



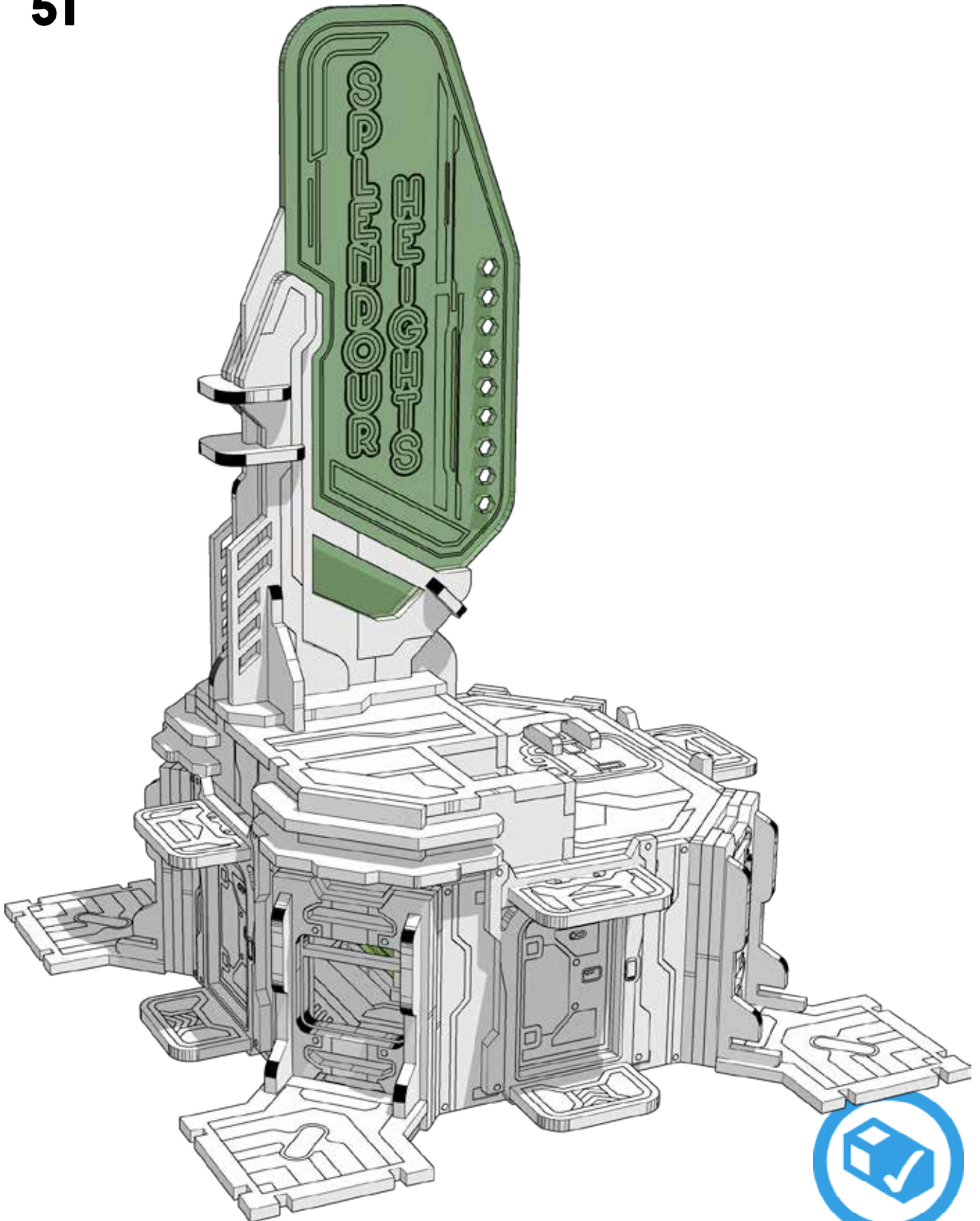




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

51

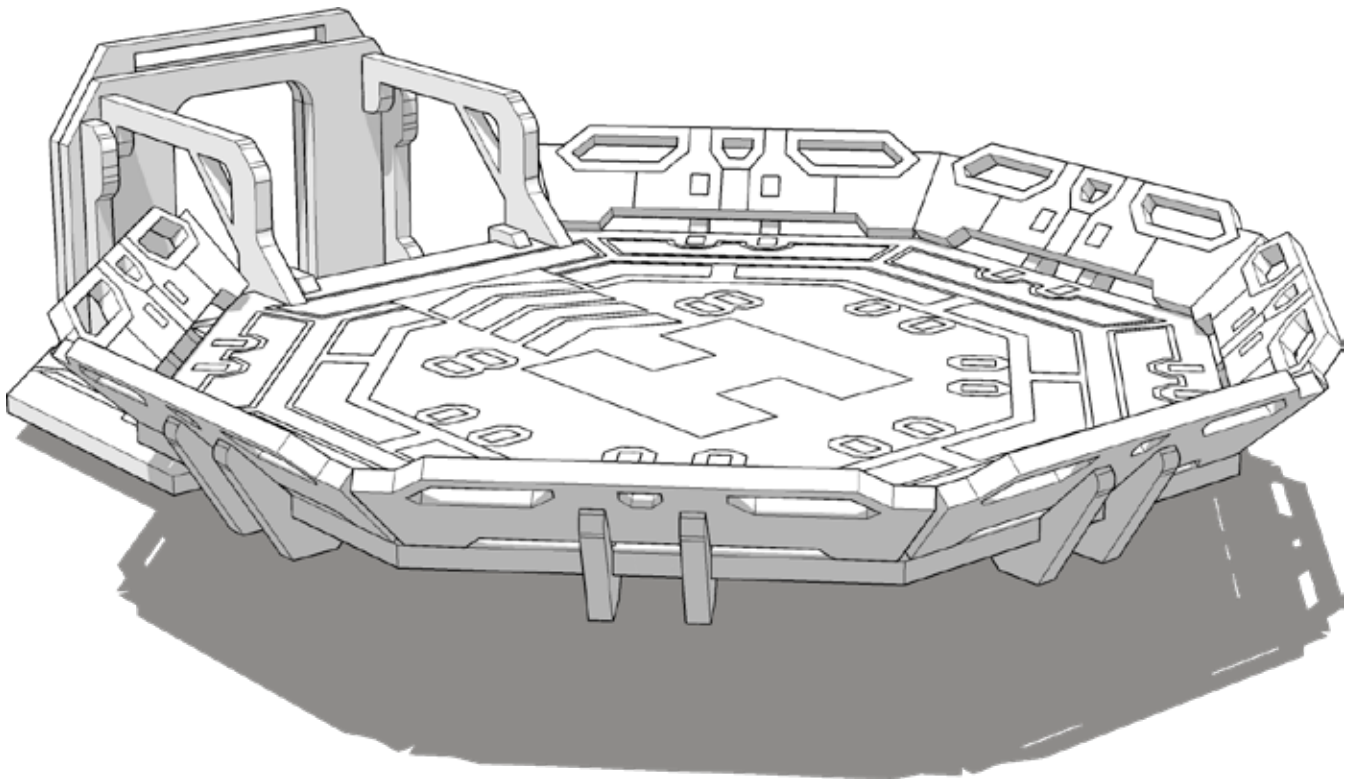




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**52**



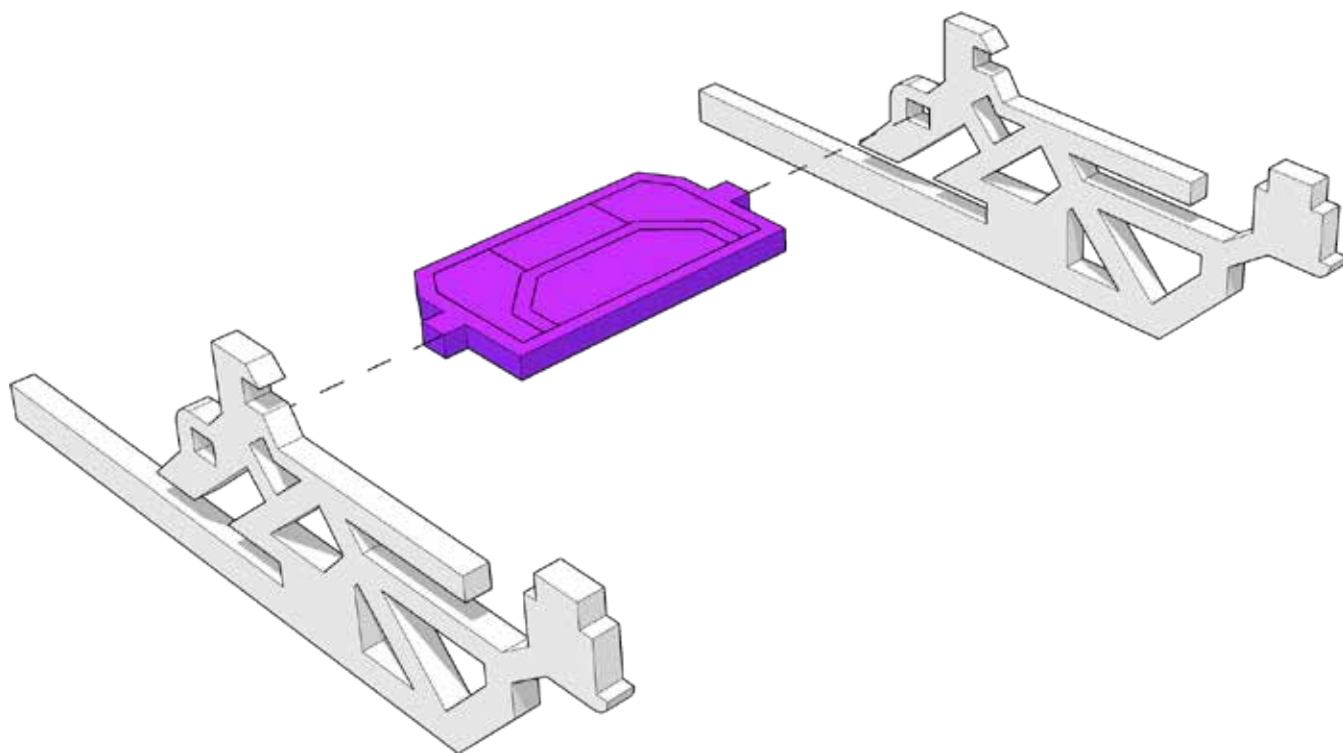
Helipad



# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**53**

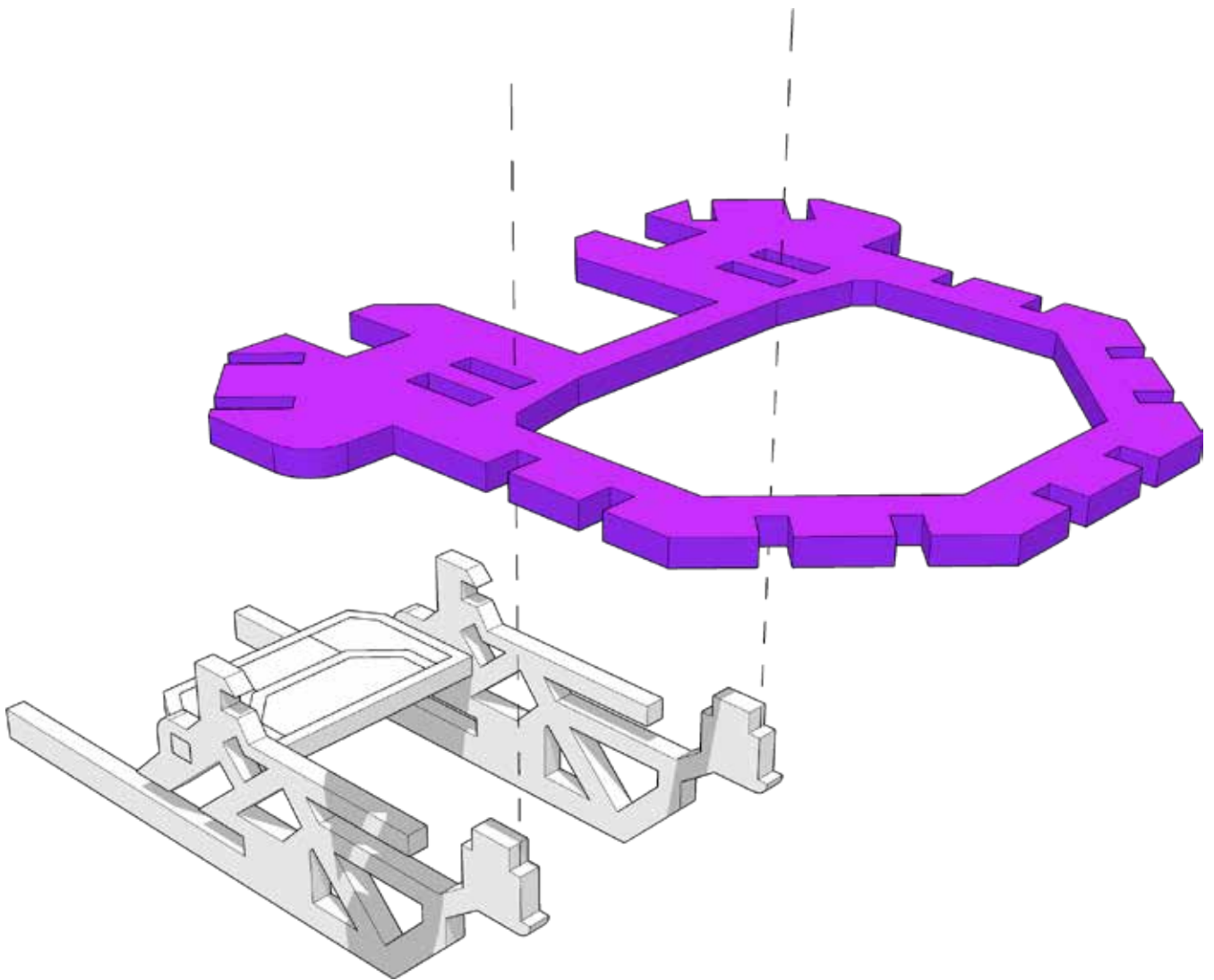




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

54

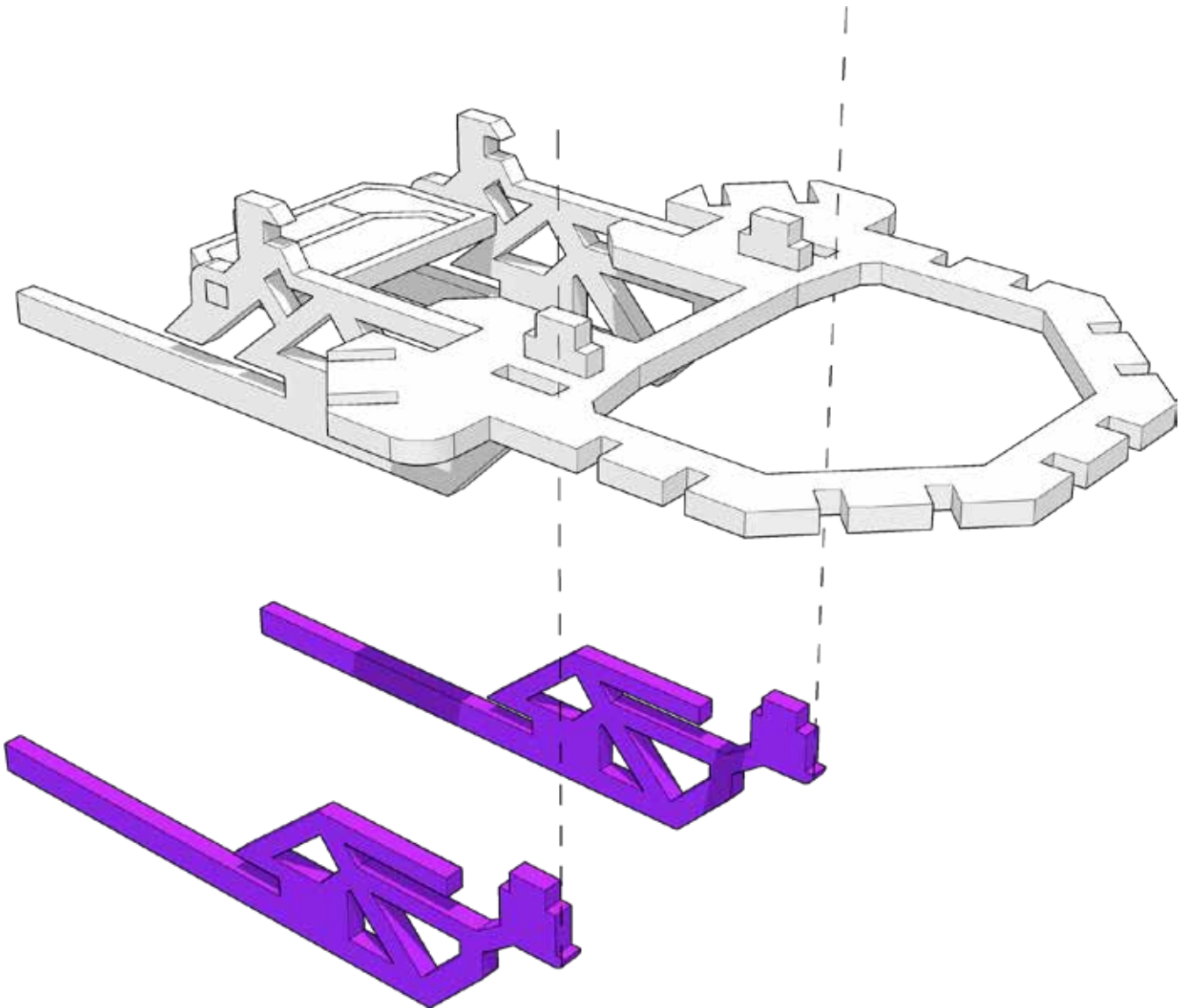




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

55

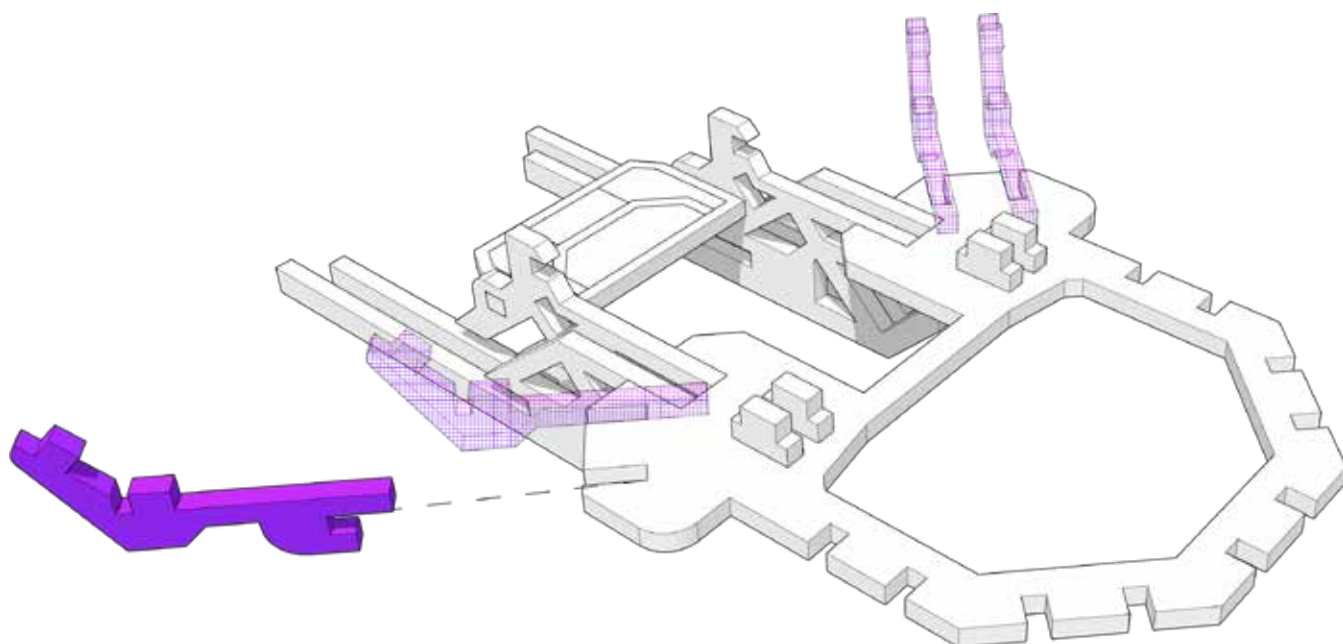




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

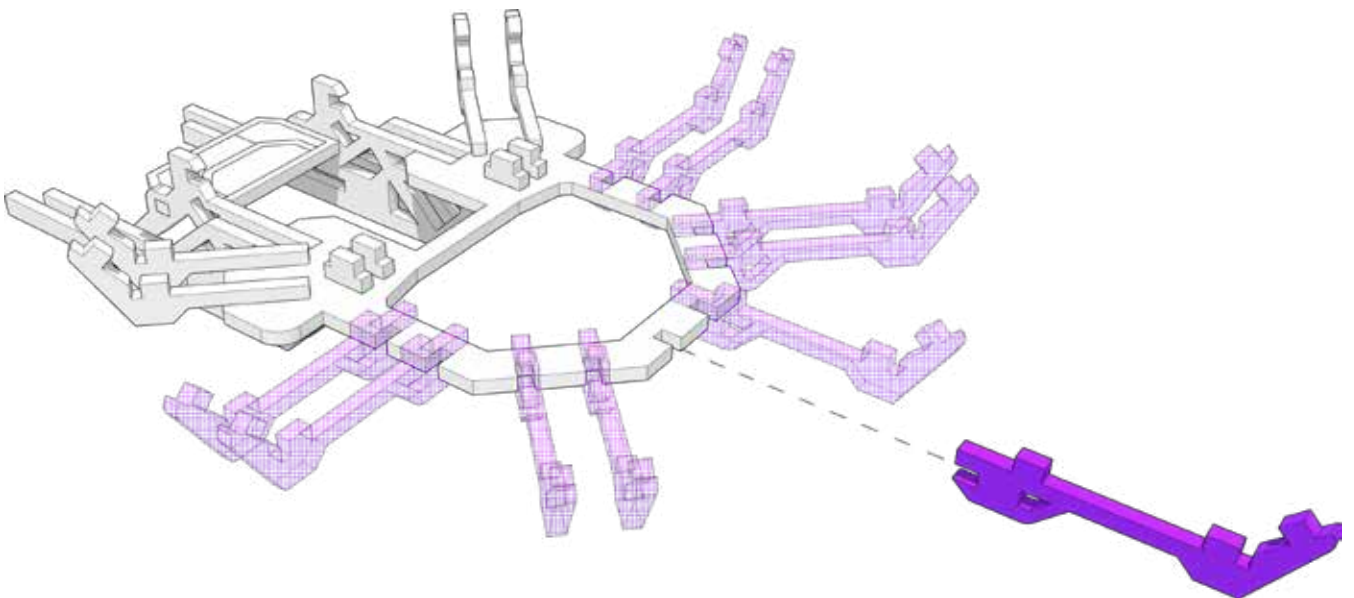
**56**







**57**



Repeat highlighted part in remaining  
slots

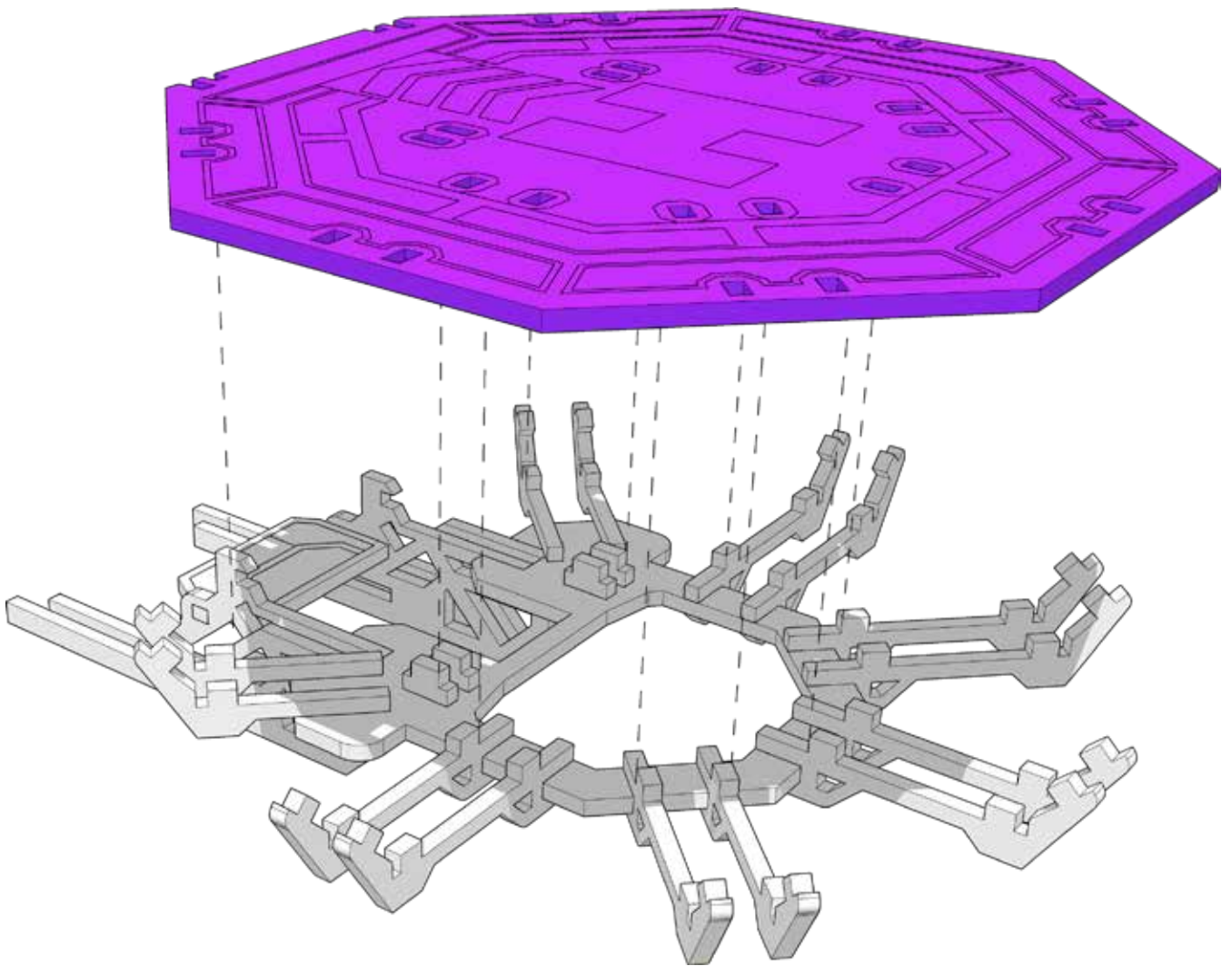




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**58**

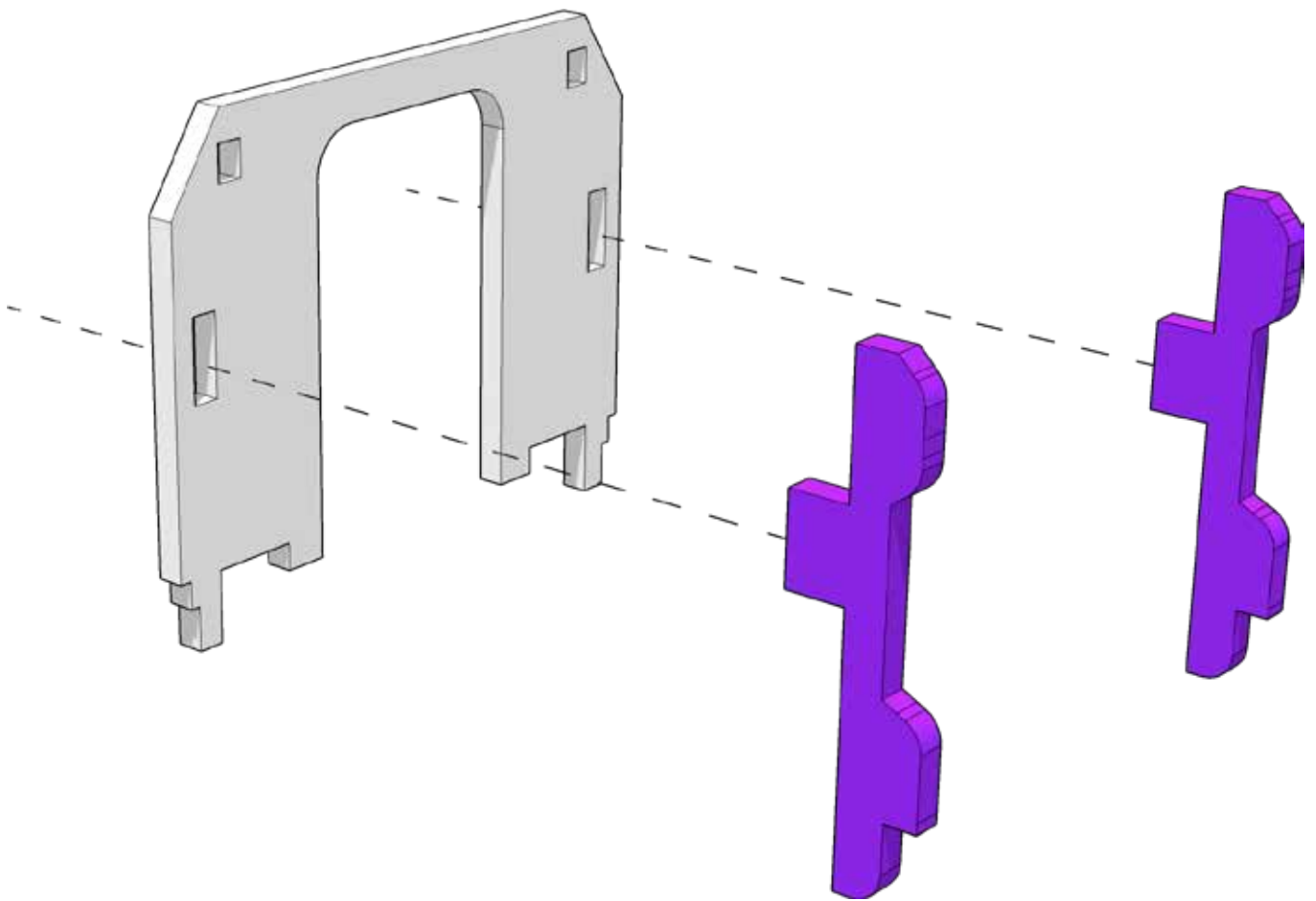




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

59

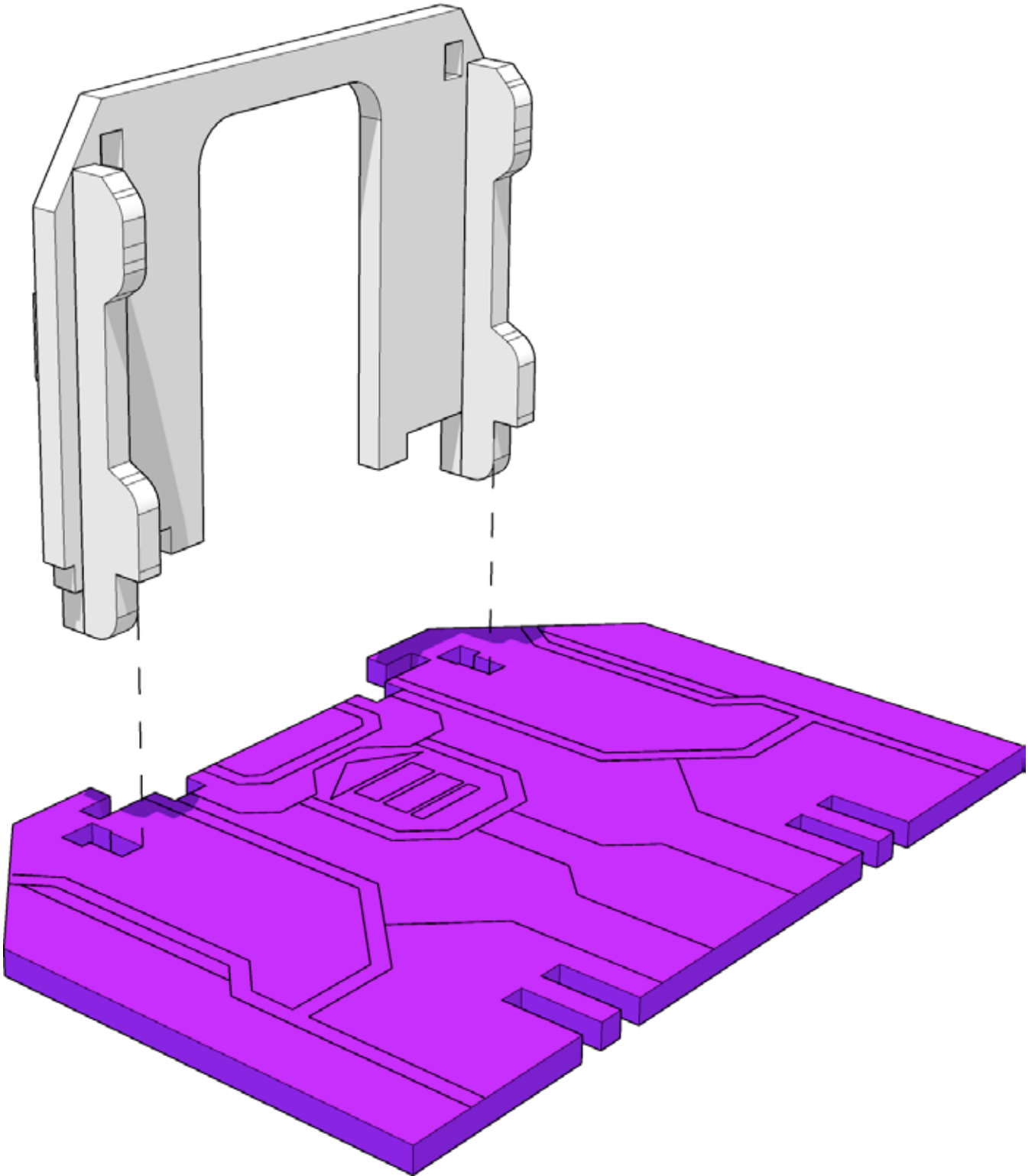




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**60**

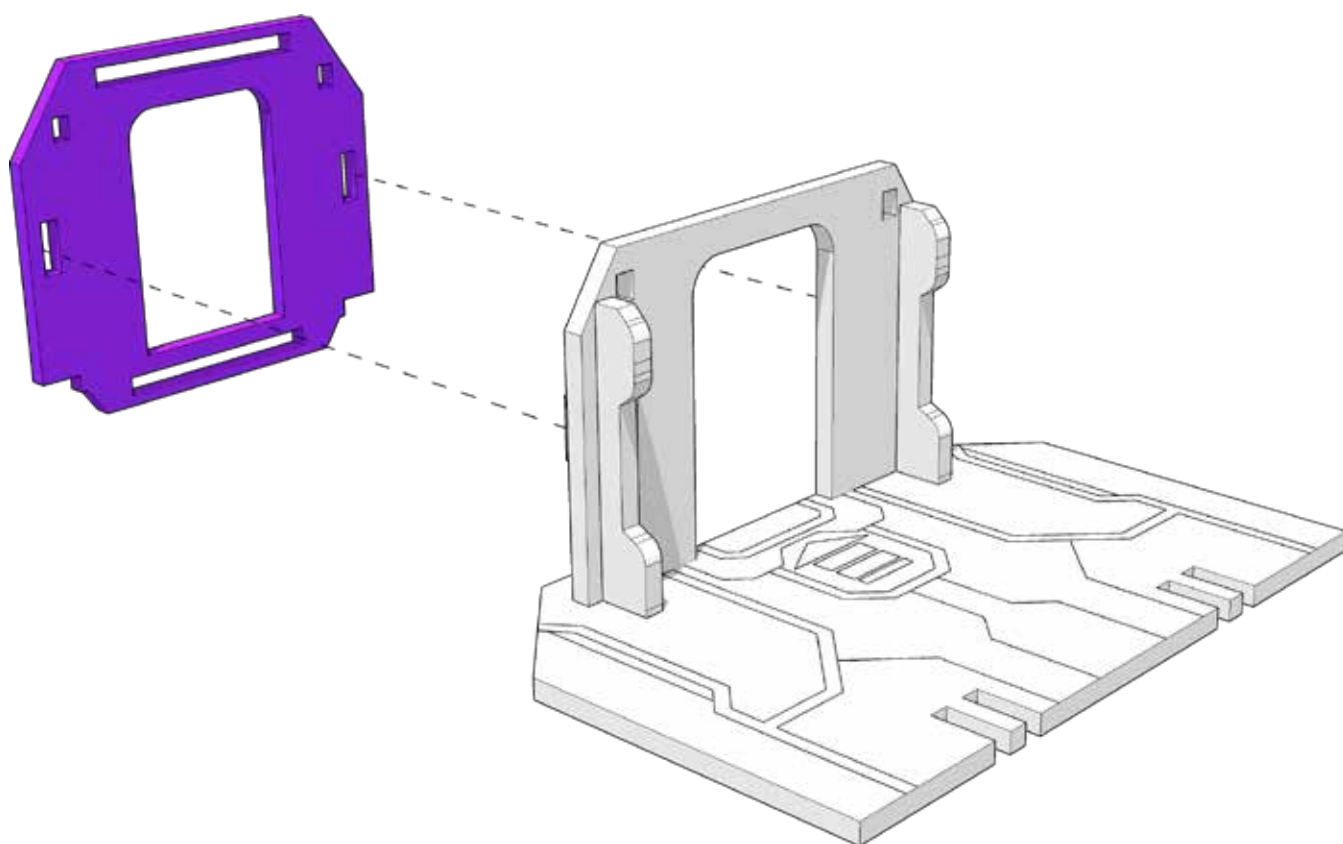




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**61**

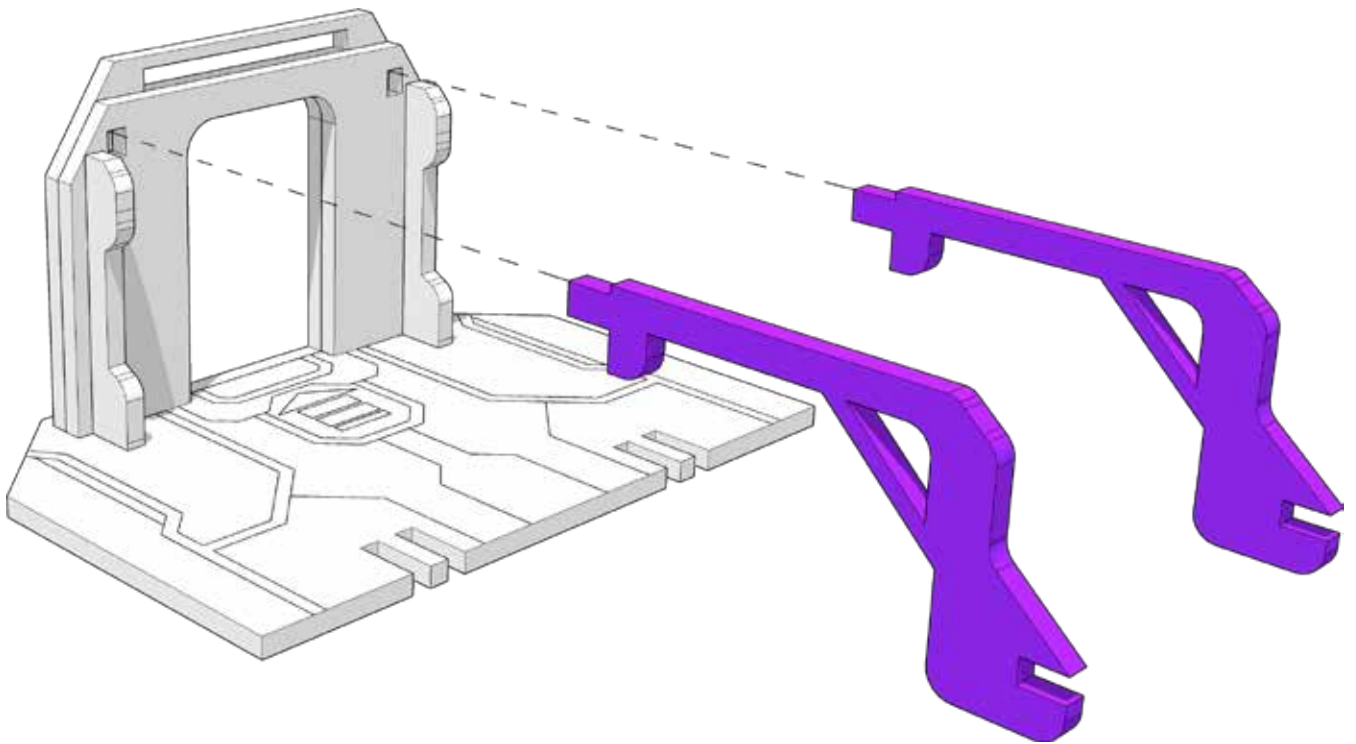




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**62**

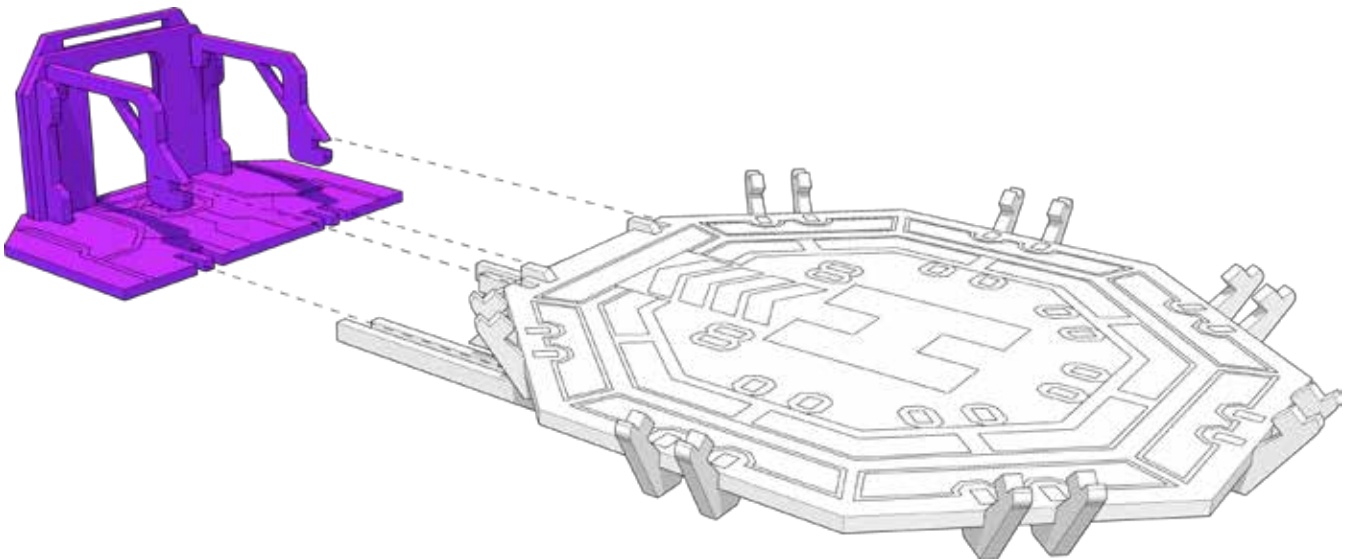




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**63**

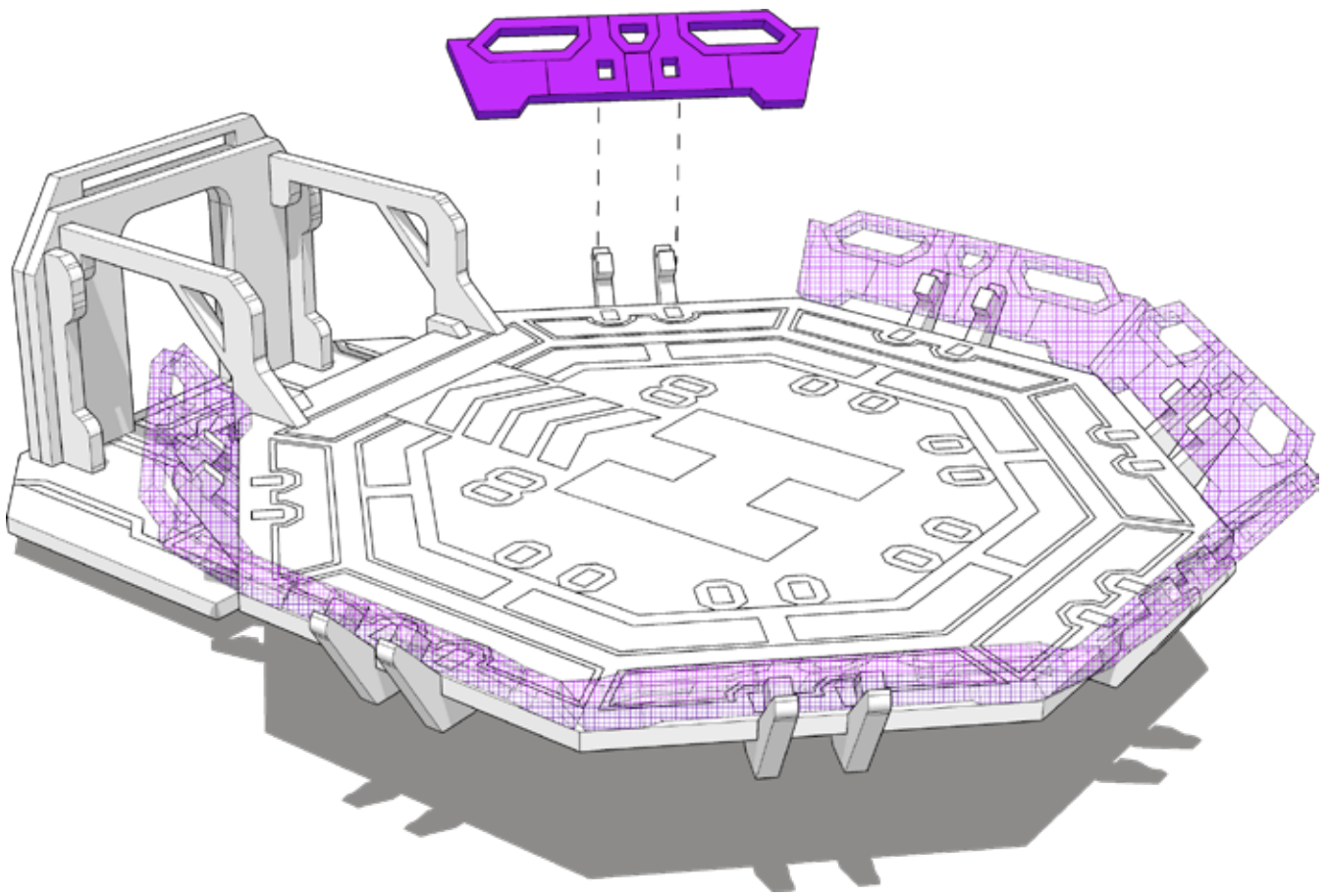




# TABLETOP SCENICS

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**

**64**



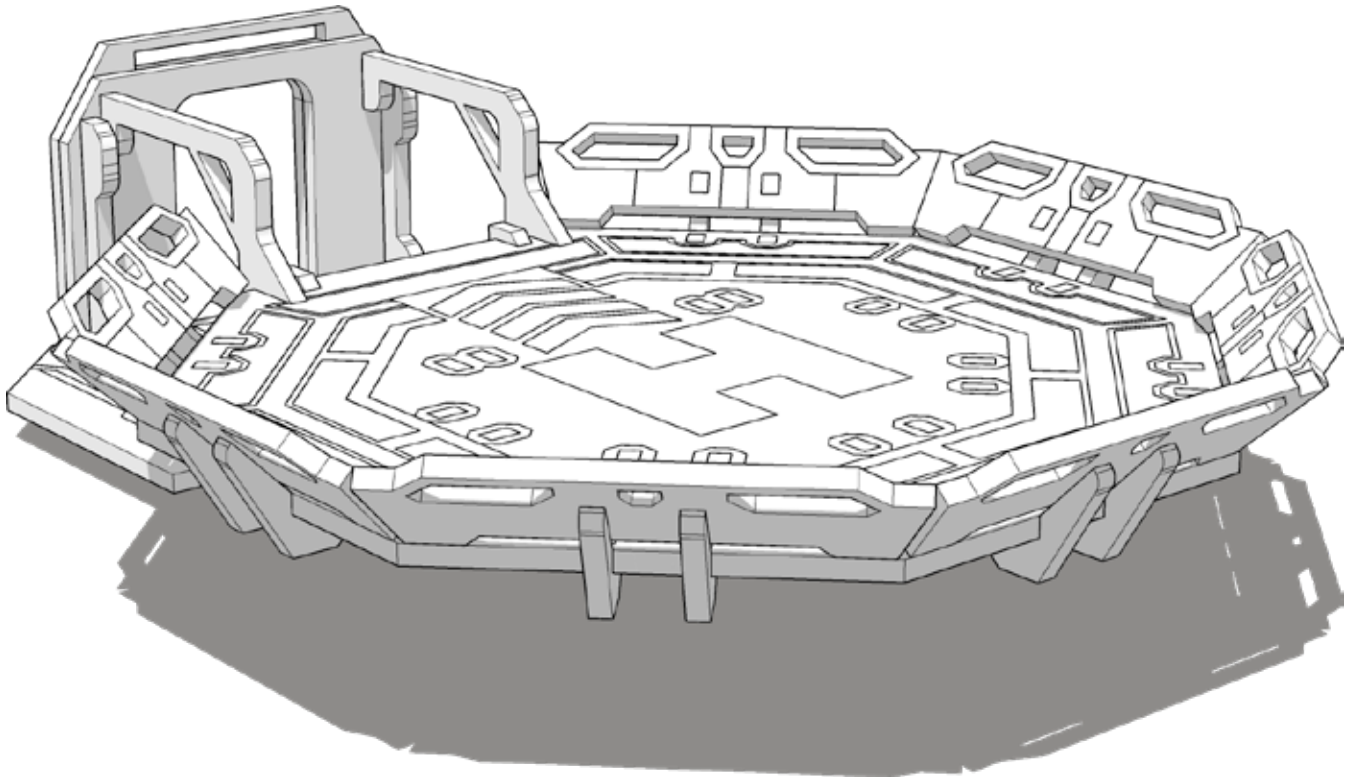




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**65**



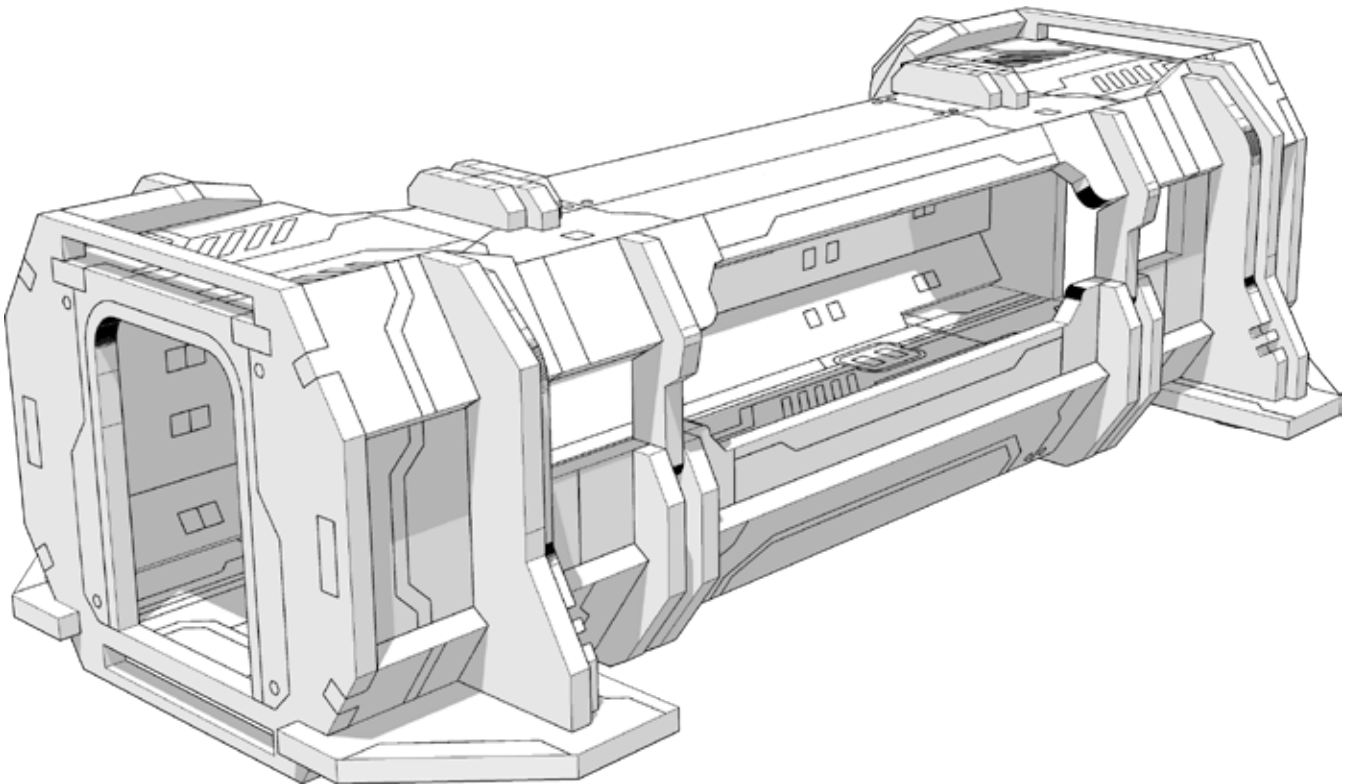
 **TTCOMBAT**



**TABLETOP  
SCENICS**

**TTPSX-SFU-032  
Mule:  
Helipad Lobby**

**66**



Tunnel

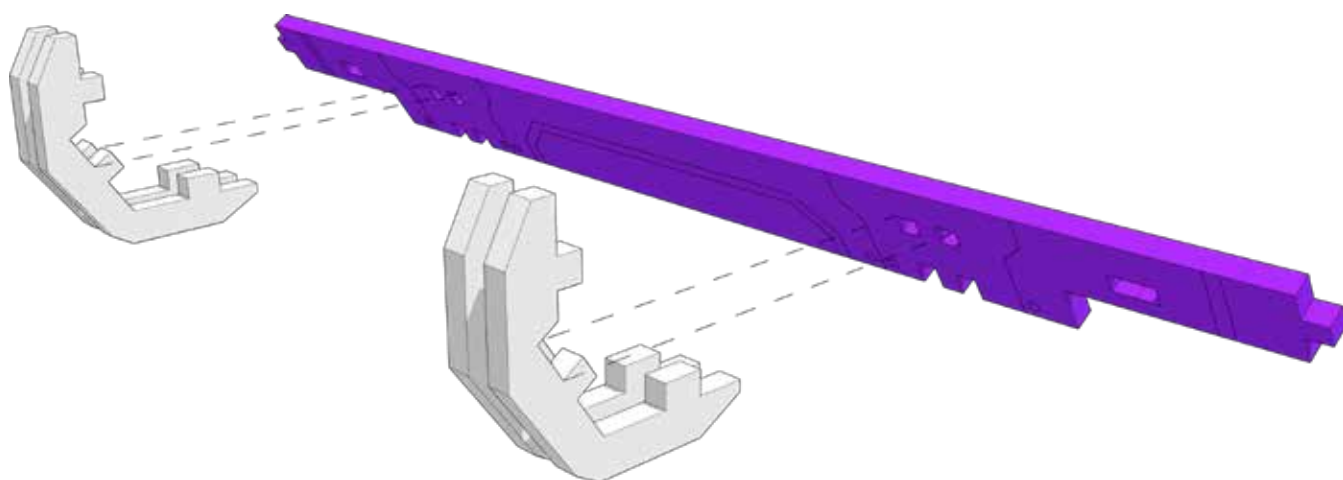




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**67**

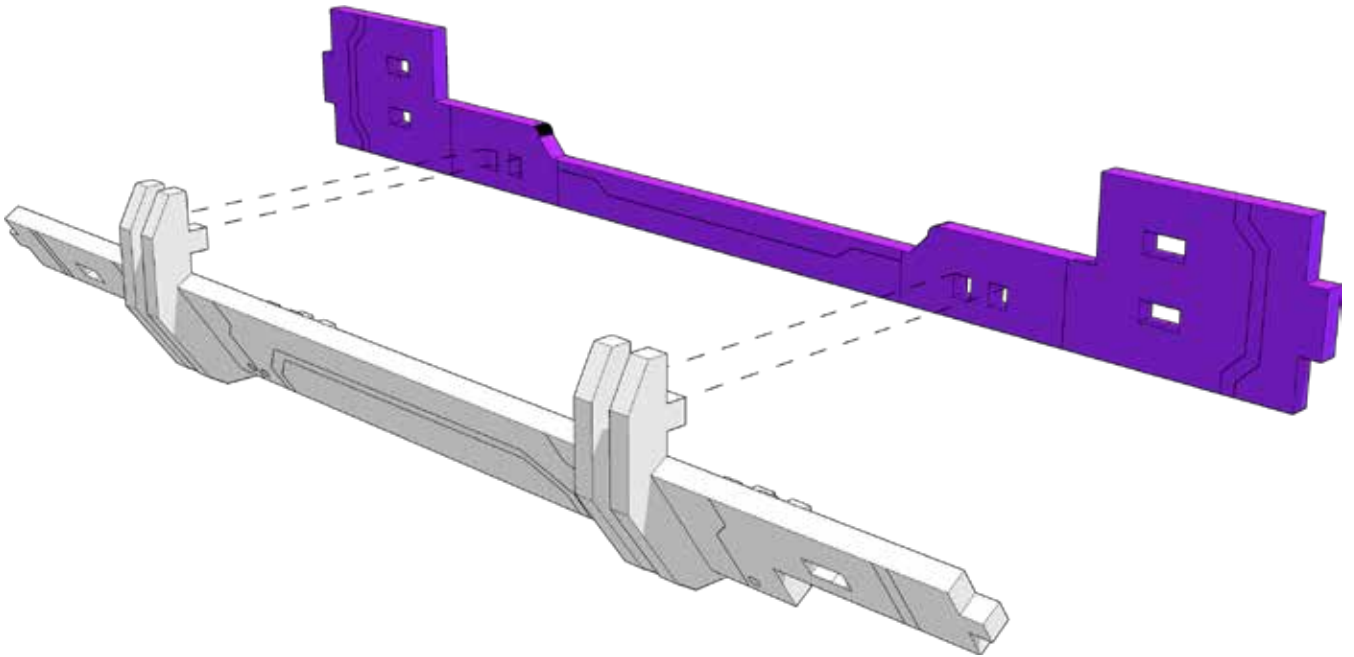




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**68**

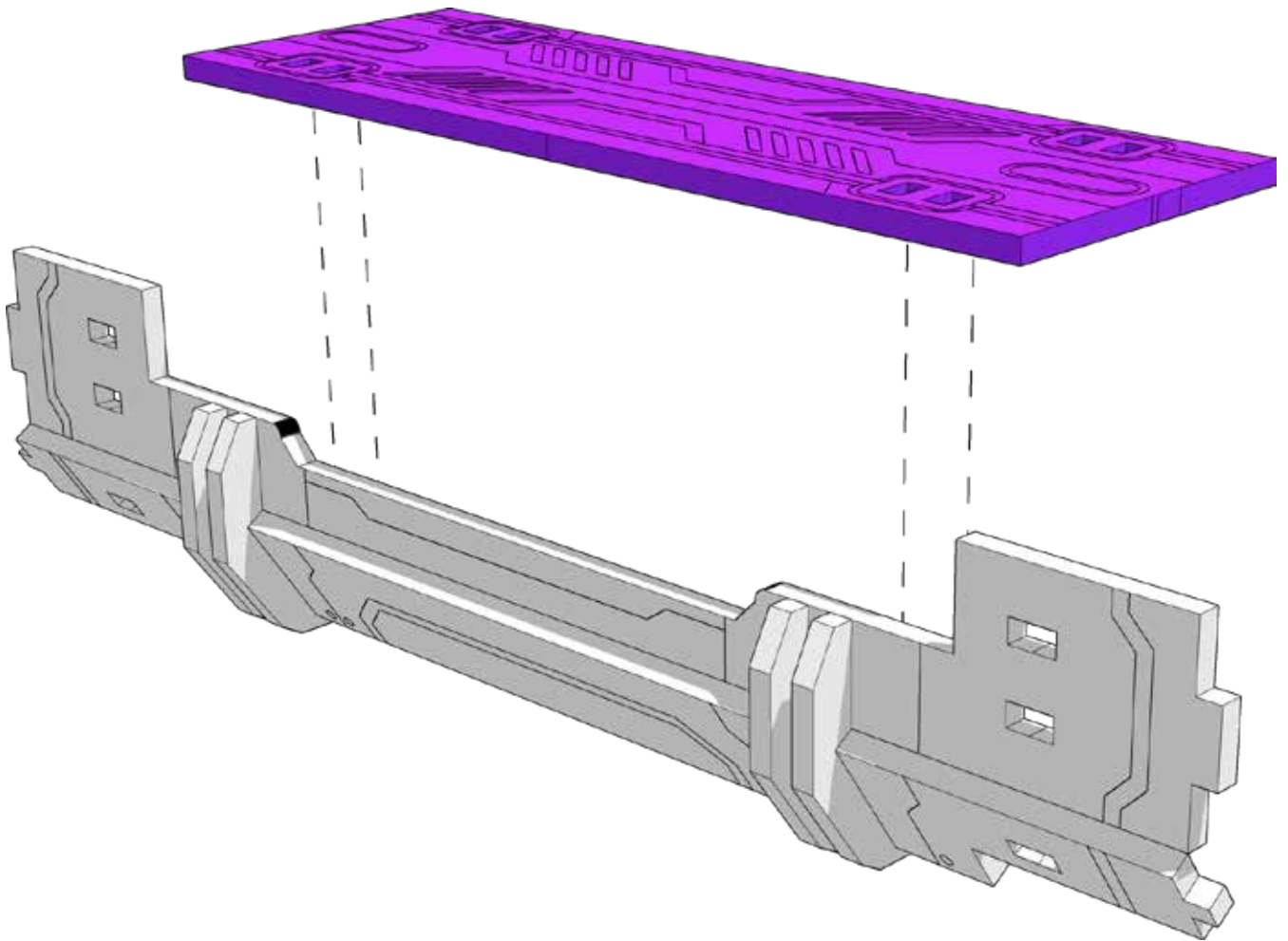




# TABLETOP SCENICS

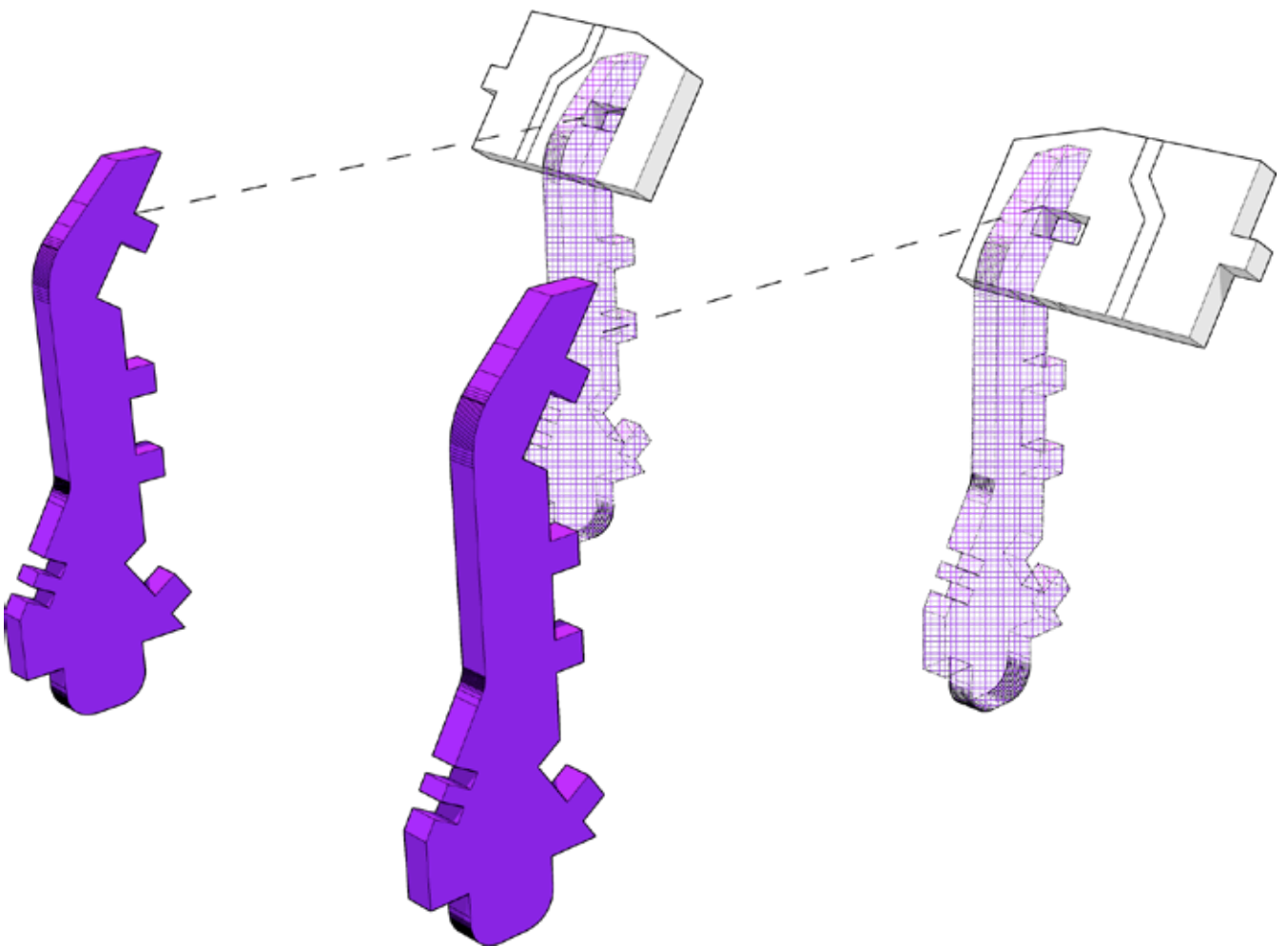
**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**69**





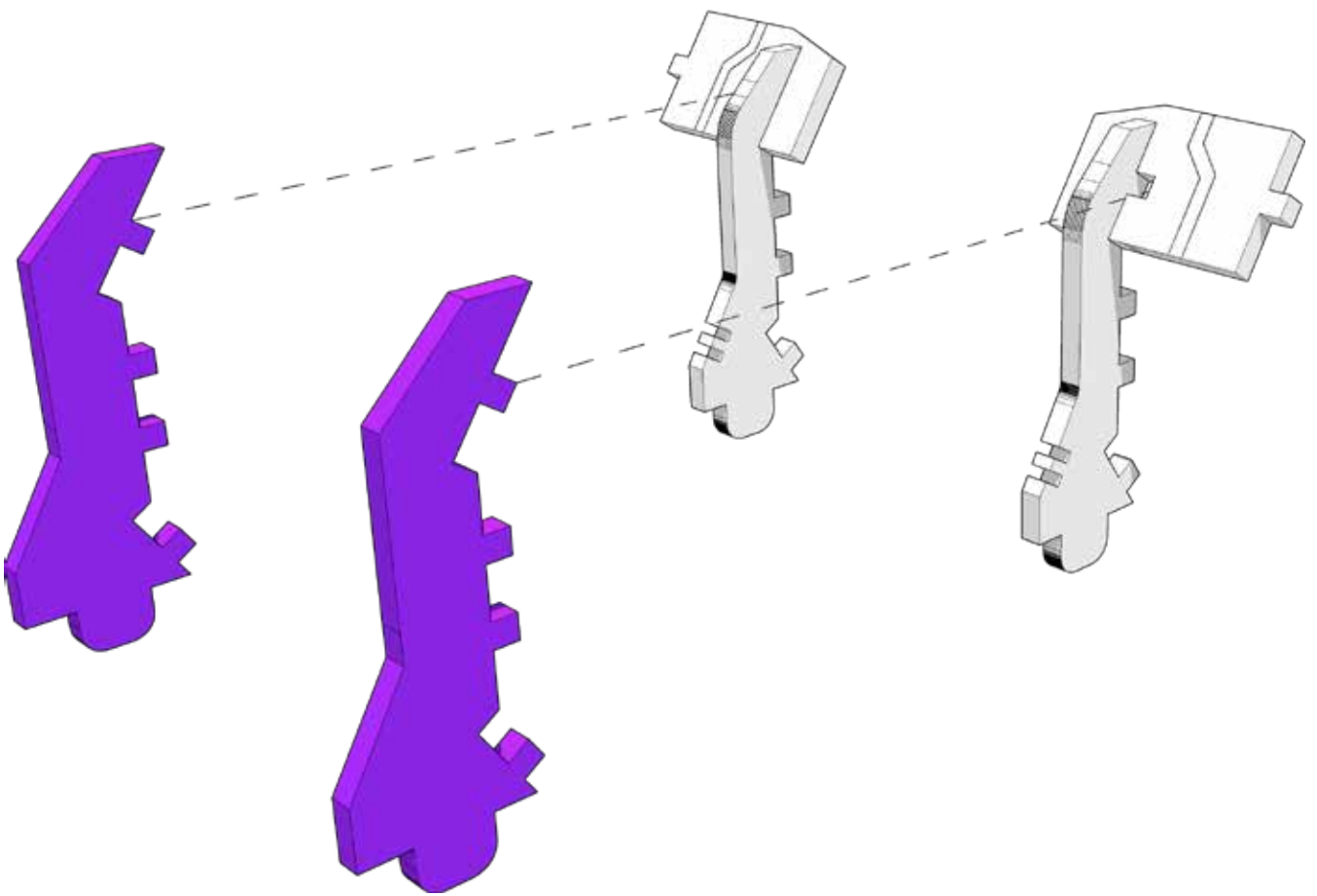
## 70



Highlighted parts sit to the inside. See  
next step



**71**

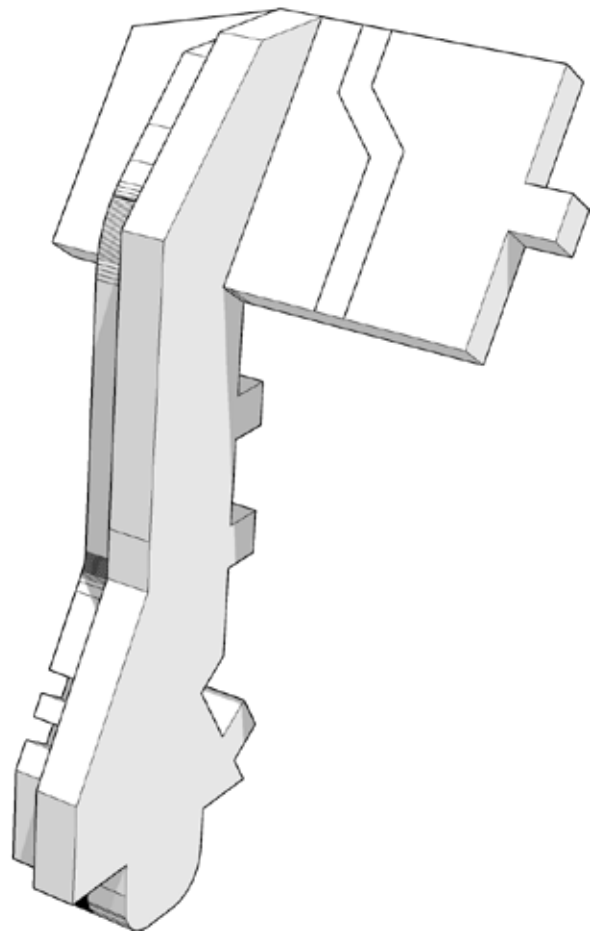
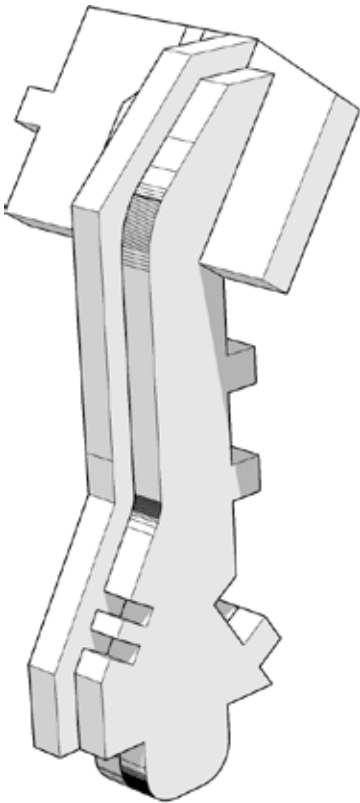


Highlighted parts sit on the outside  
of the previous part





**72**

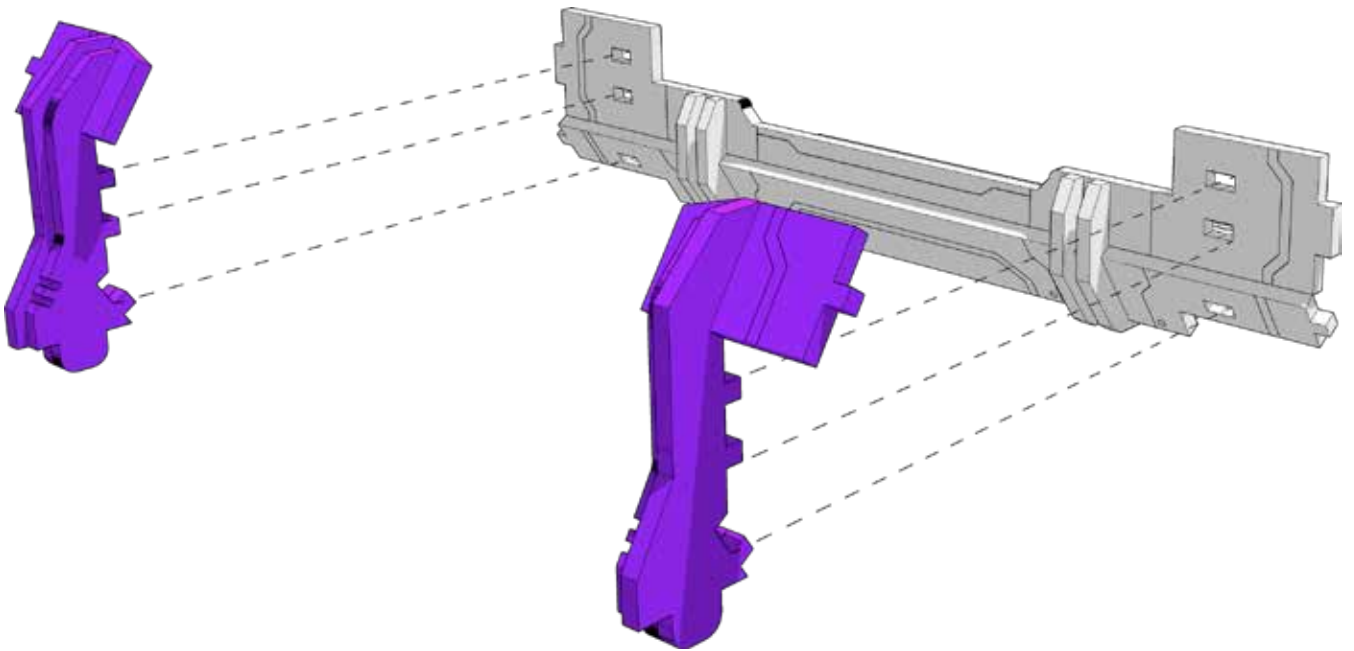




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**73**

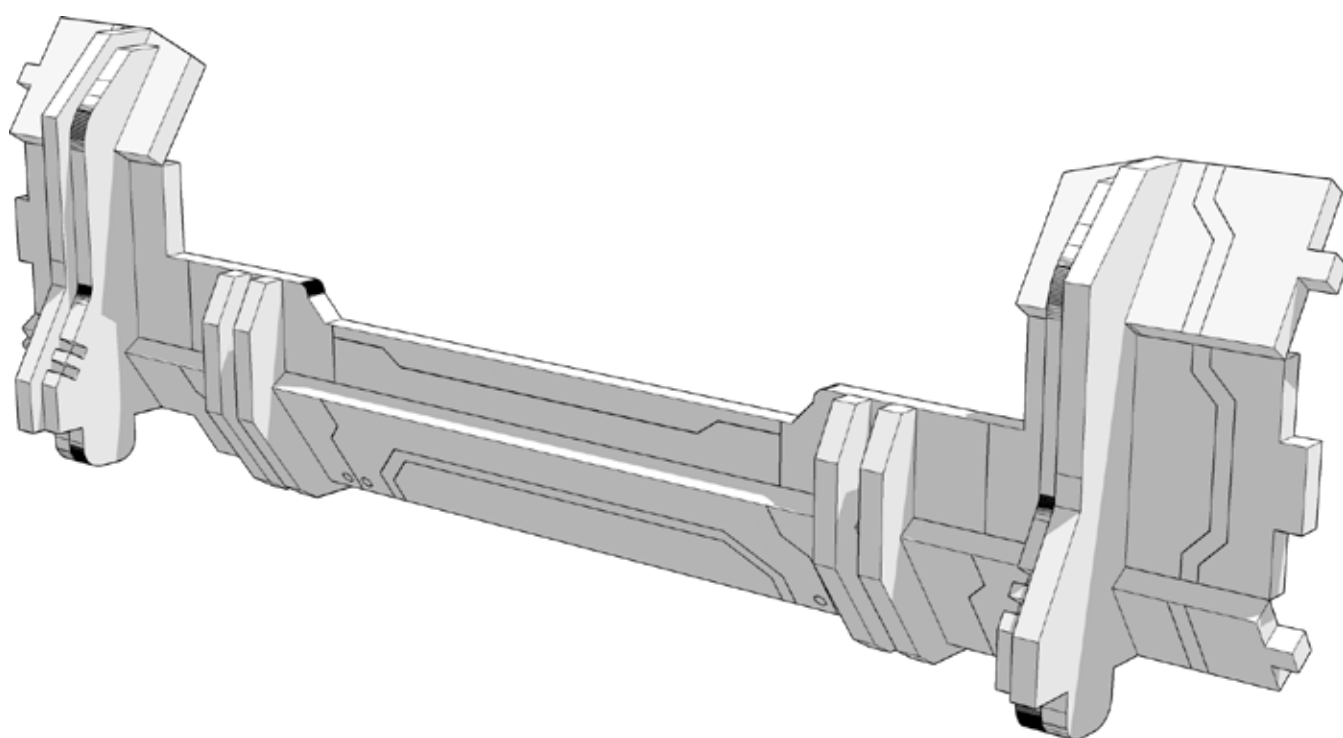




**TABLETOP  
SCENICS**

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**

**74**



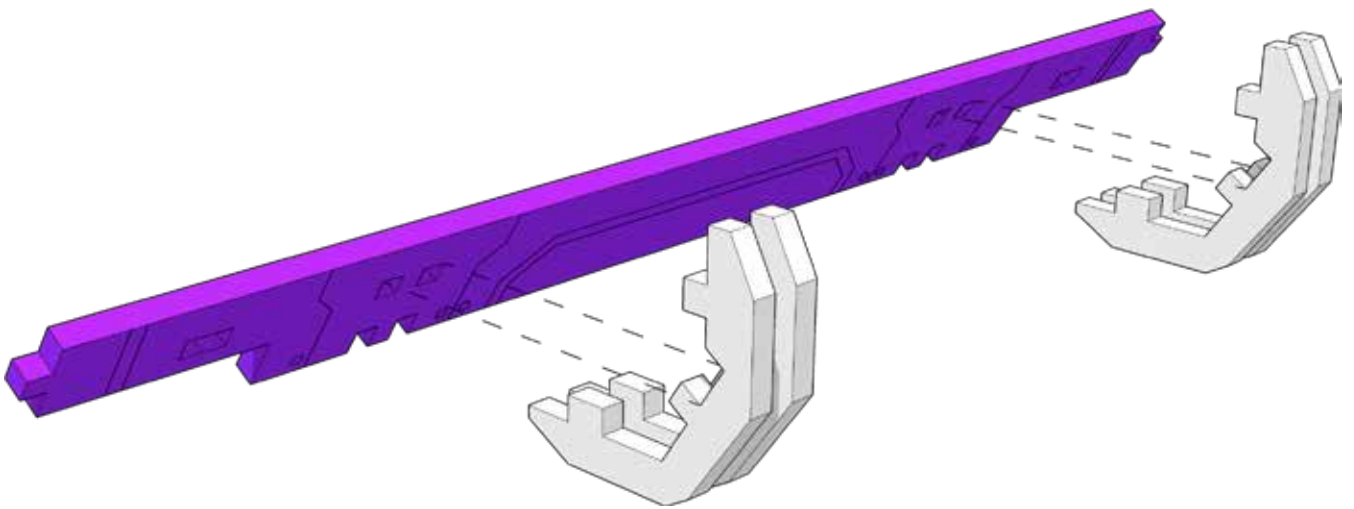
 **TTCOMBAT**



# TABLETOP SCENICS

75

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

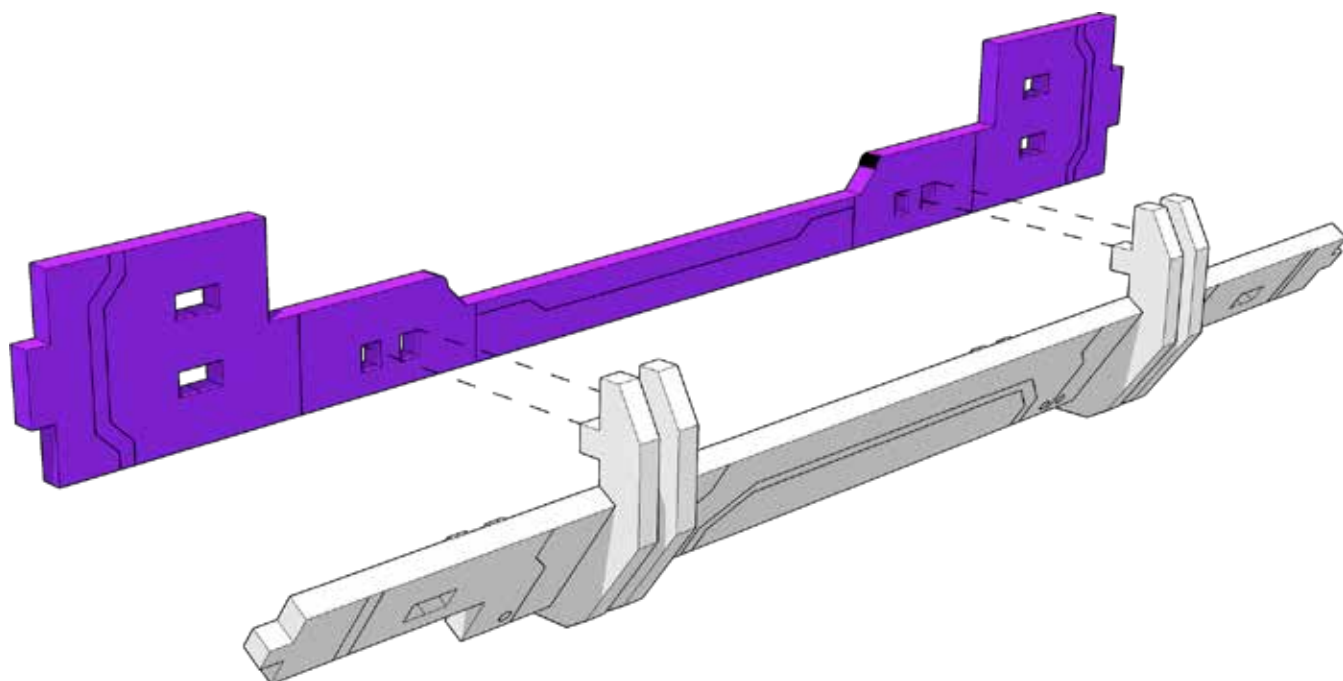




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**76**

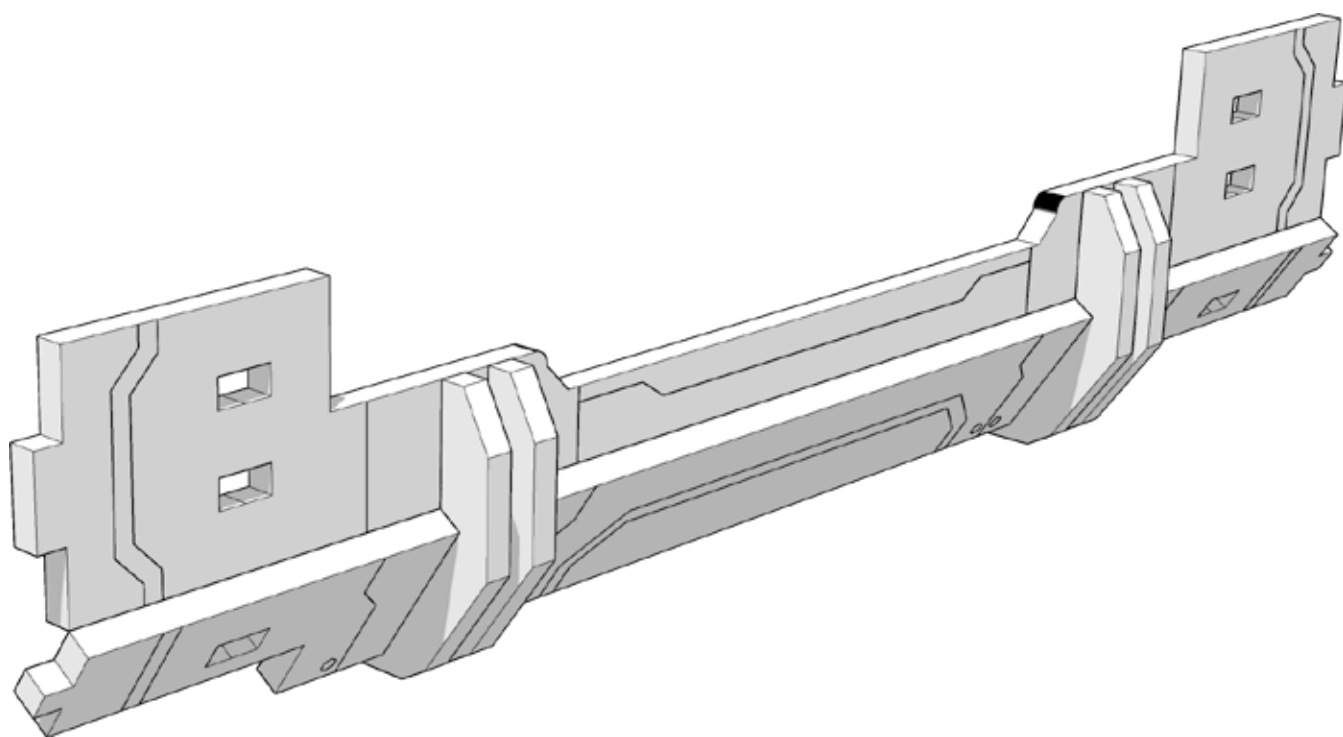




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

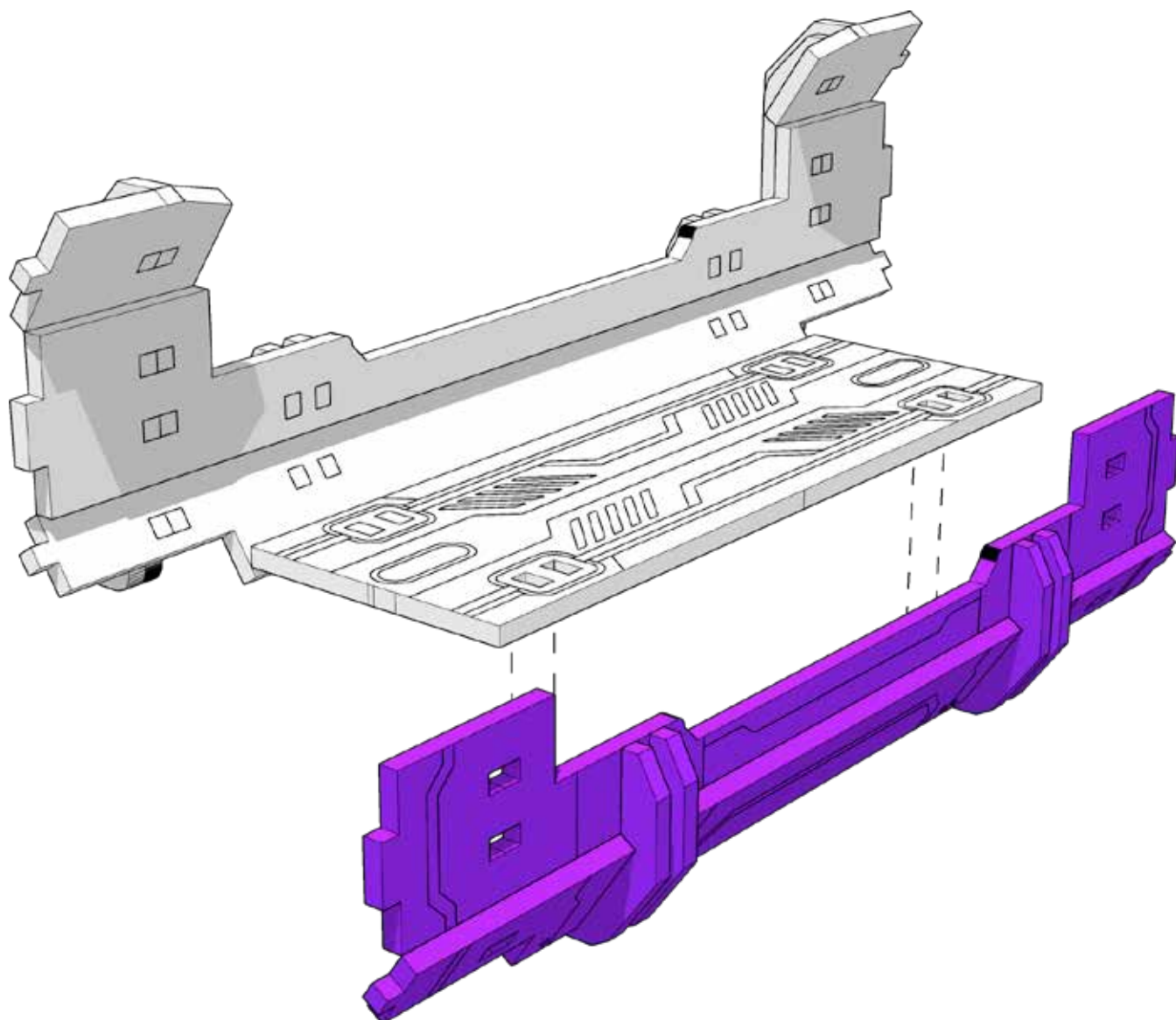
**77**



 **TTCOMBAT**



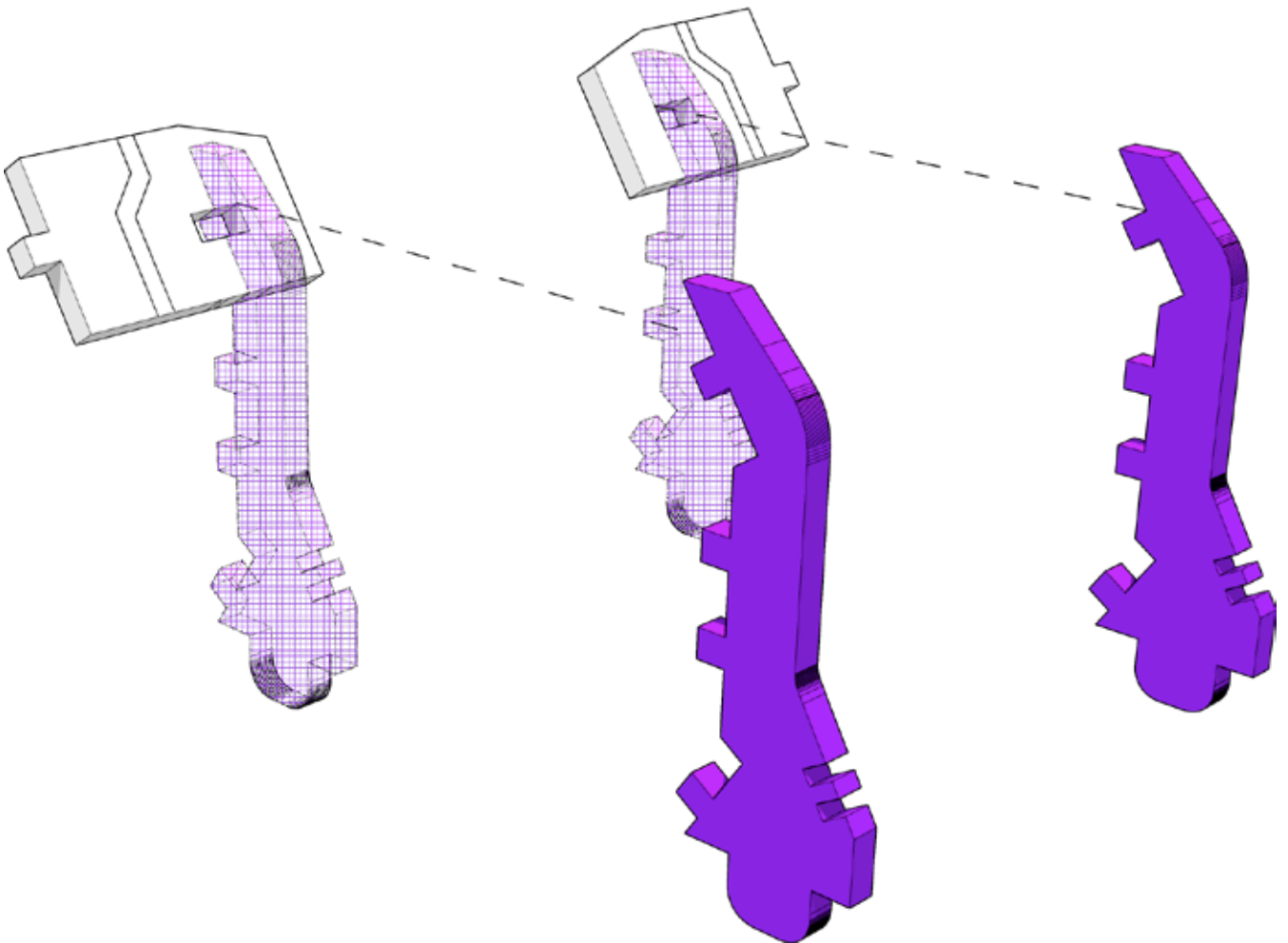
**78**







**79**



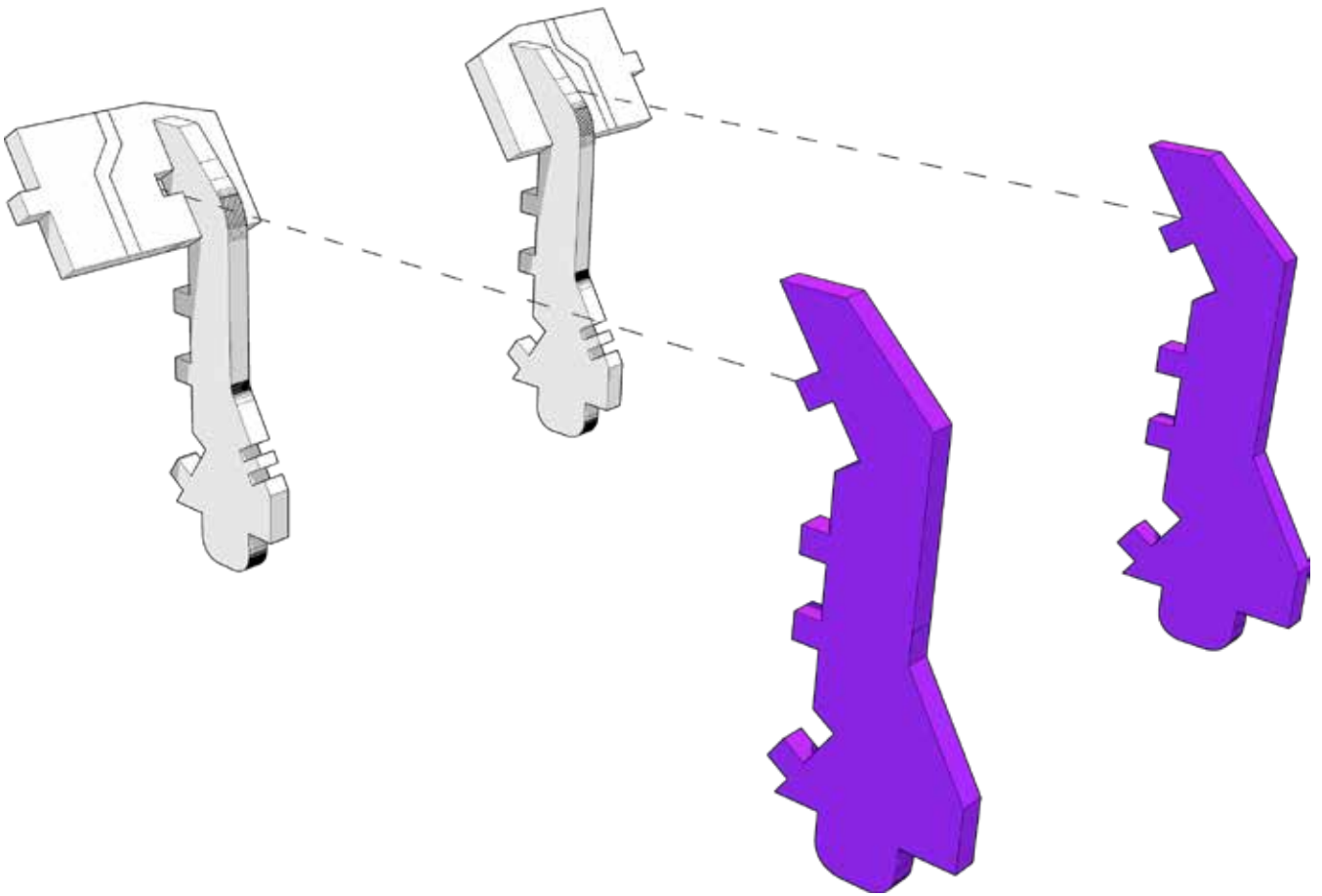
Highlighted parts sit to the inside. See  
next step



# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**80**



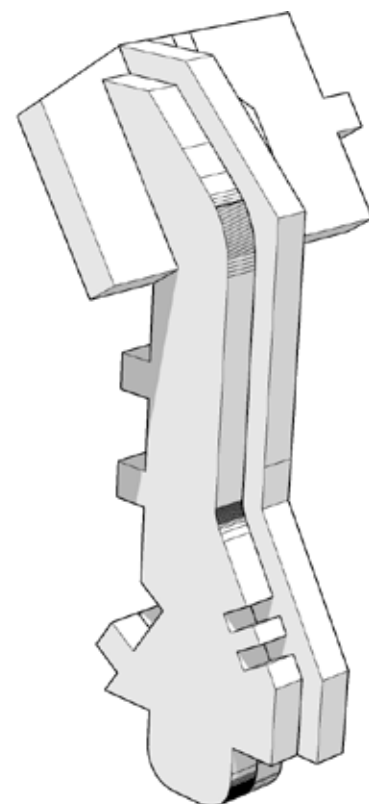
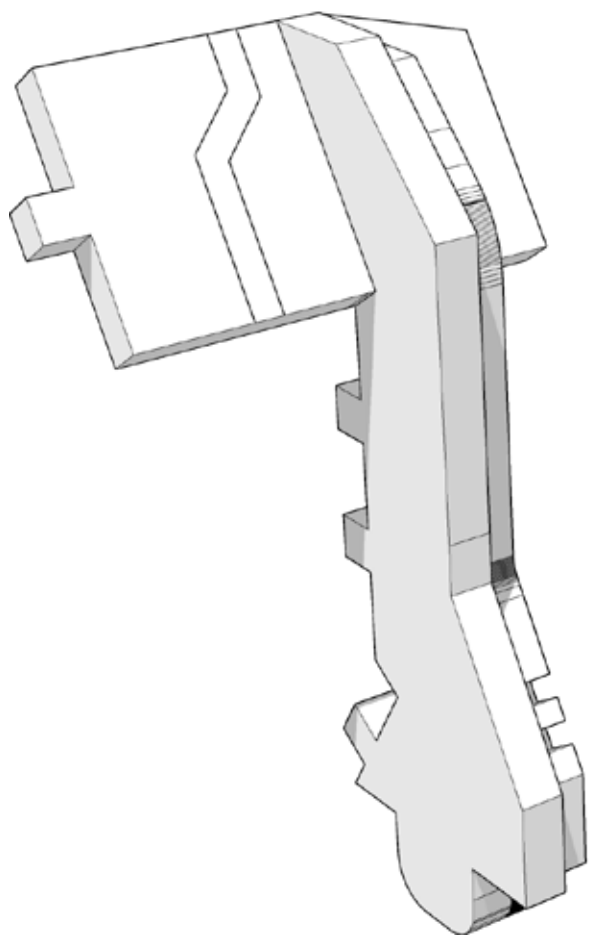
Highlighted parts sit on the outside  
of the previous part



**TABLETOP  
SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**81**

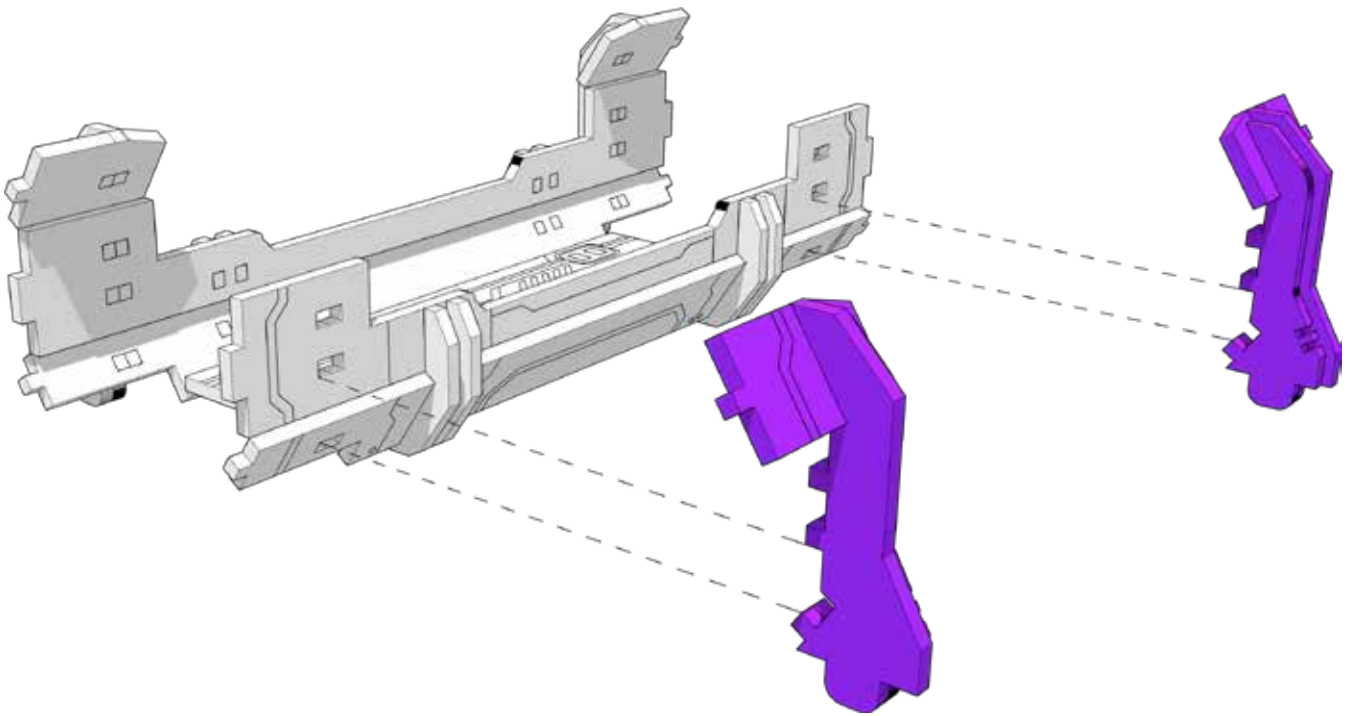




# TABLETOP SCENICS

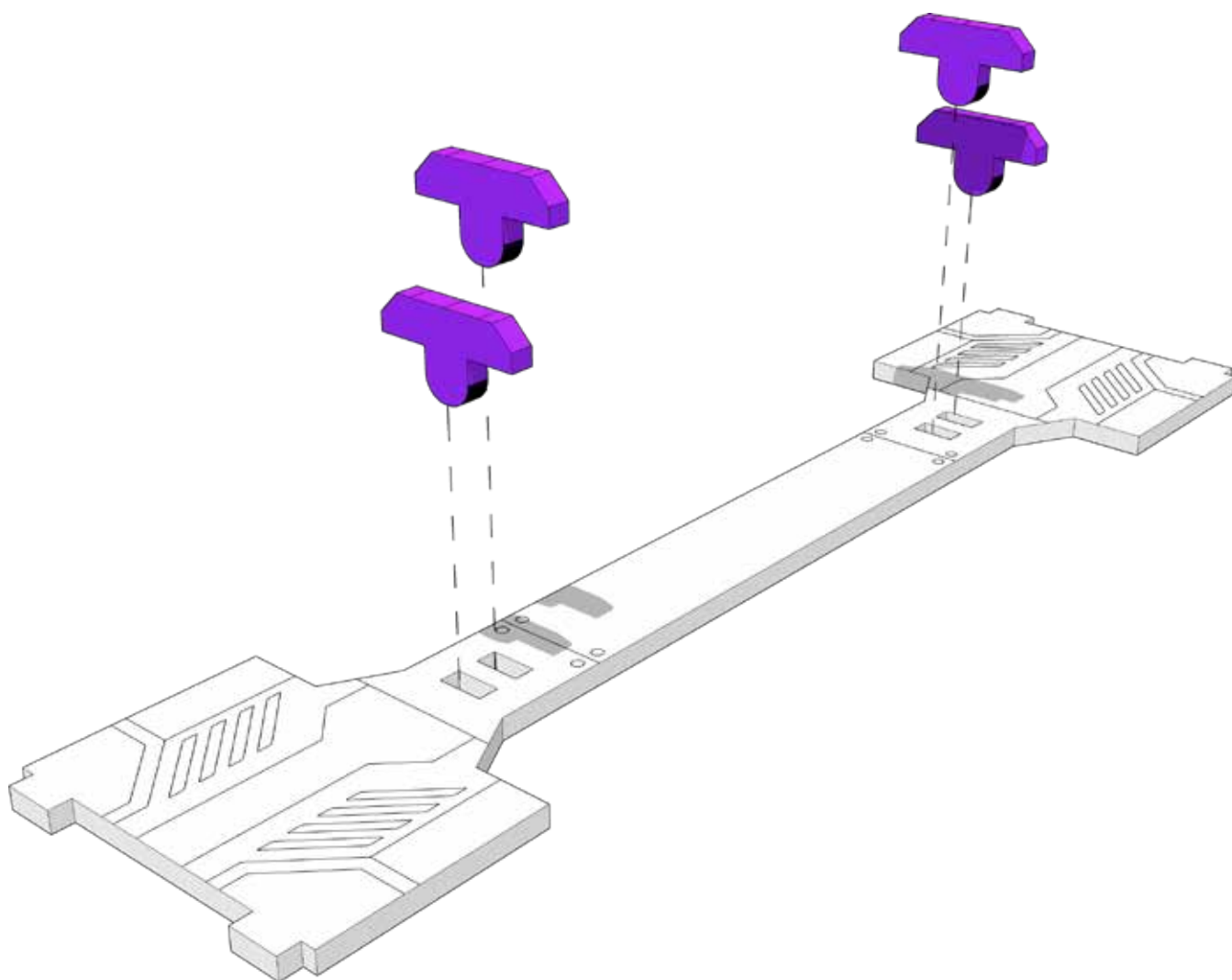
**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**82**





**83**

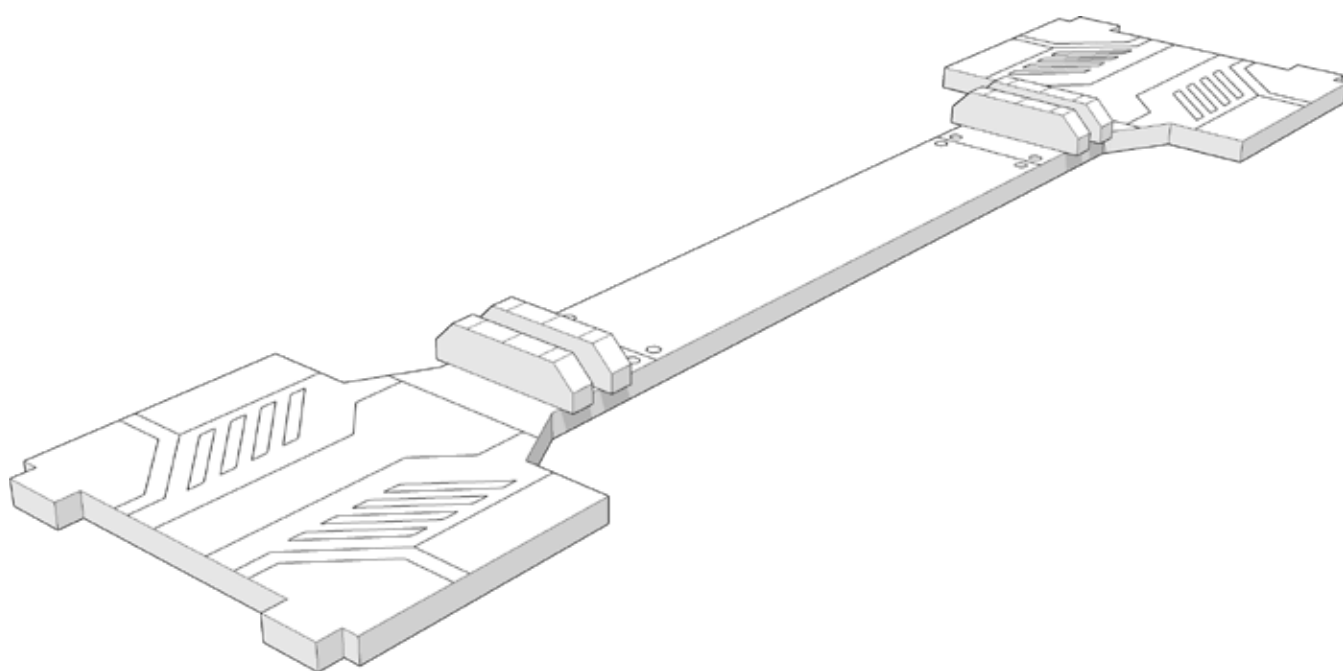




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**84**

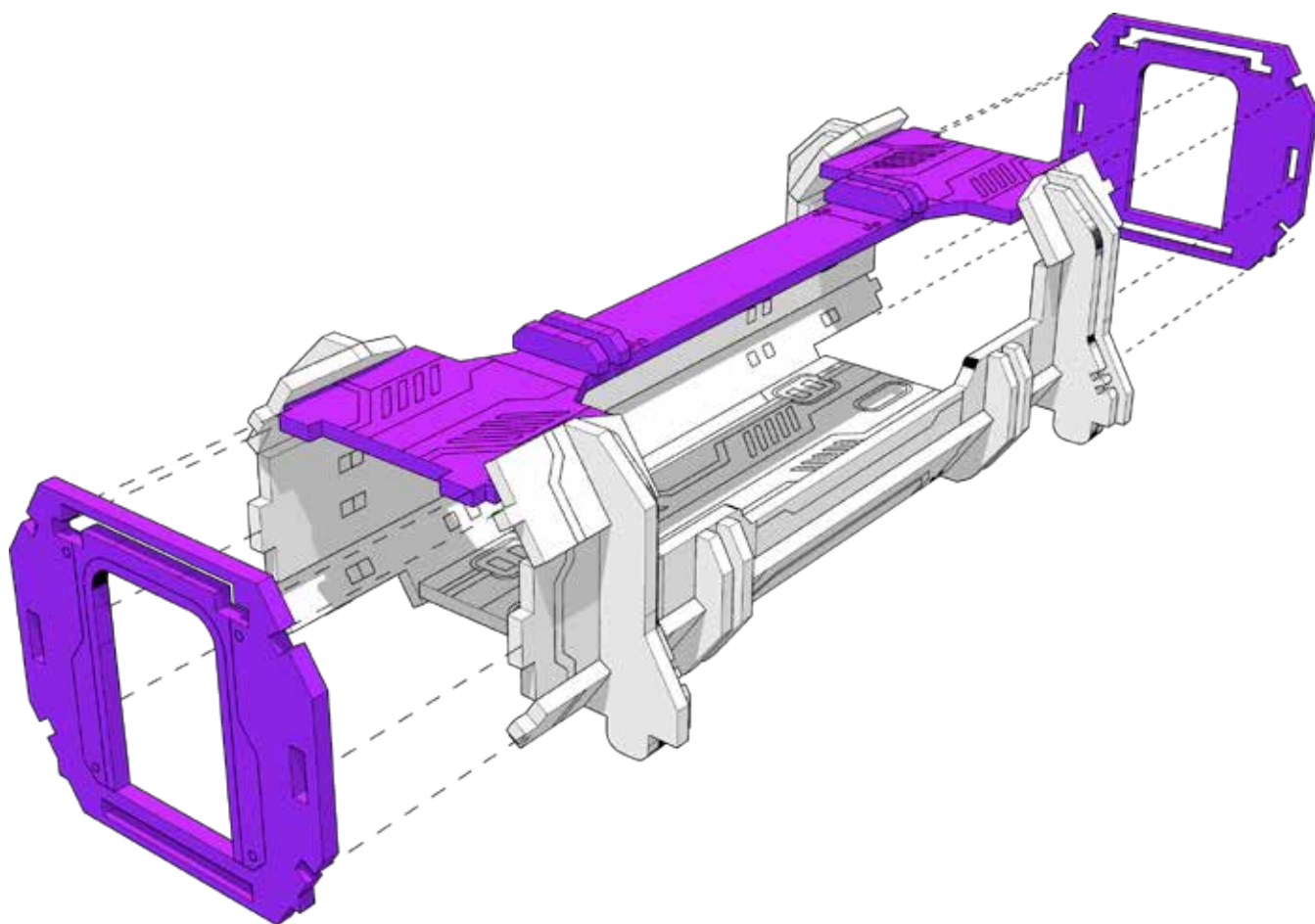




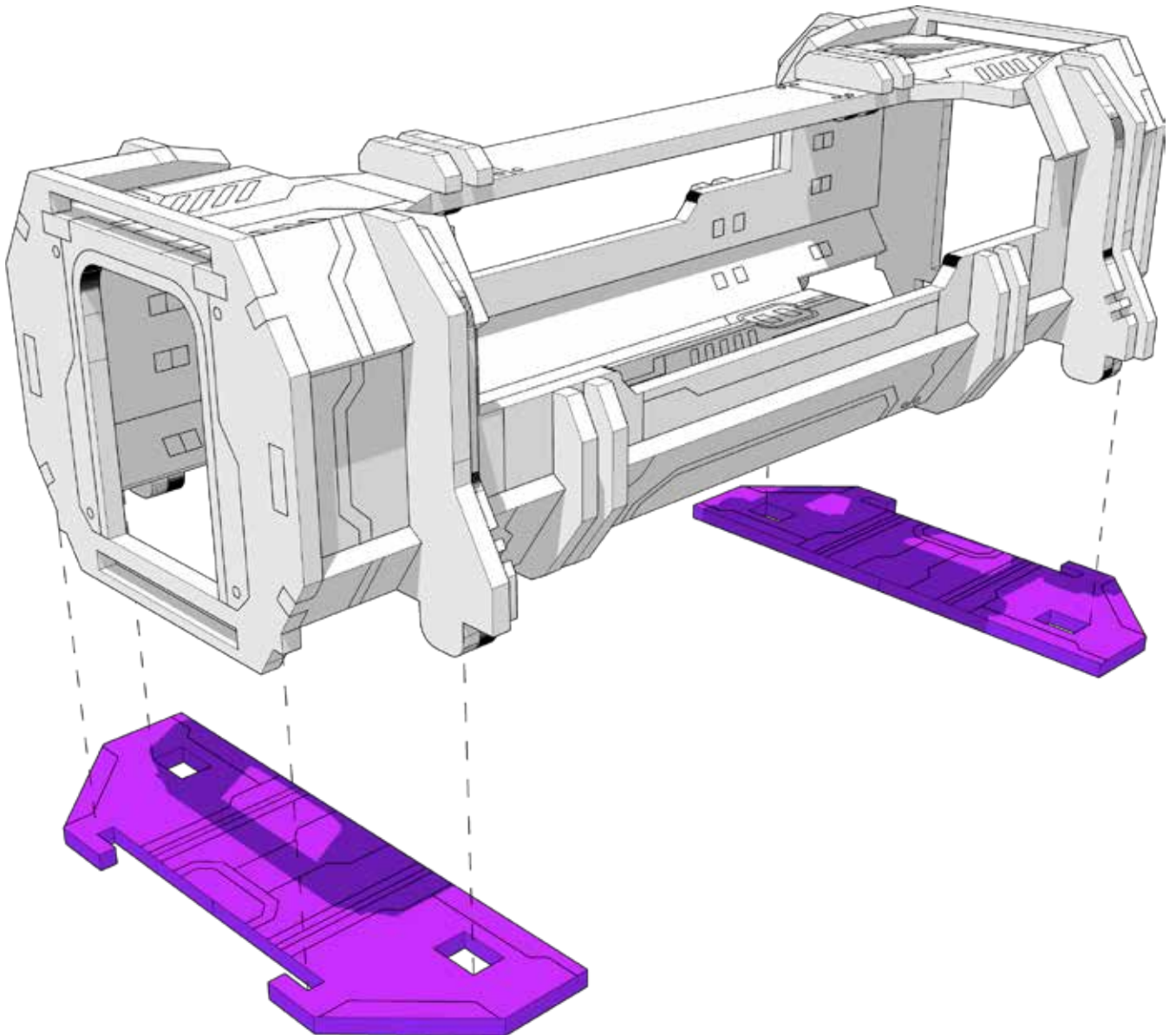
**TABLETOP  
SCENICS**

**TTPSX-SFU-O32  
Mule:  
Helipad Lobby**

**85**





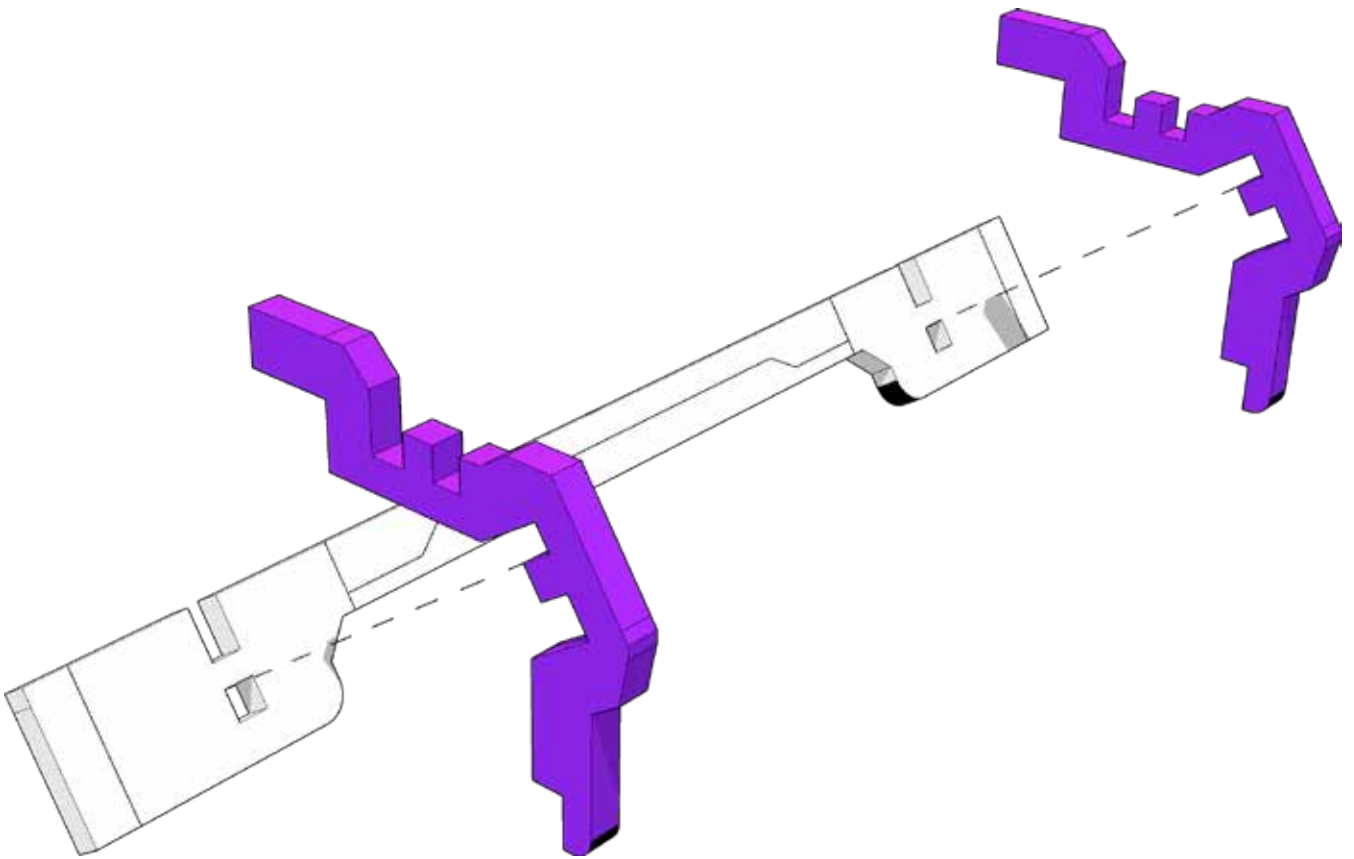




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**87**

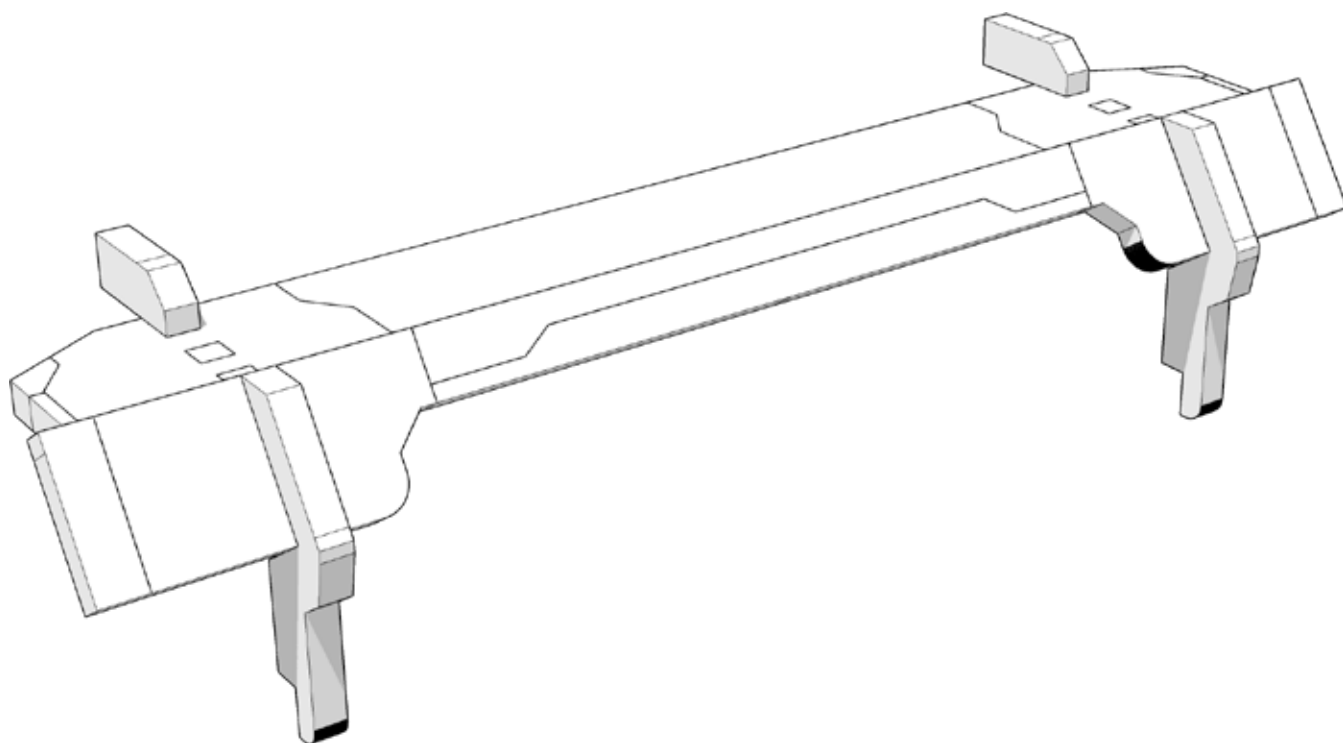




**TABLETOP  
SCENICS**

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**

**88**

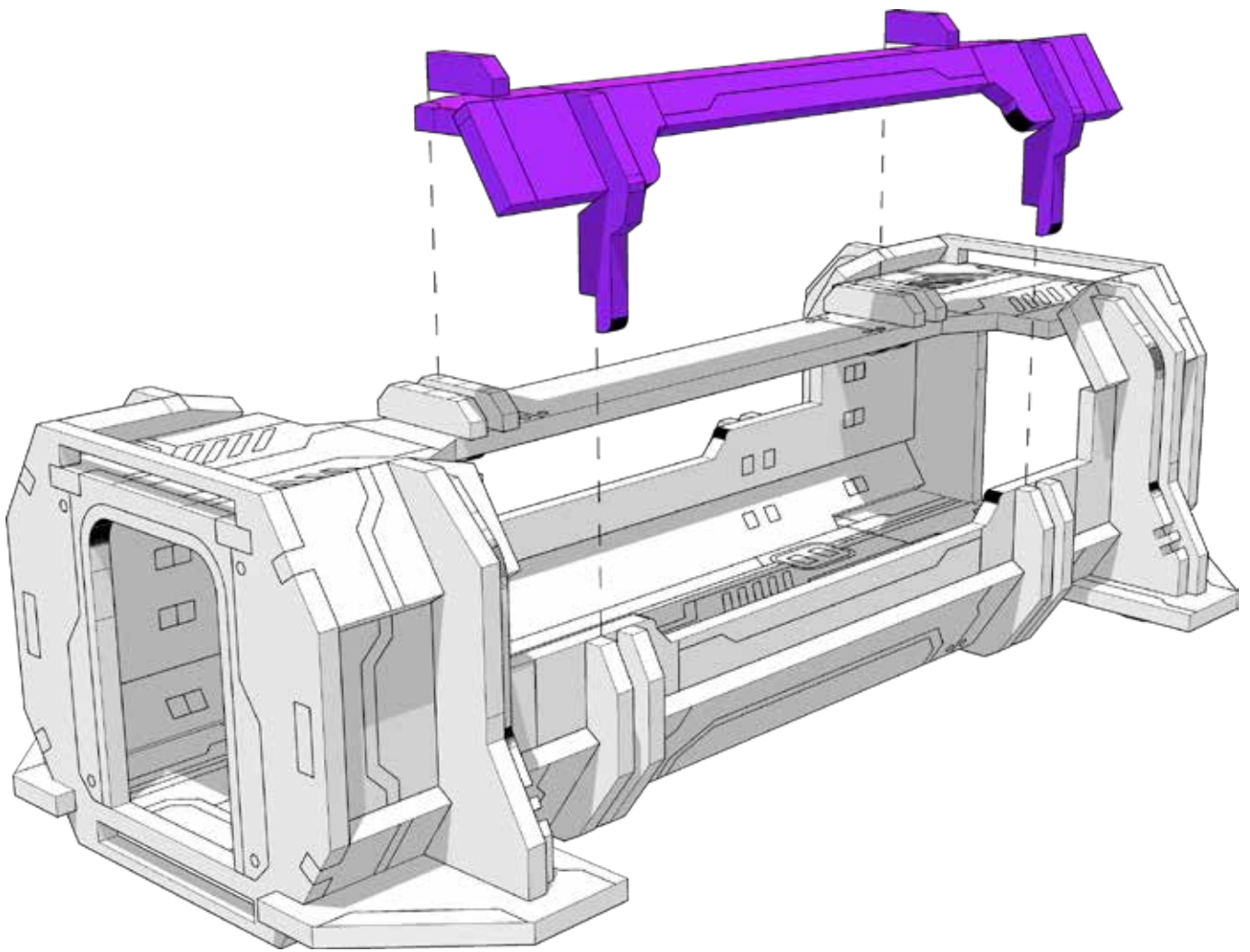


**x2**

 **TTCOMBAT**



**89**



See next steps of instructions for alternative layout

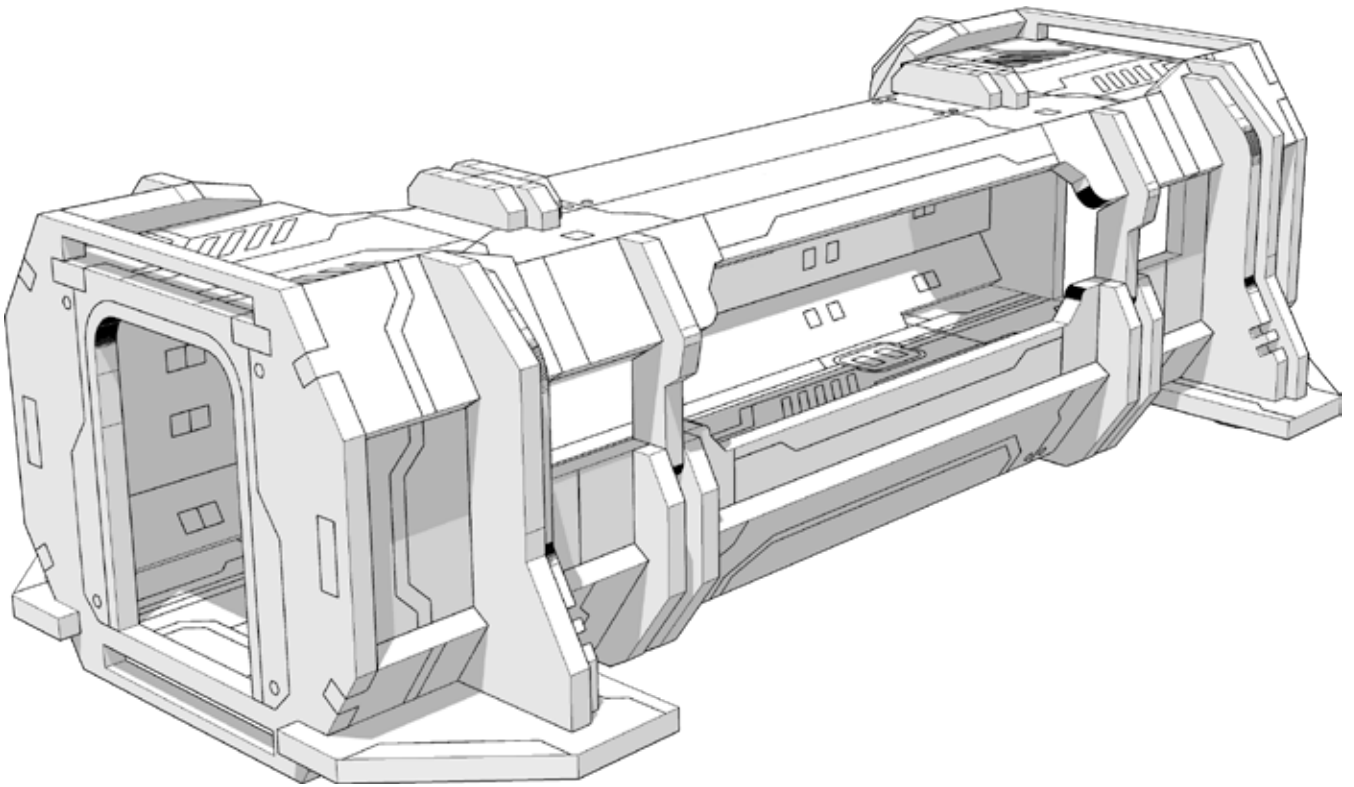




**TABLETOP  
SCENICS**

**90**

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**



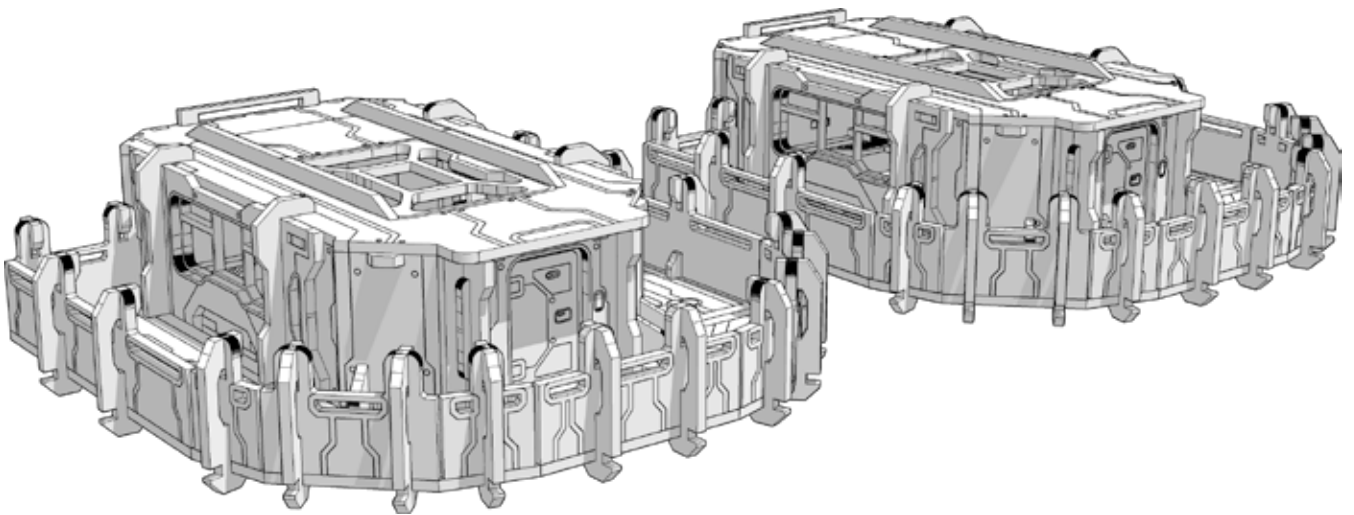
 **TTCOMBAT**



# TABLETOP SCENICS

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**

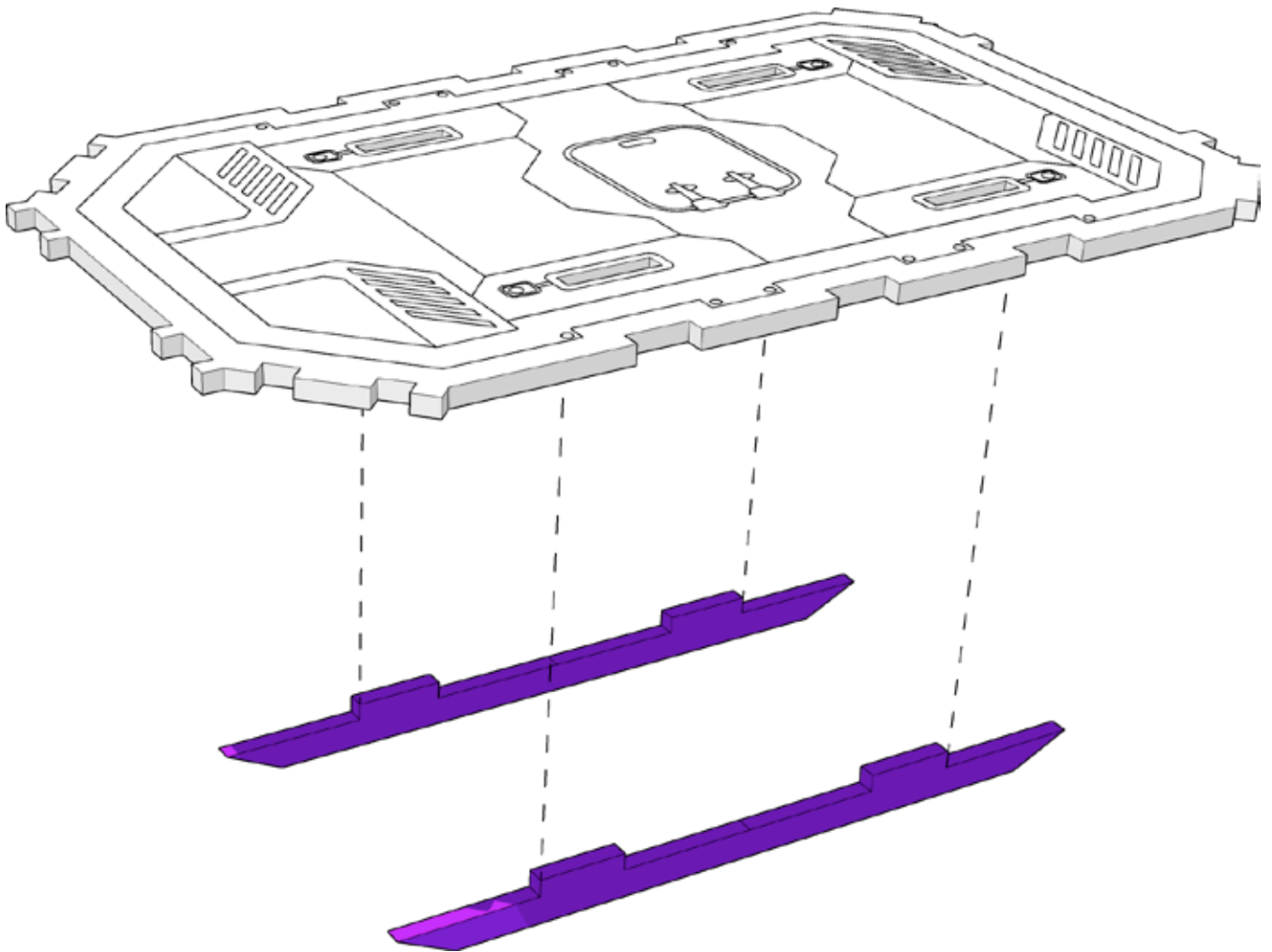
**91**



Hab Units



**92**



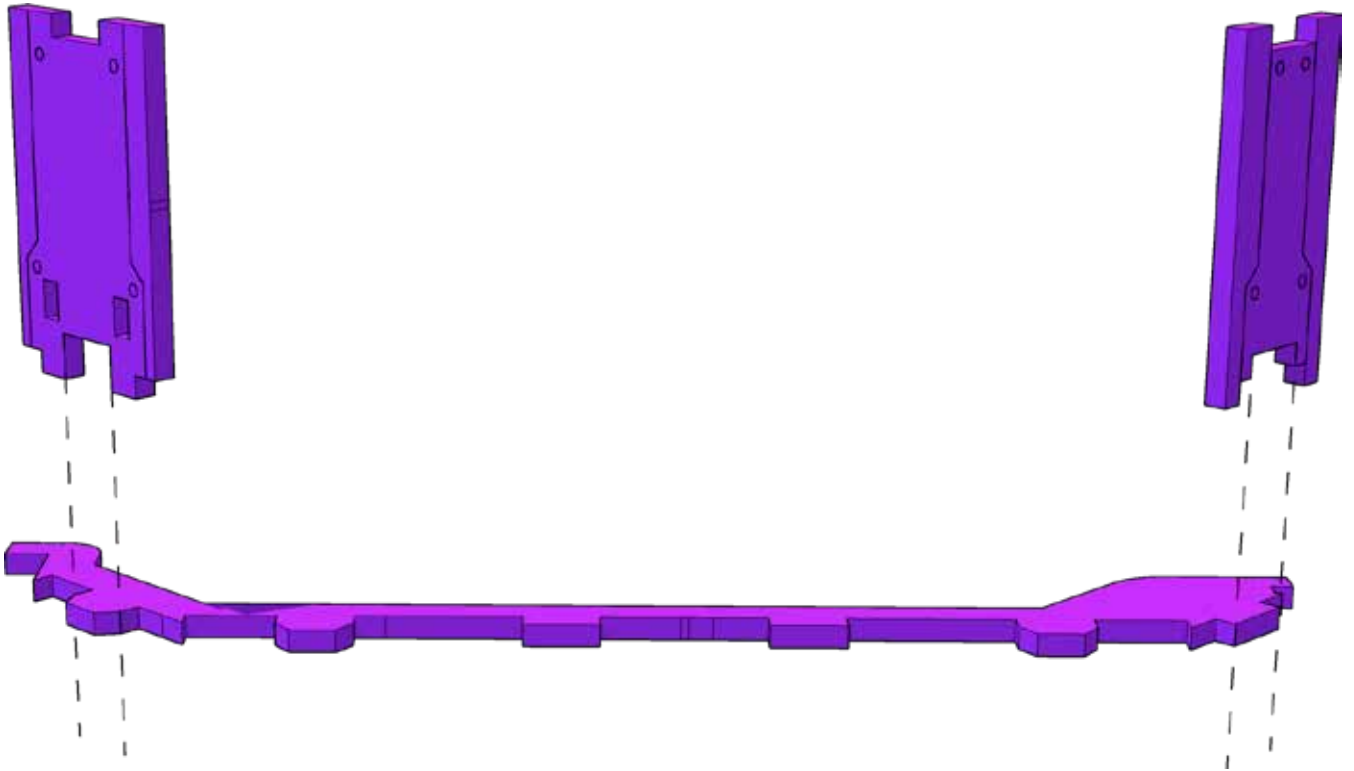




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**93**



Bottom piece is similar to another piece.  
You require the slimmer one

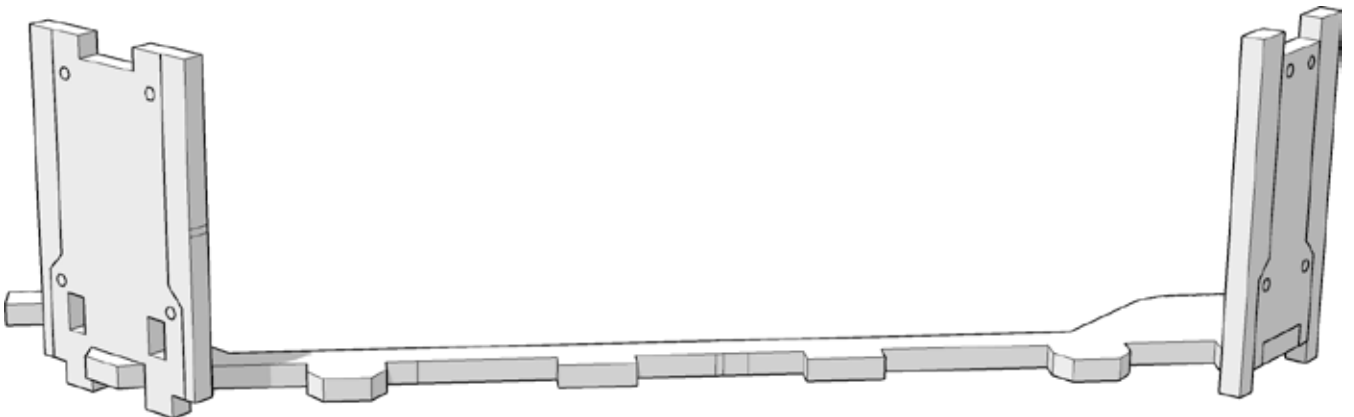




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**94**



The second version is a mirror of the  
above

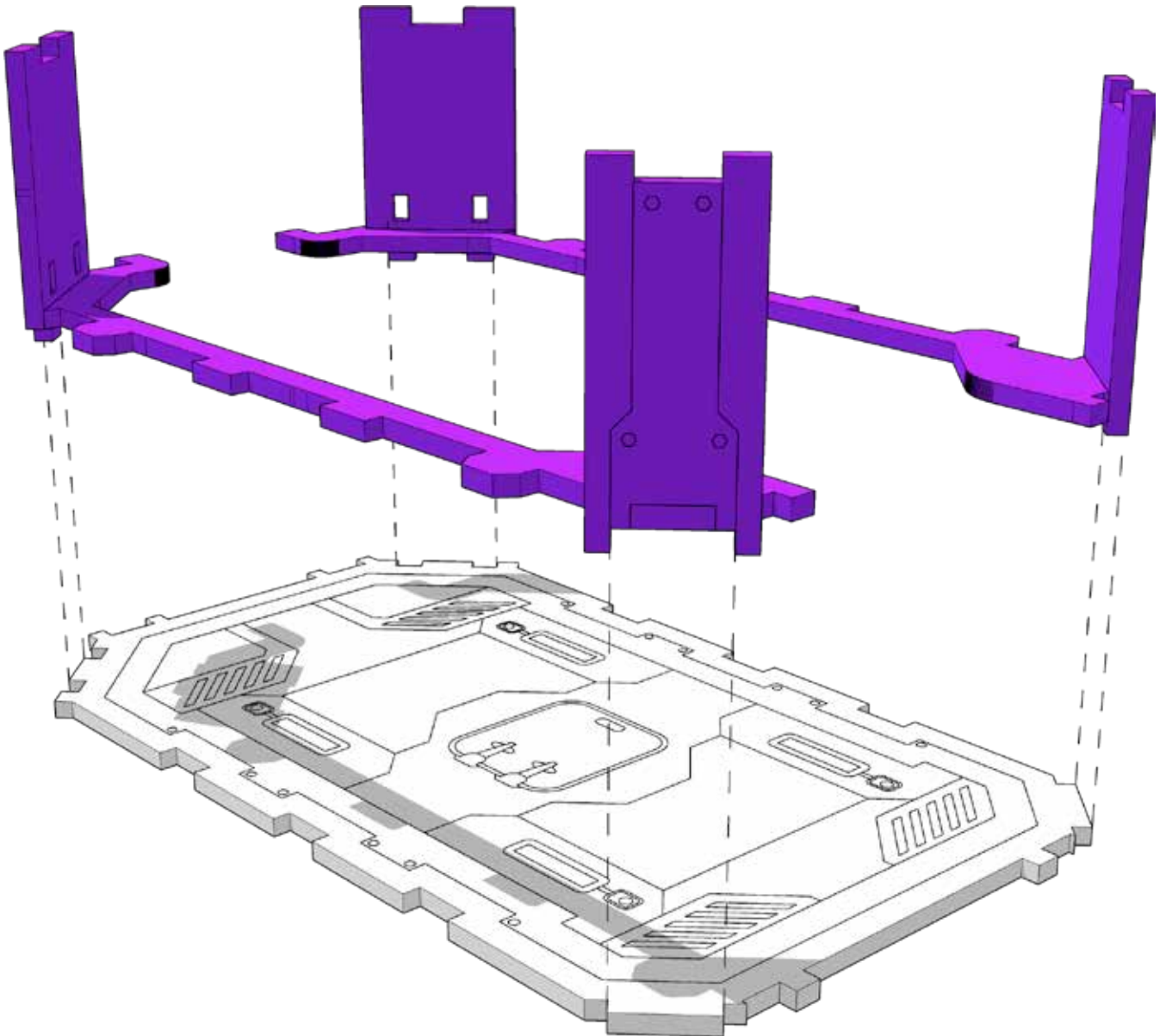




# TABLETOP SCENICS

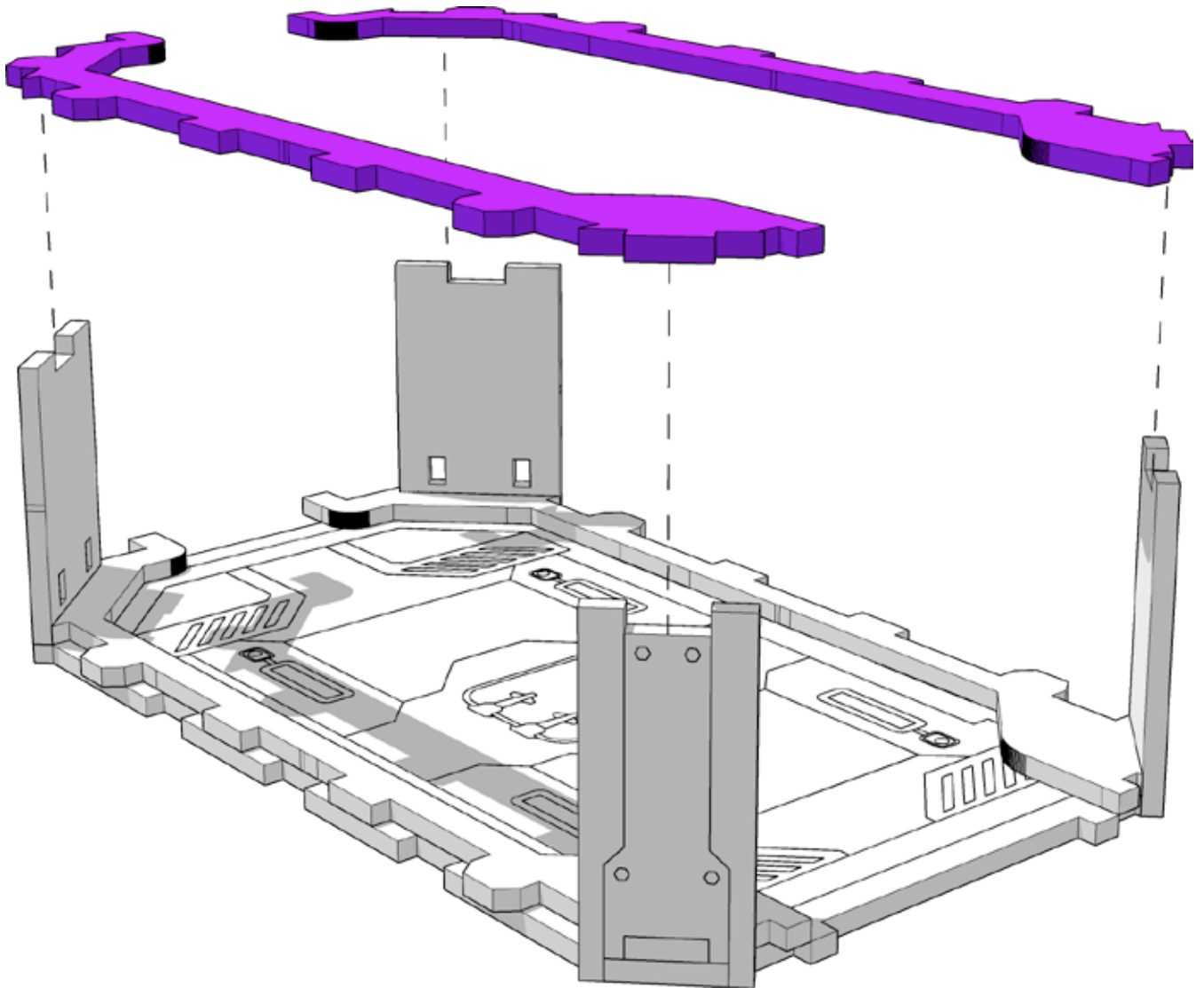
**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**95**





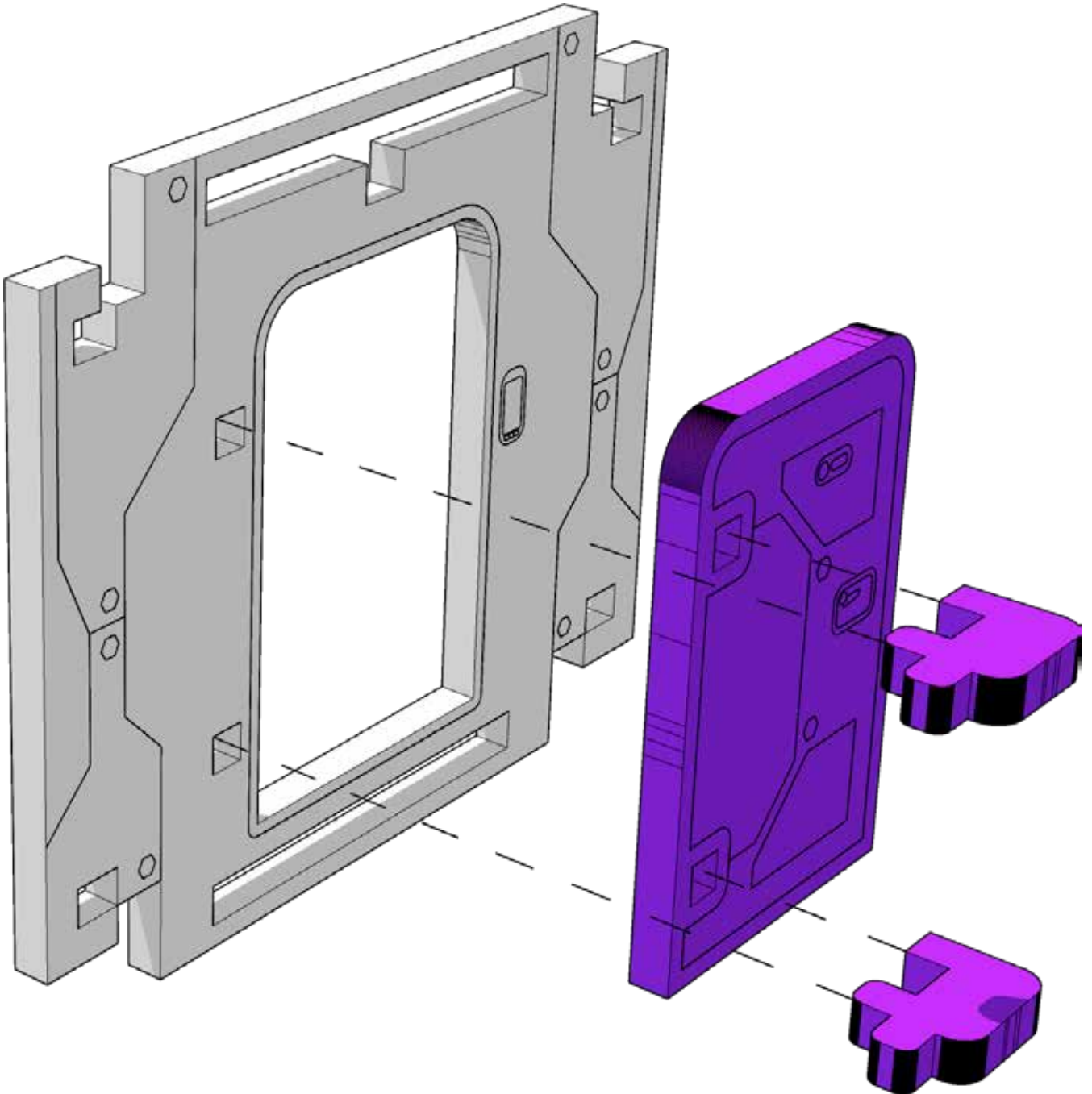
**96**



Highlighted parts are thicker than similar parts previously used on the floor



**97**



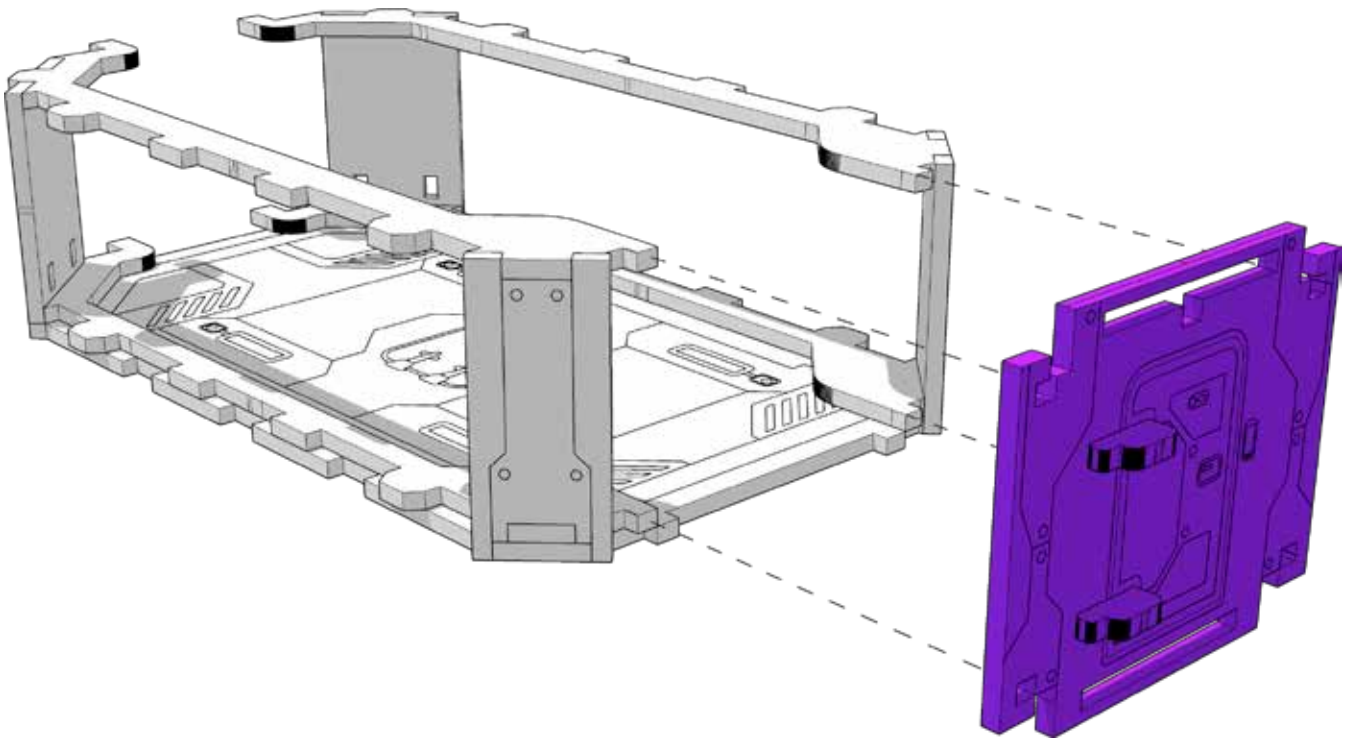
Glue Hinges to door but NOT to door frame.  
Door can be open or closed position



# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**98**

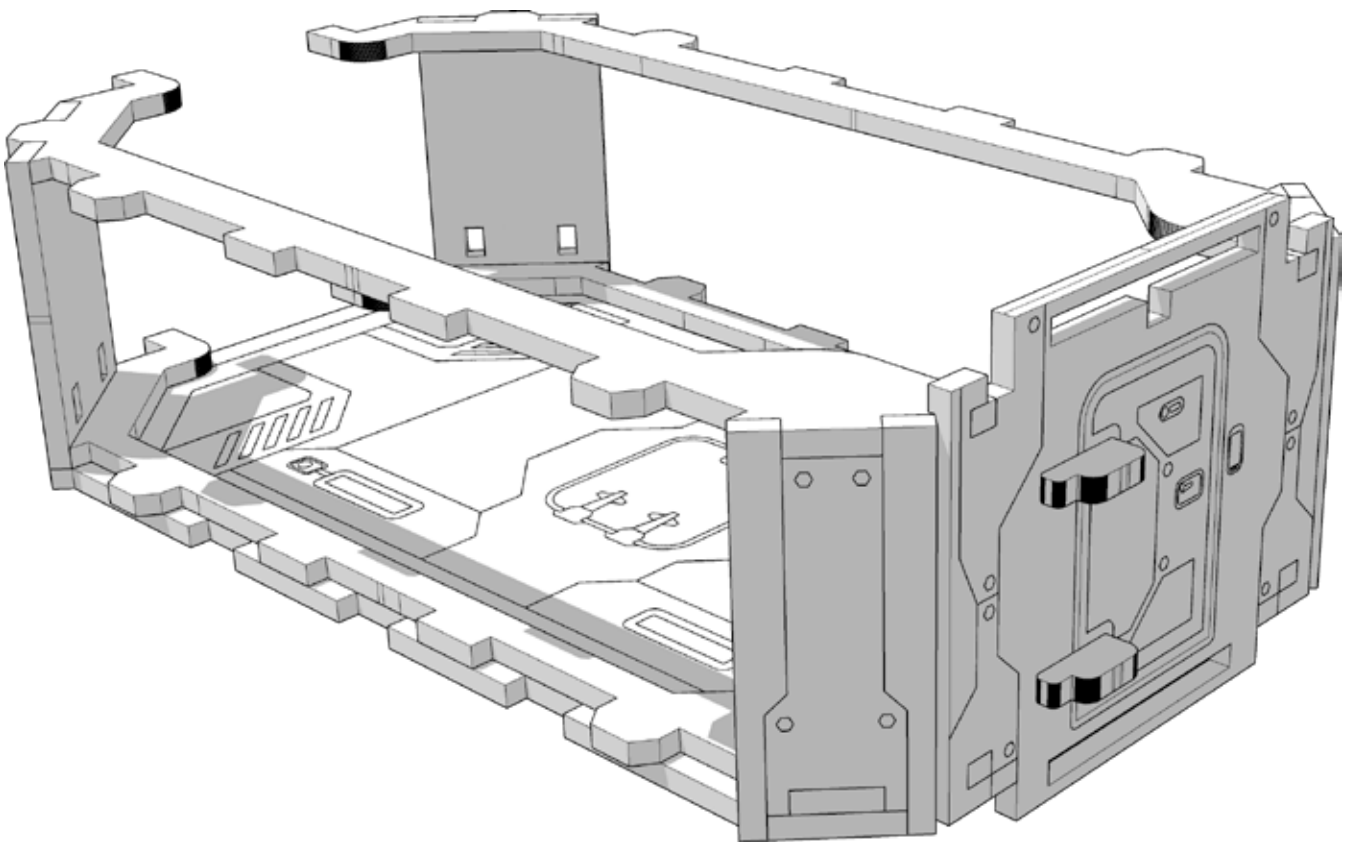




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32  
Mule:  
Helipad Lobby**

**99**



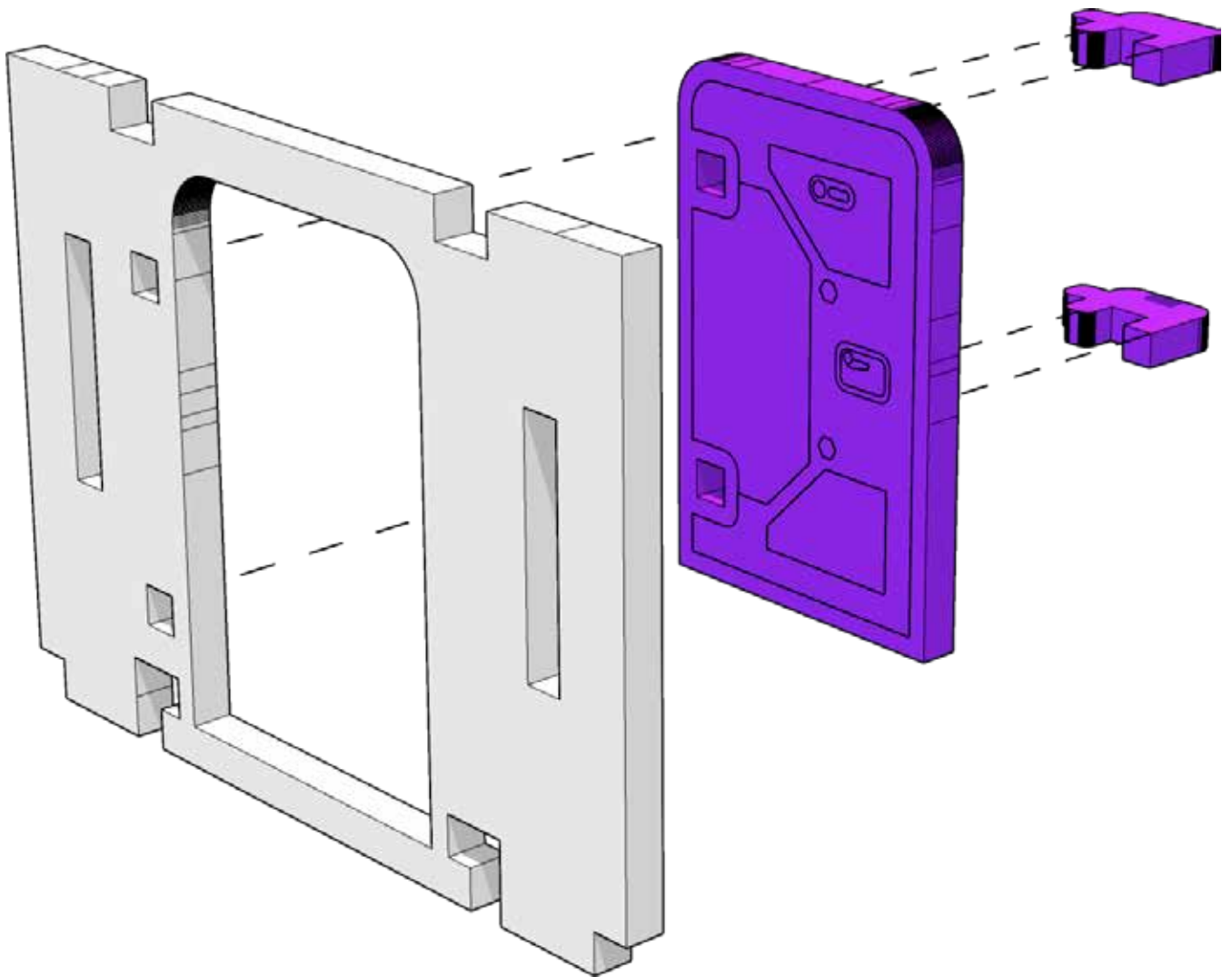
 **TTCOMBAT**



TABLETOP  
**SCENICS**

100

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**



Glue Hinges to door but NOT to door frame.  
Door can be open or closed position



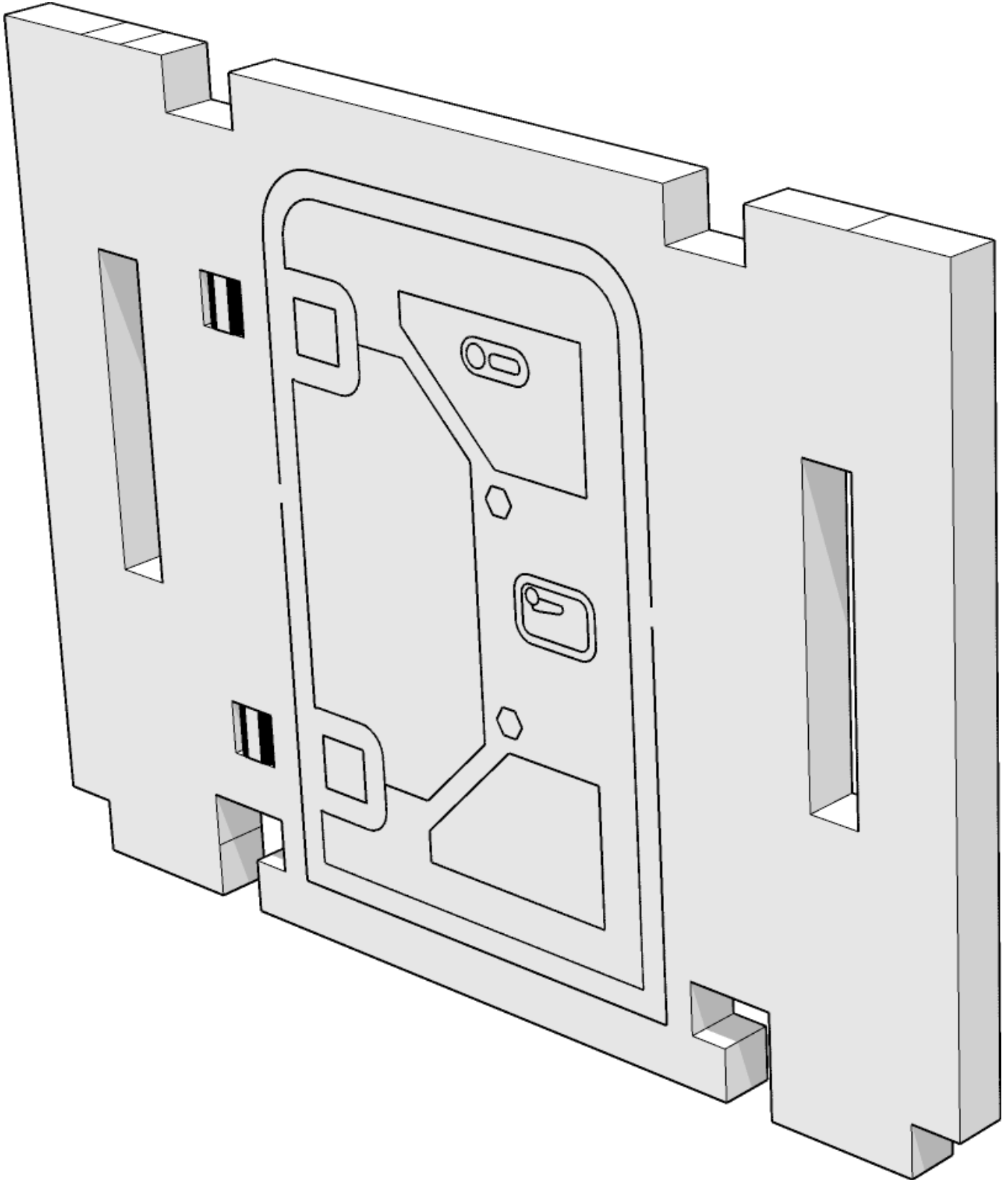




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**101**

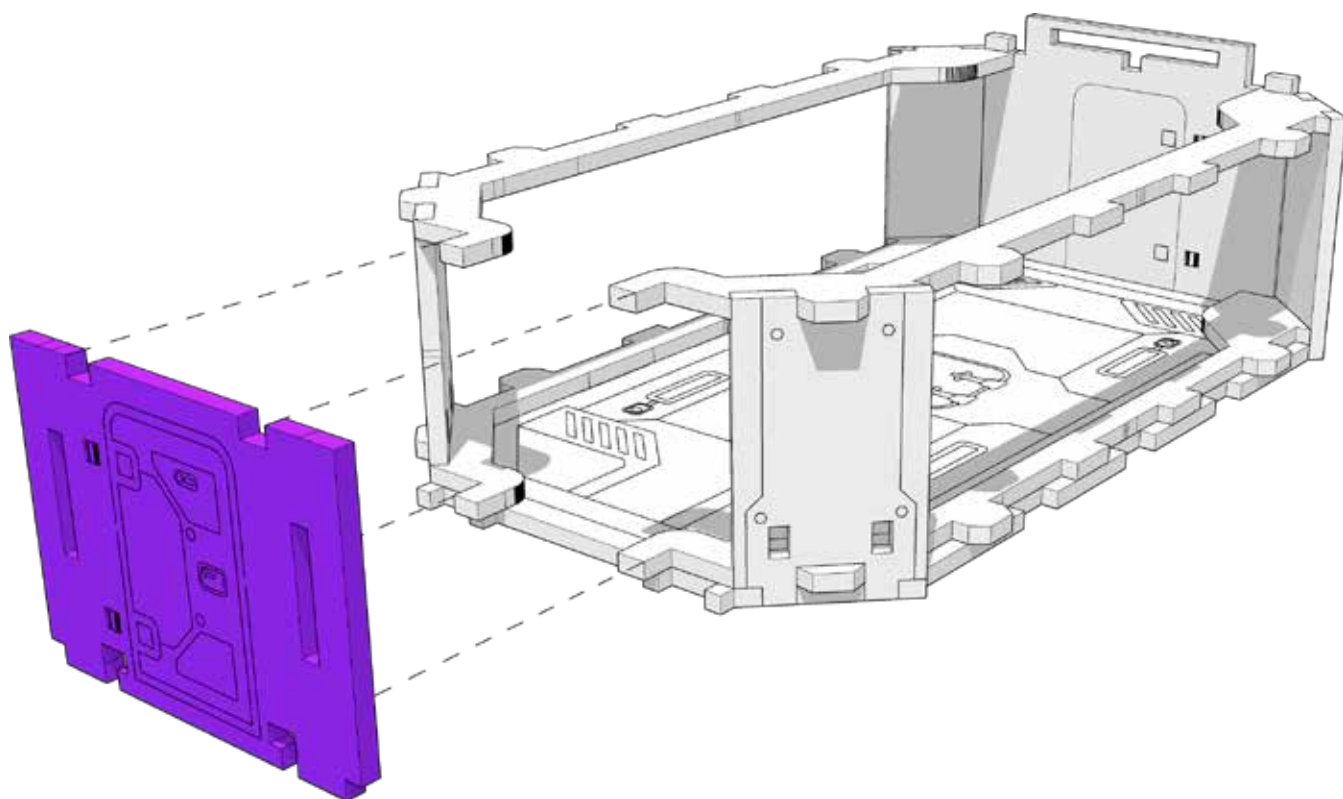




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**102**

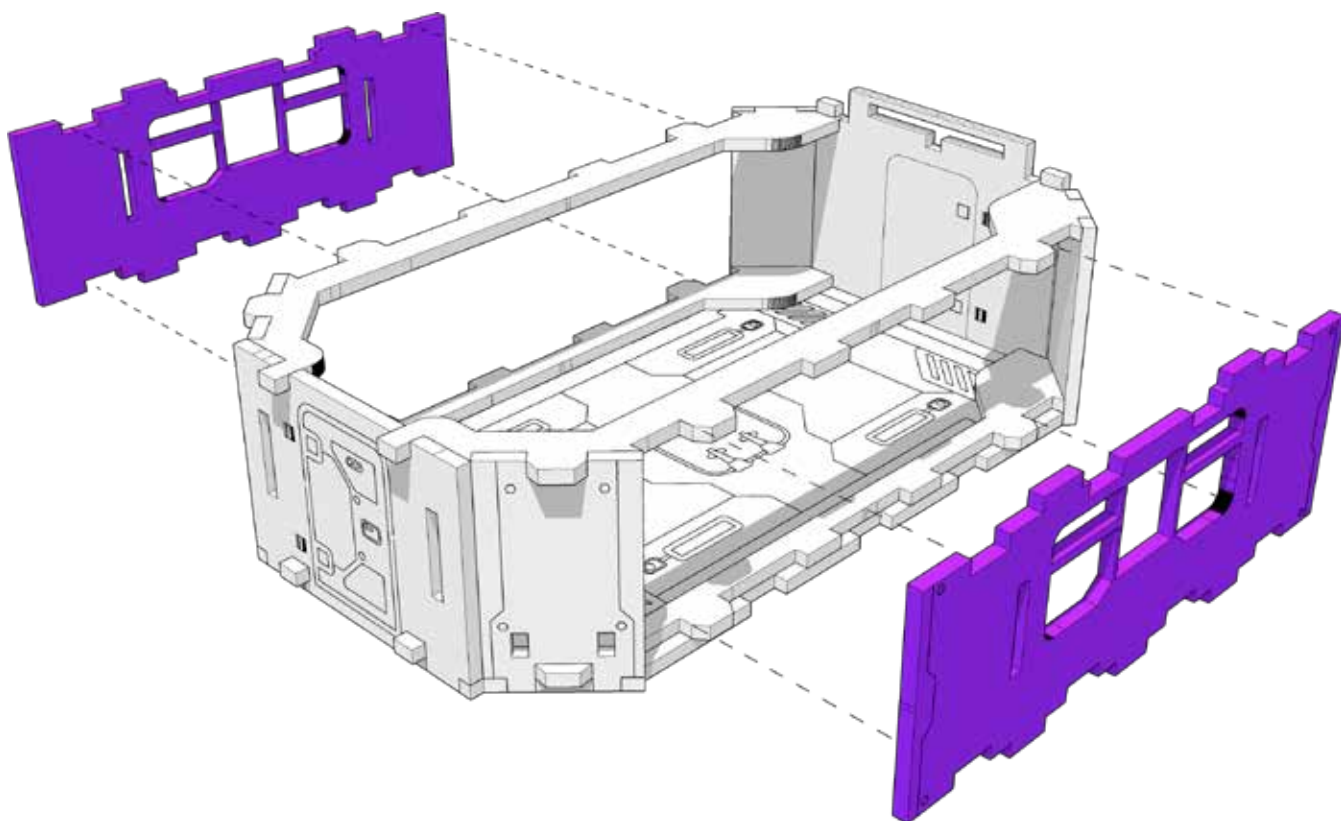




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**103**

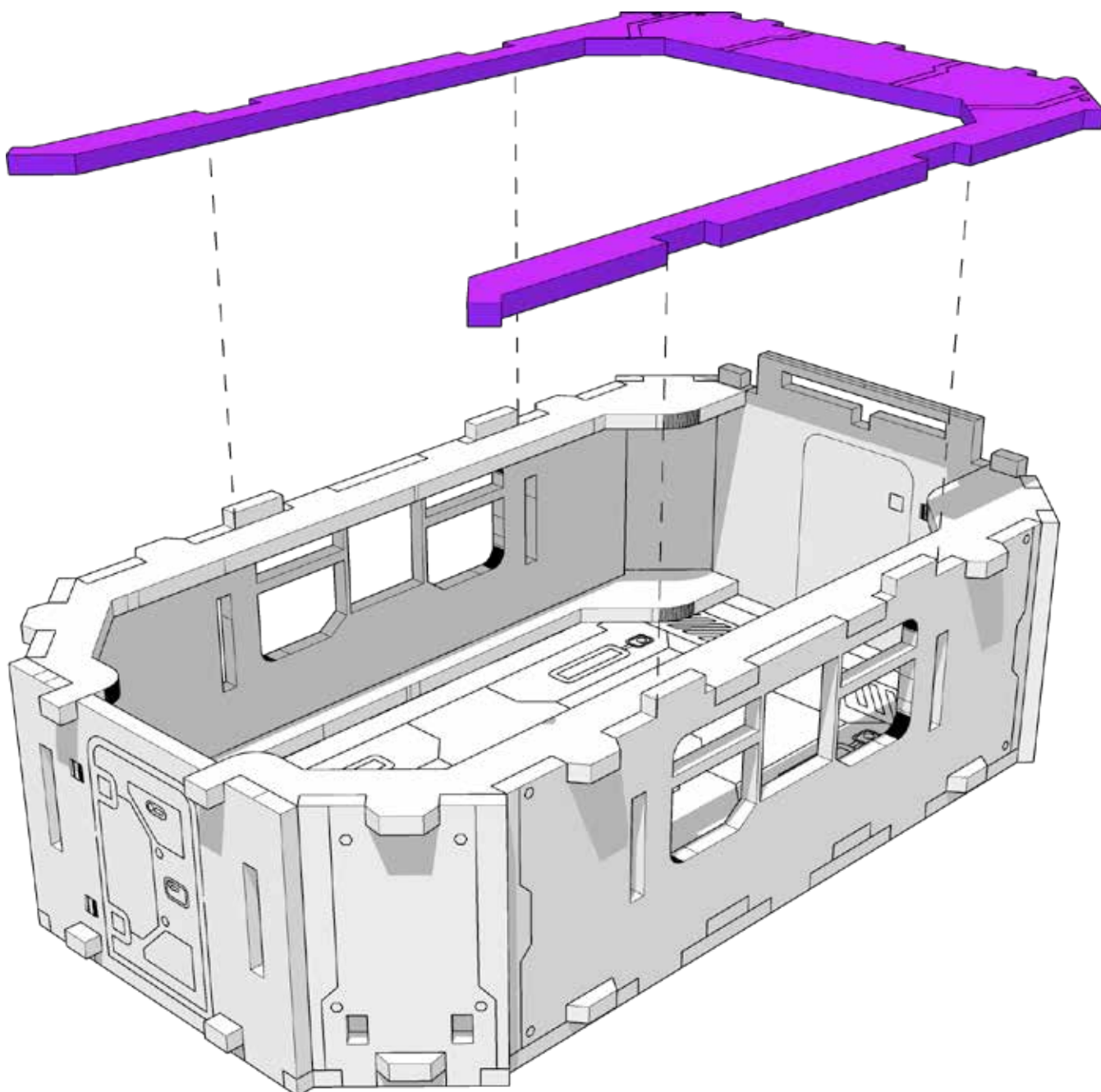




**TABLETOP  
SCENICS**

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**

**104**

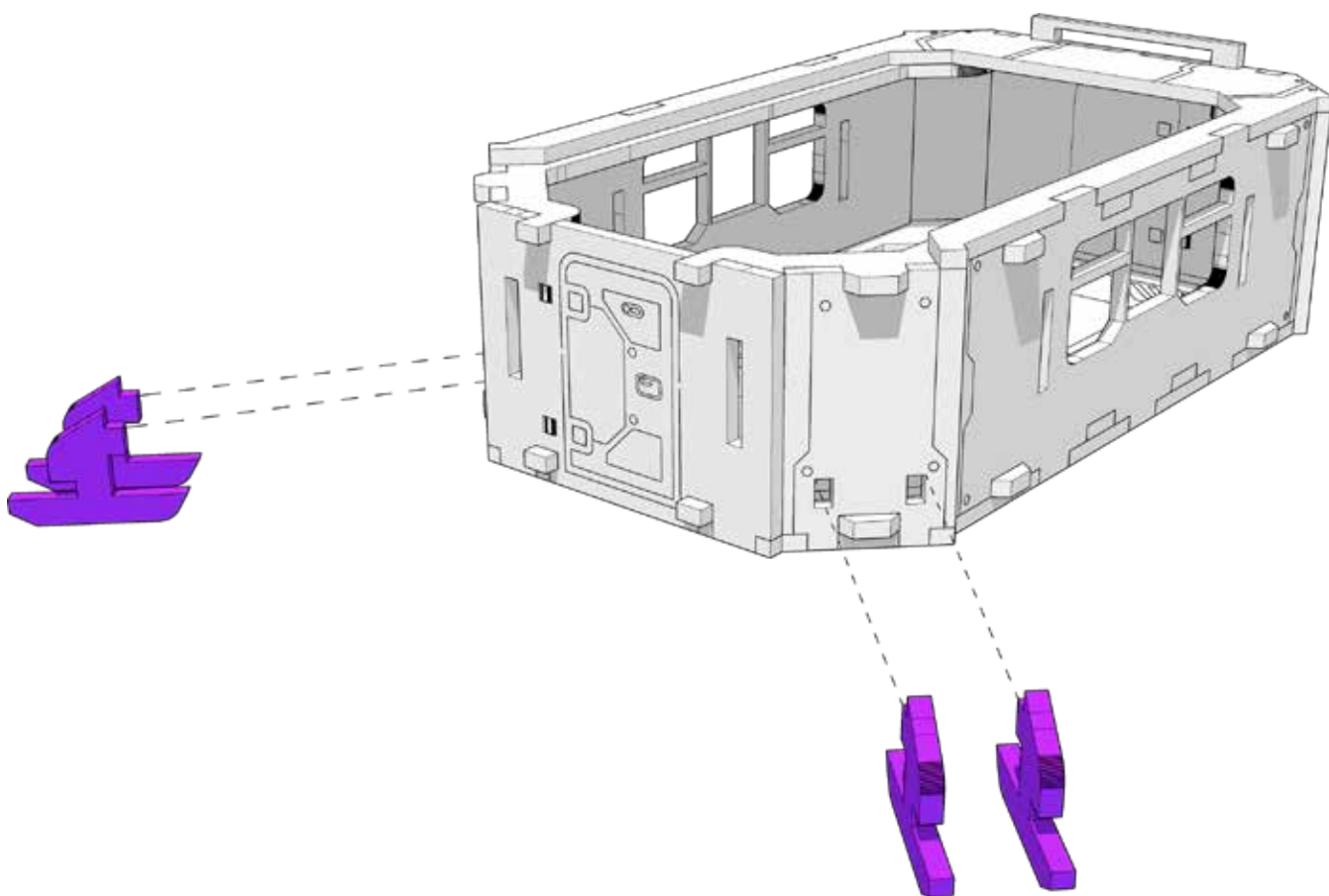




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**105**

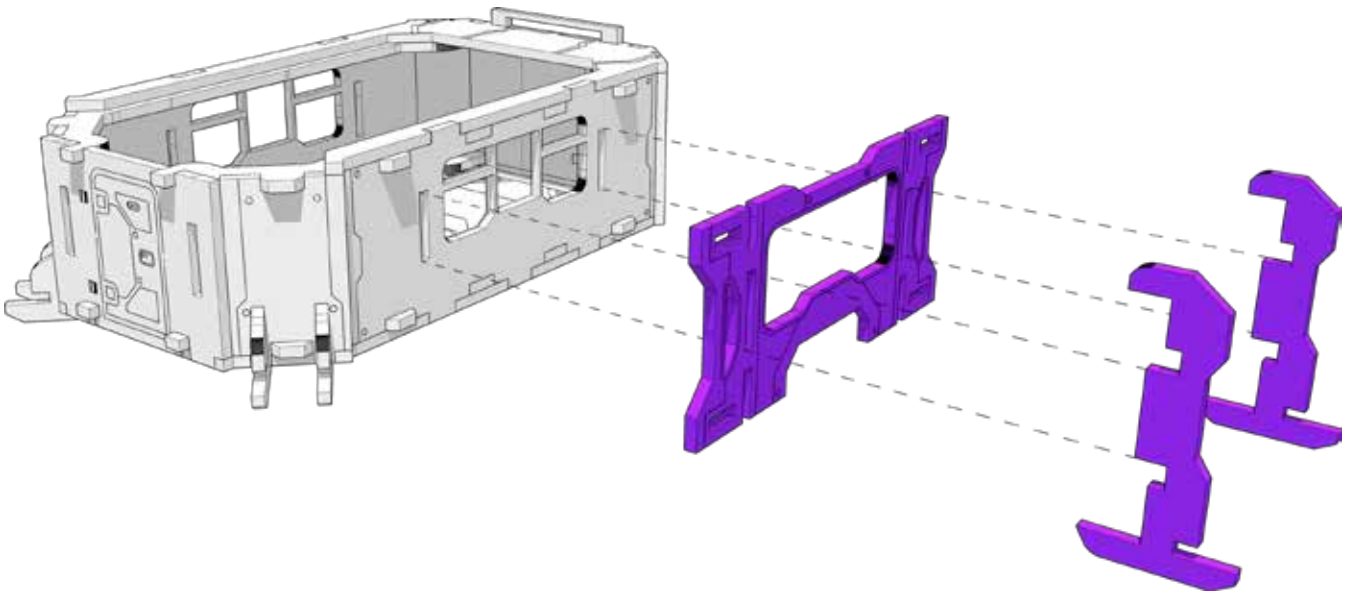




# TABLETOP SCENICS

106

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

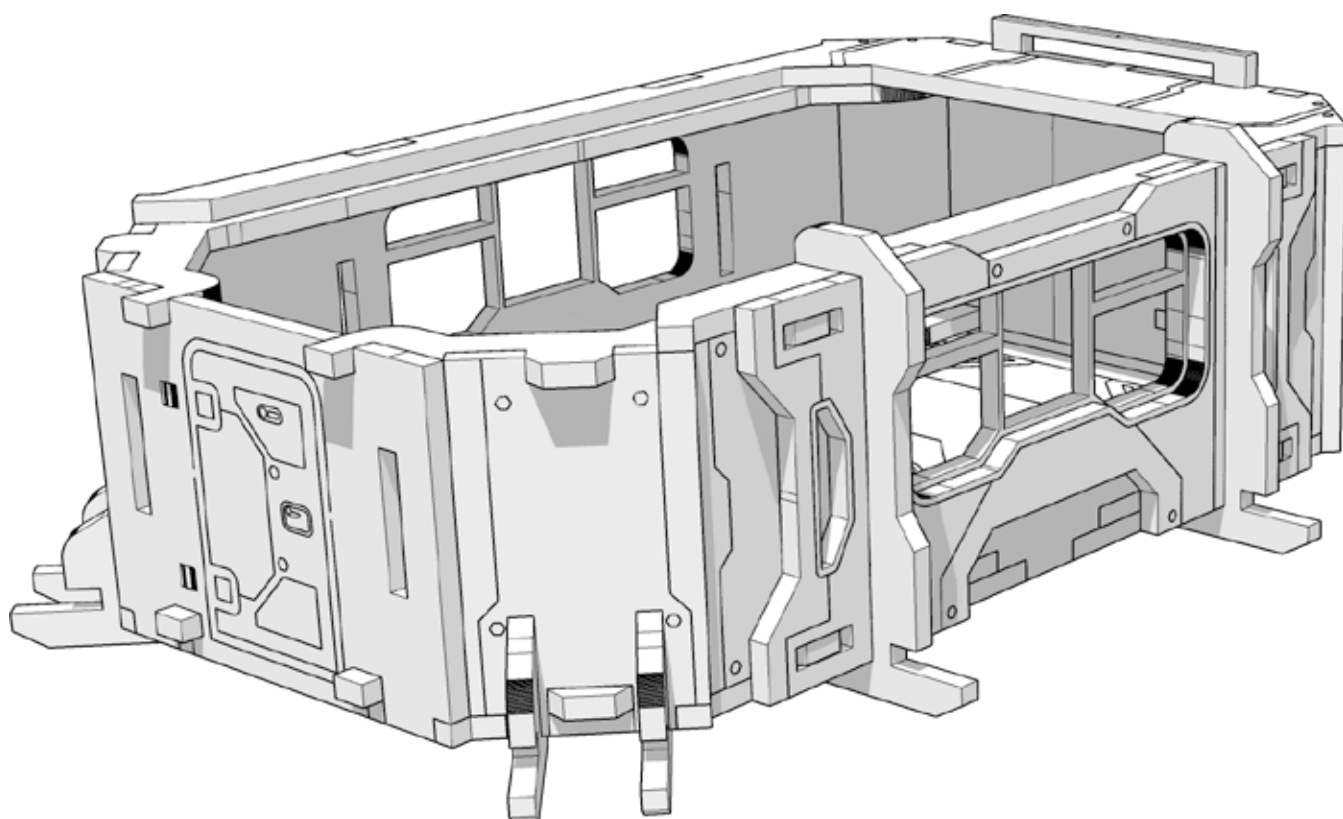




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32  
Mule:  
Helipad Lobby**

**107**



 **TTCOMBAT**

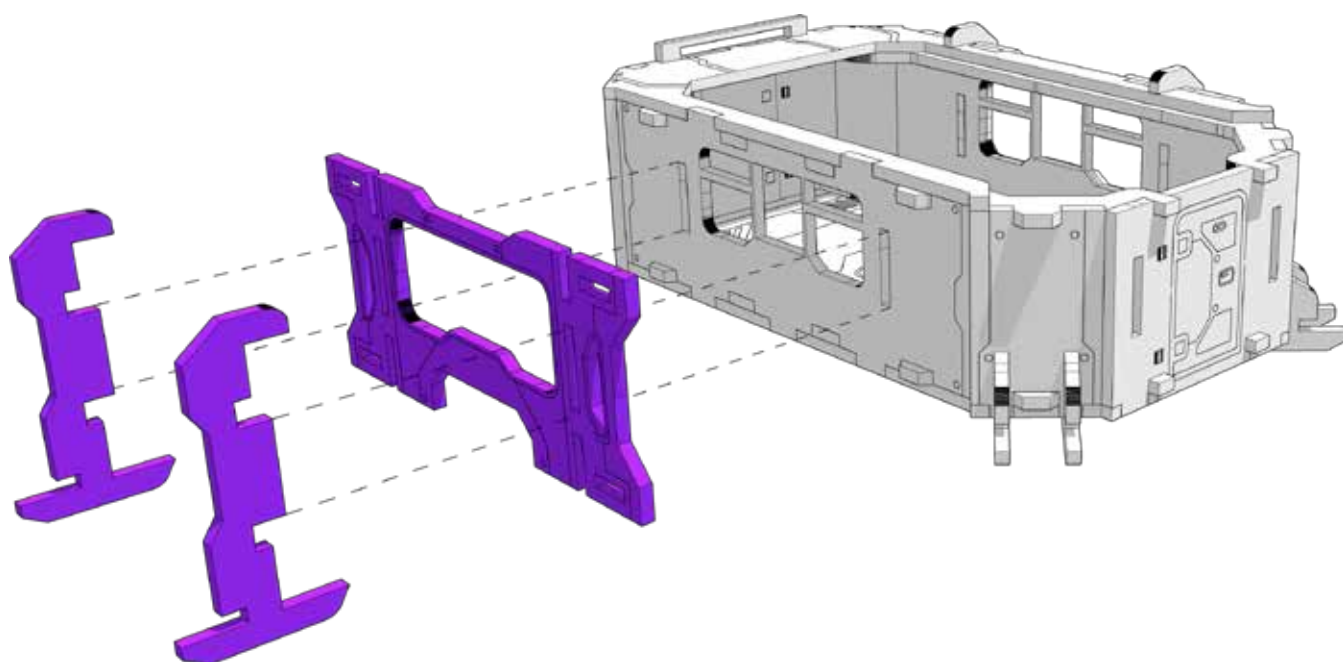




# TABLETOP SCENICS

108

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**



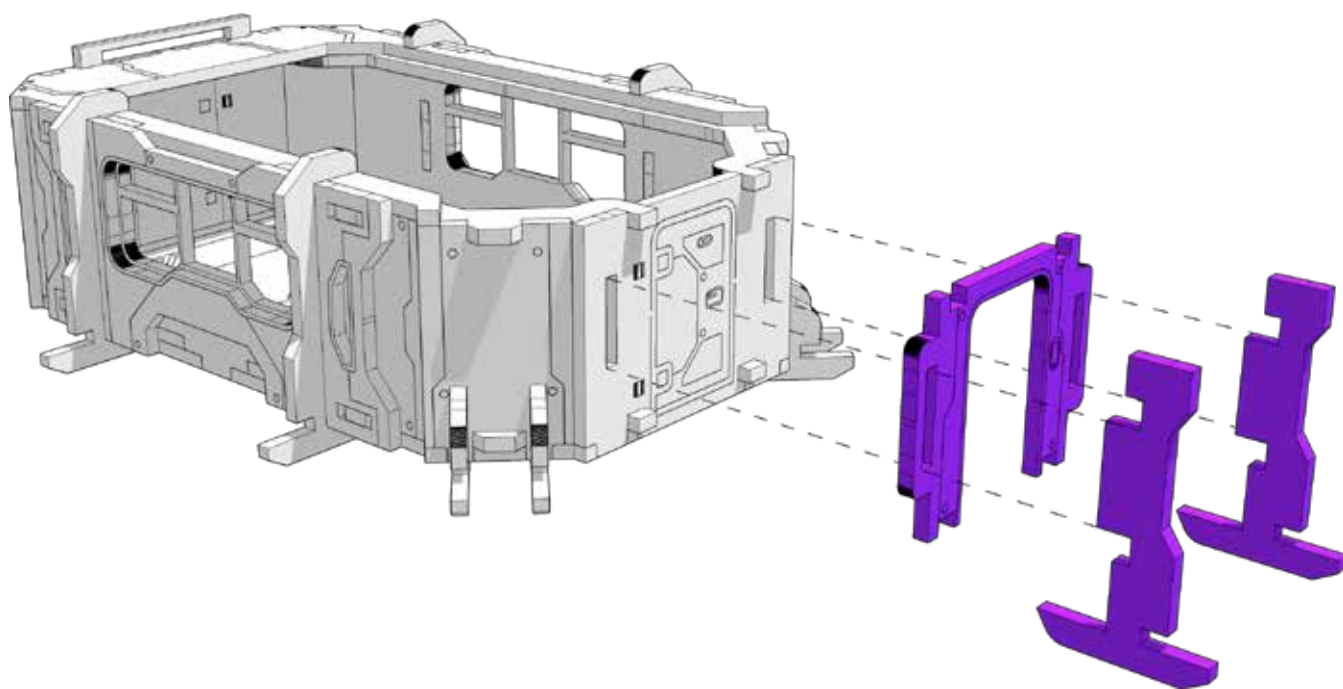




# TABLETOP SCENICS

109

TTPSX-SFU-032  
Mule:  
Helipad Lobby

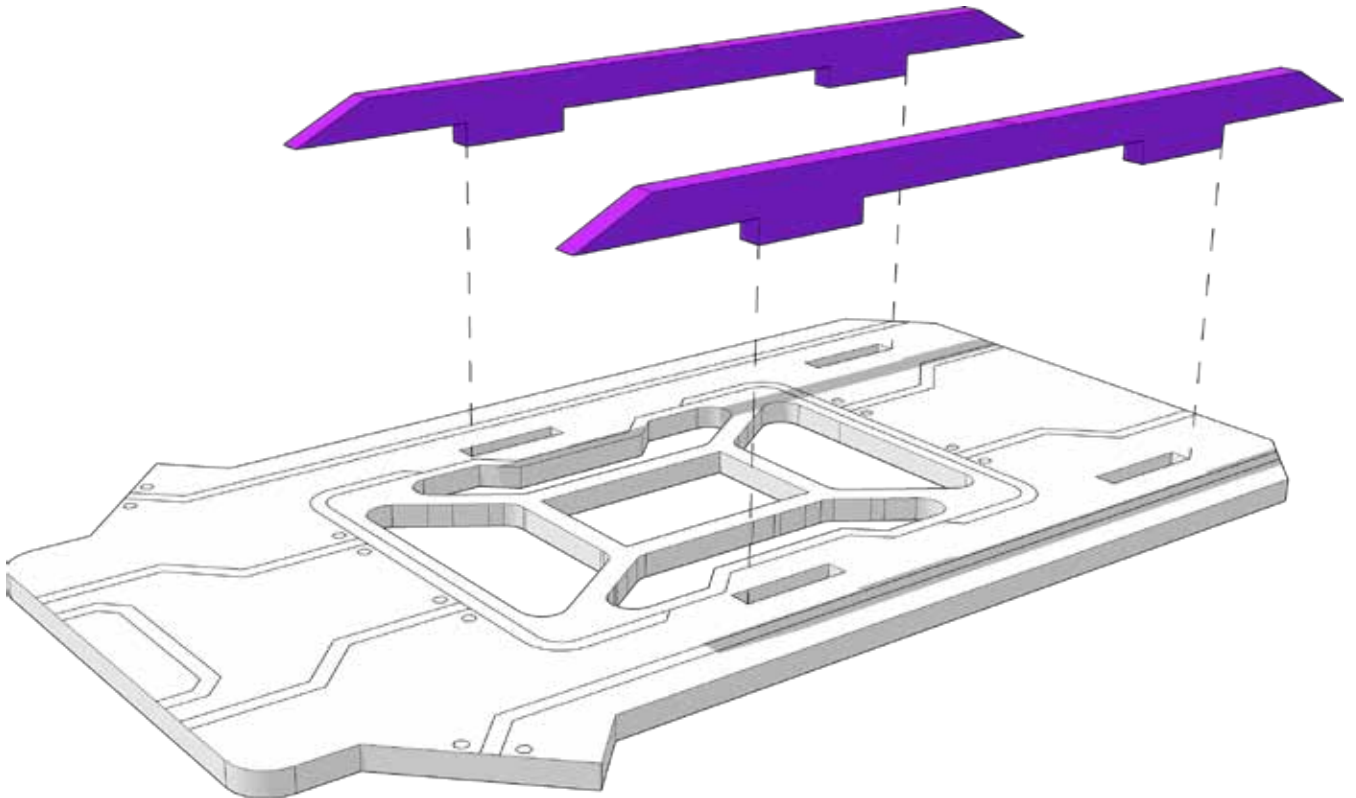




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**110**

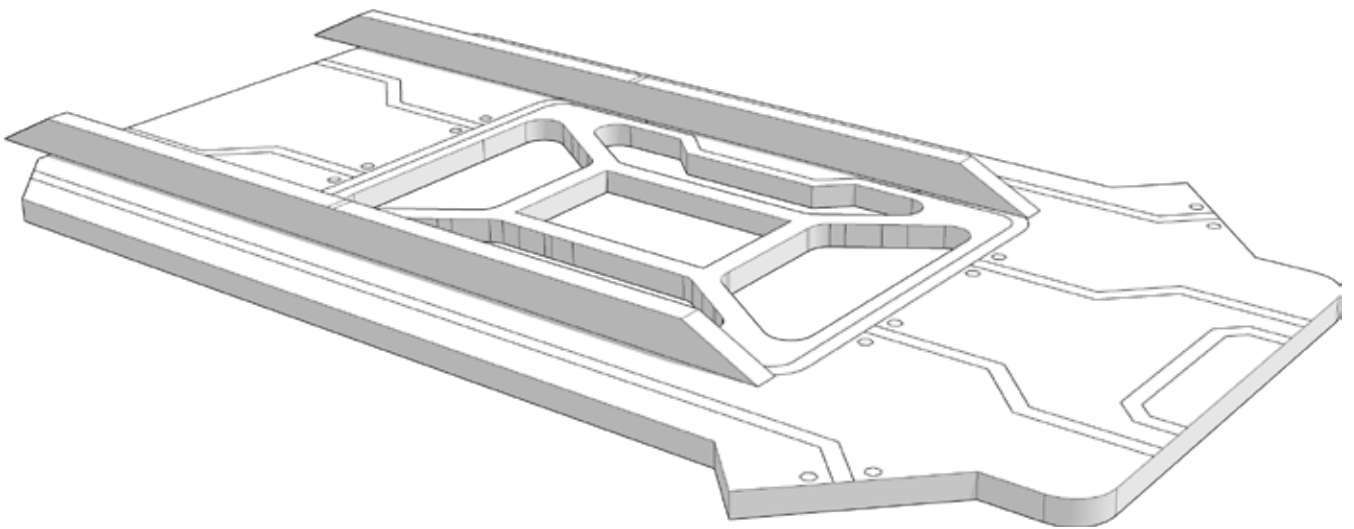




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**111**



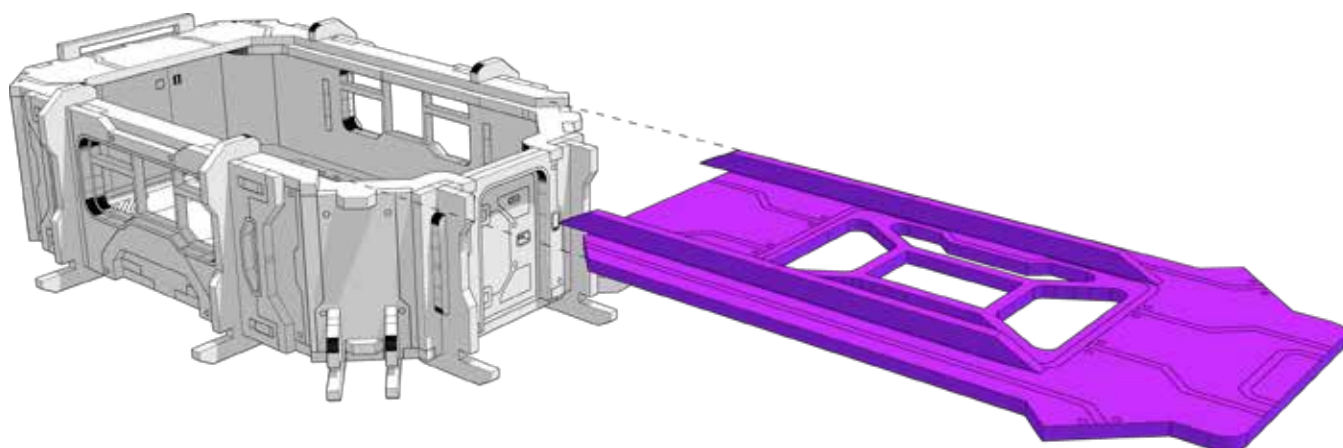
 **TTCOMBAT**



# TABLETOP SCENICS

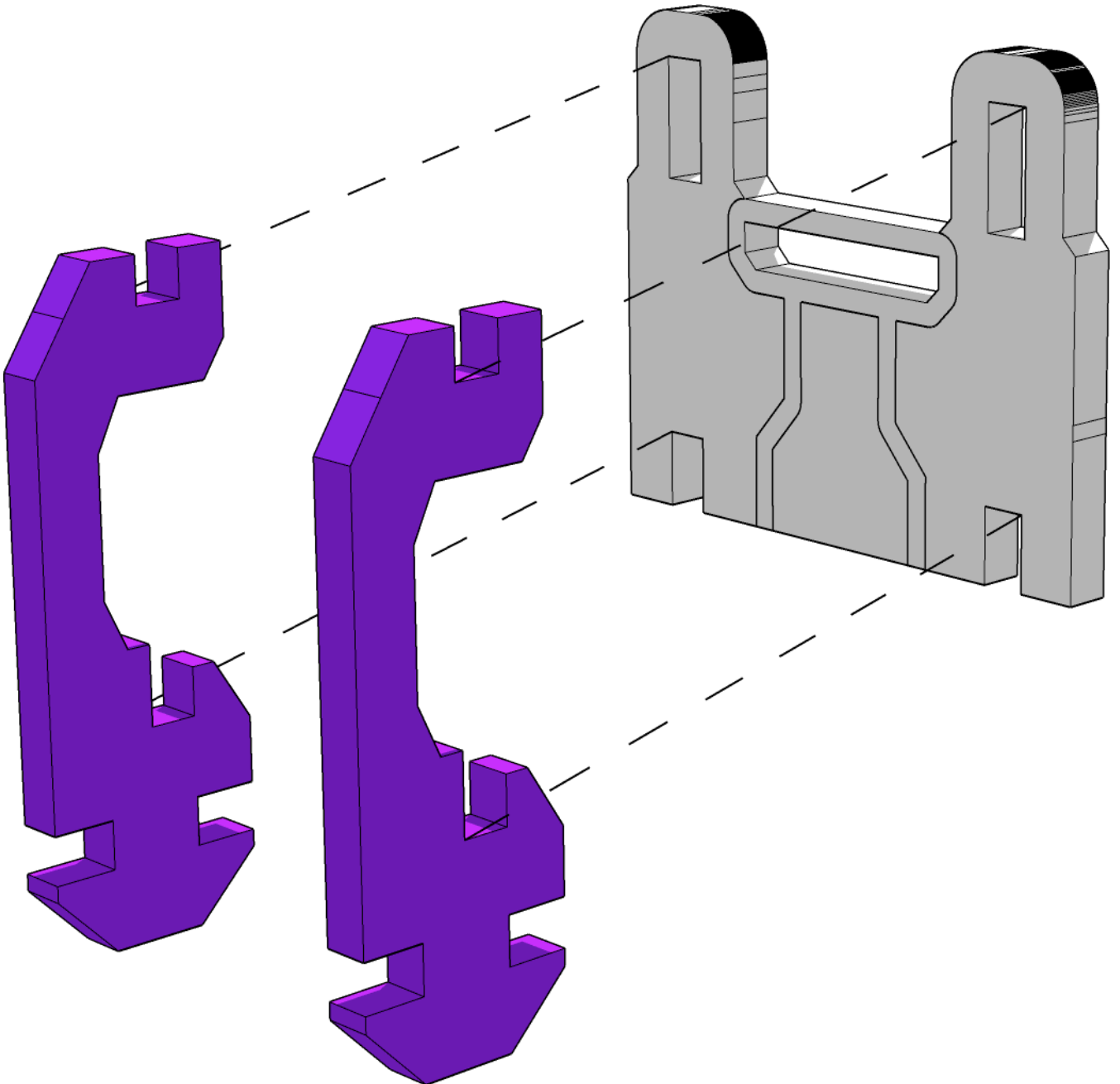
112

TTPSX-SFU-O32  
Mule:  
Helipad Lobby





**113**

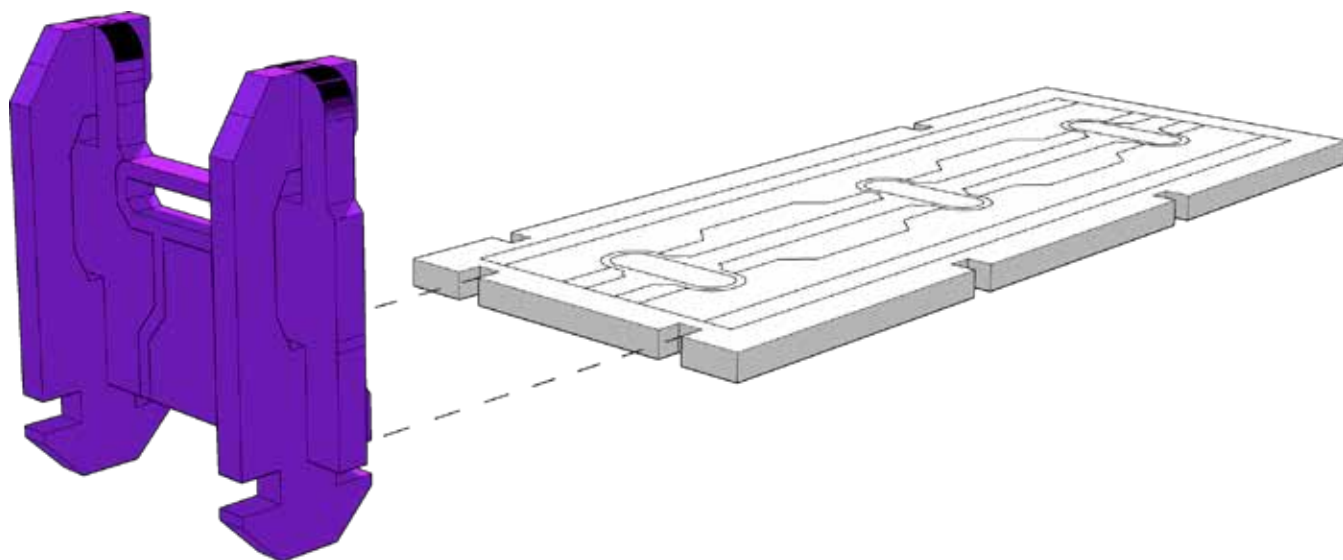




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**114**

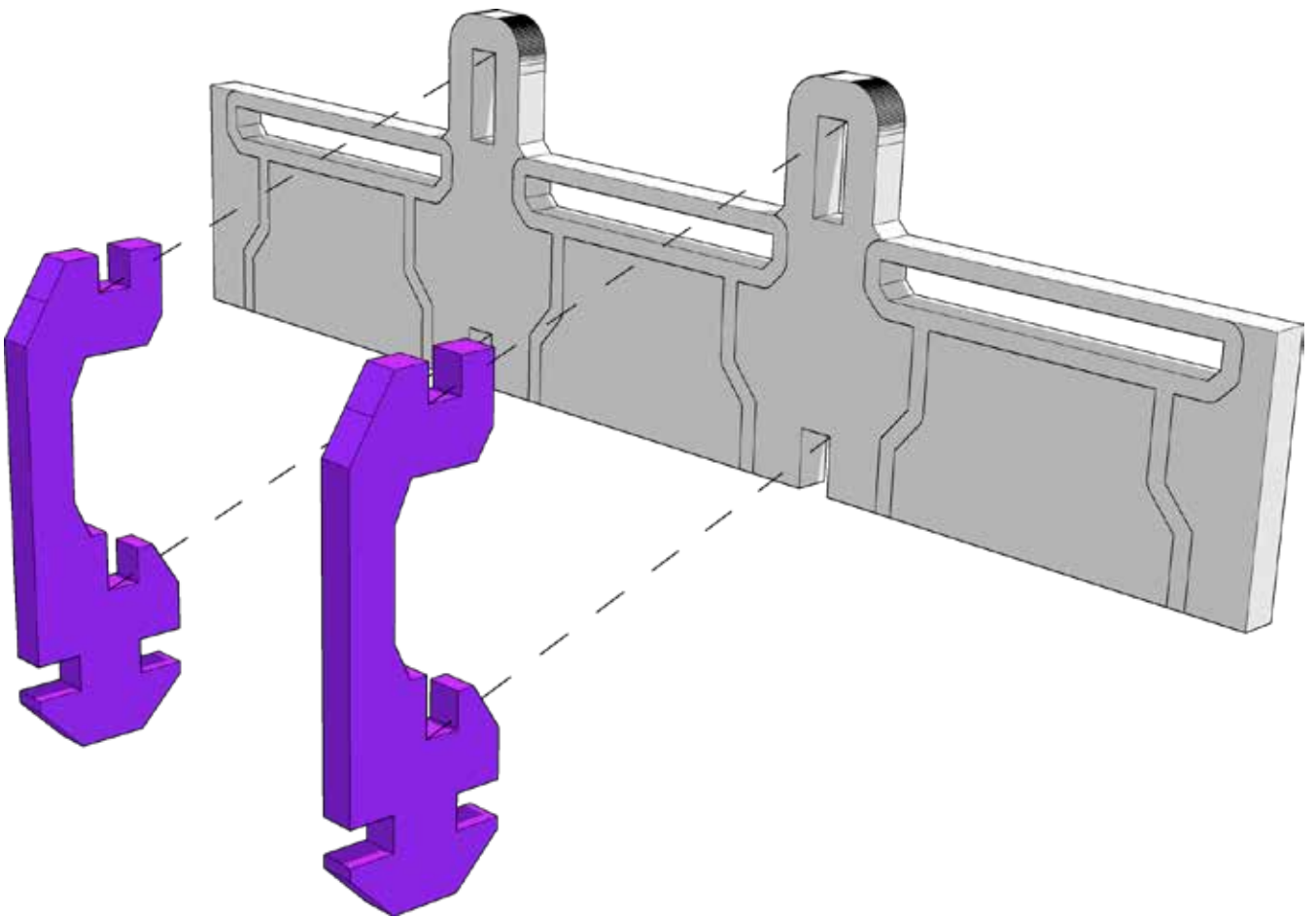




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**115**

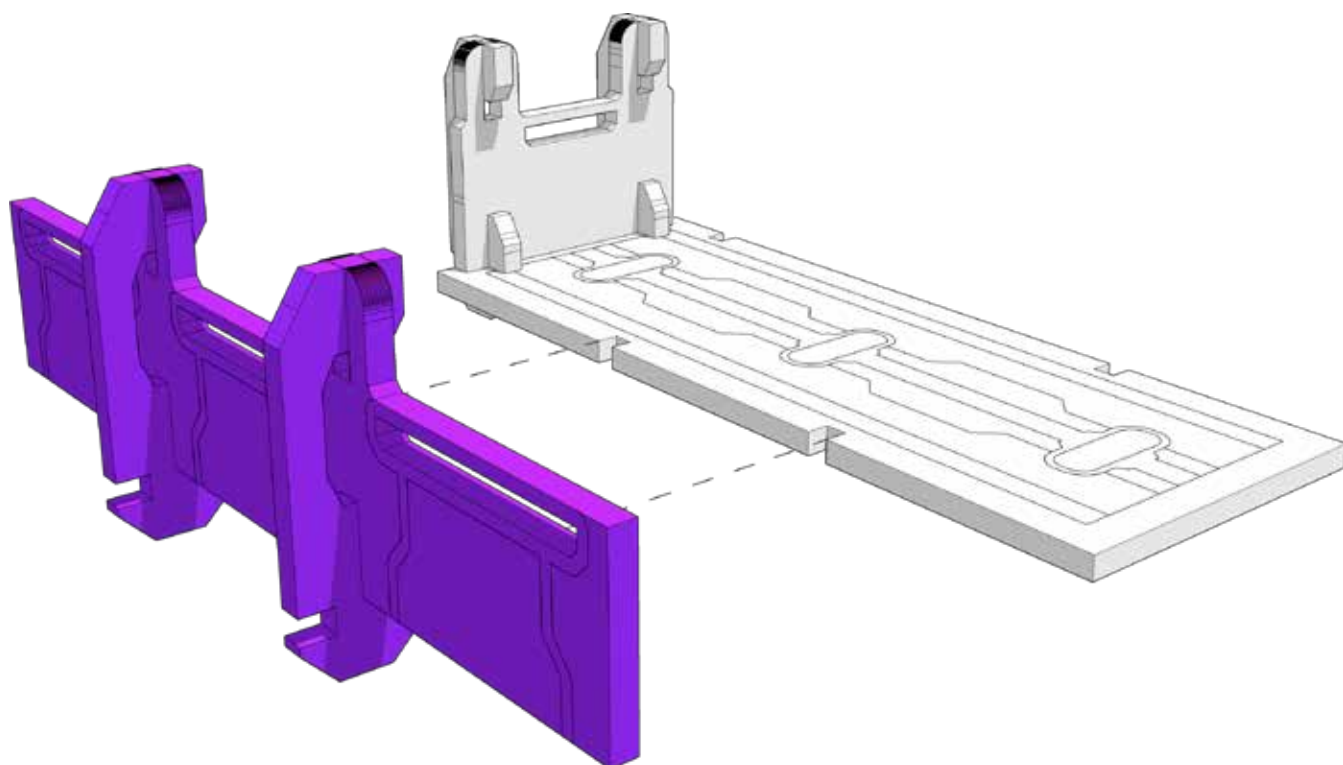




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**116**



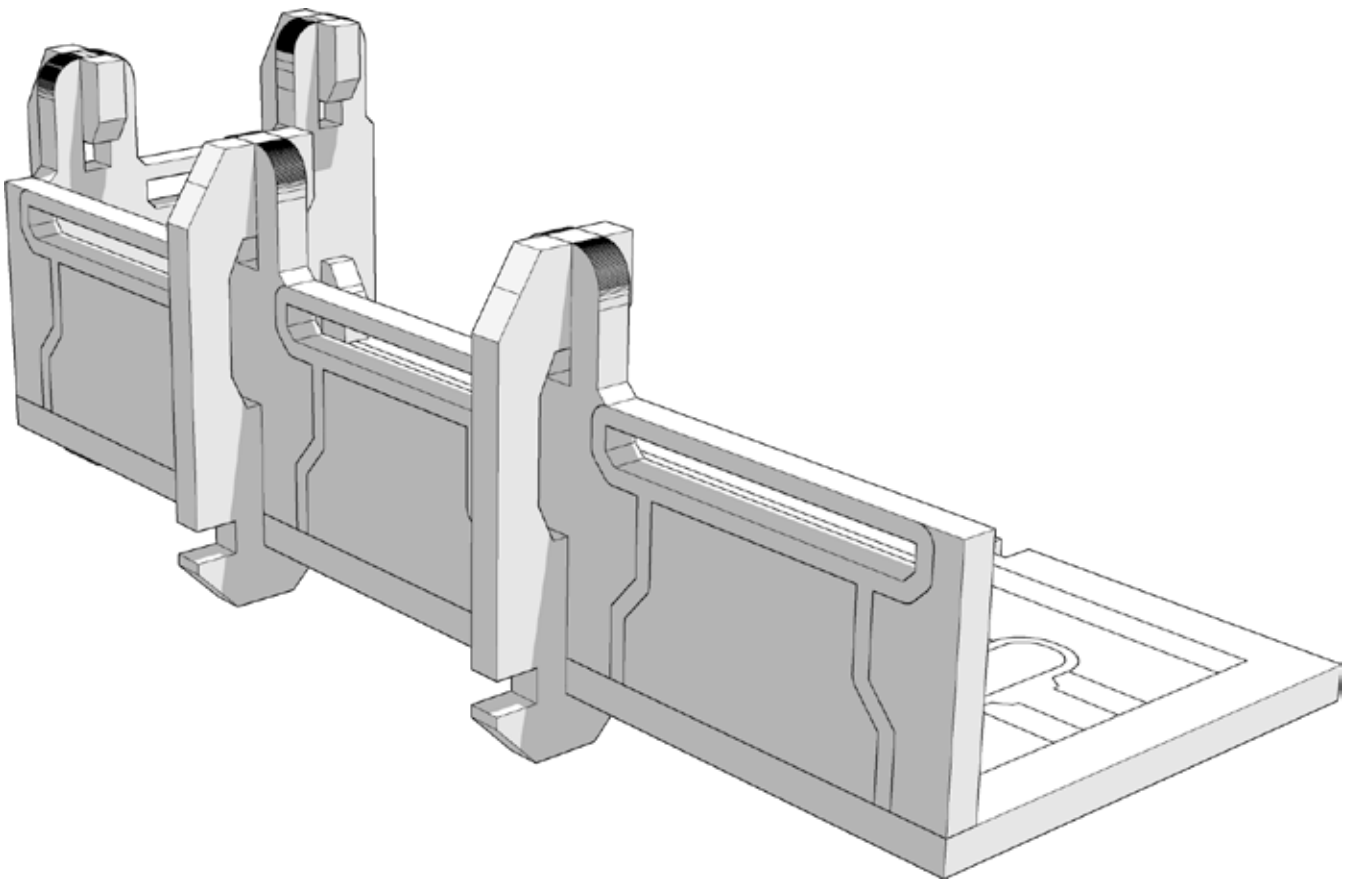




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**117**

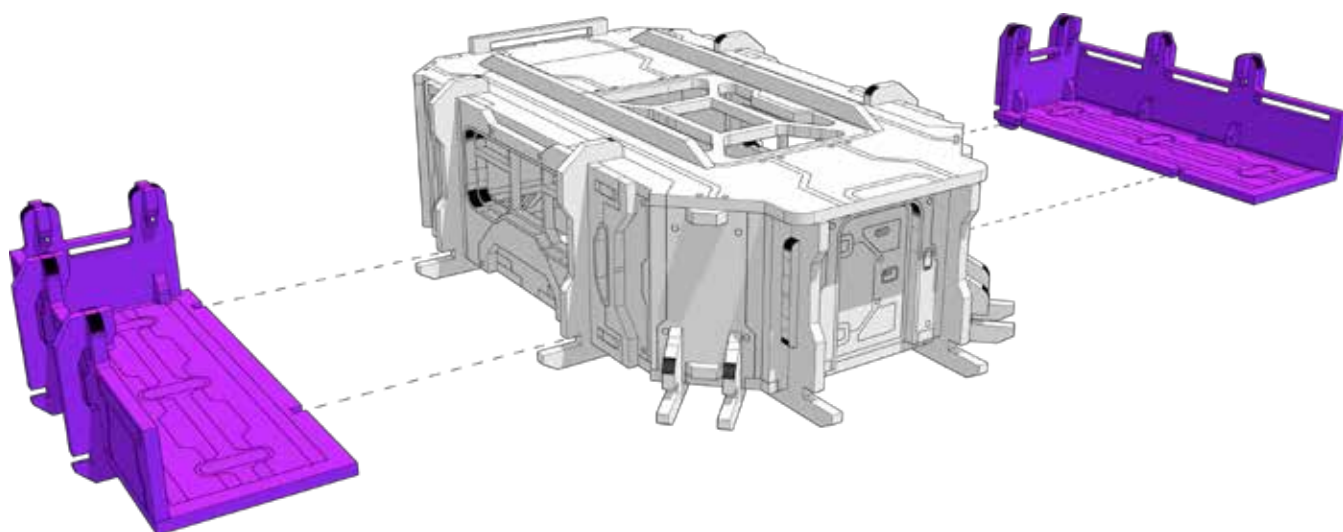


Second version would be mirrored to  
the one shown above. See next step





**118**

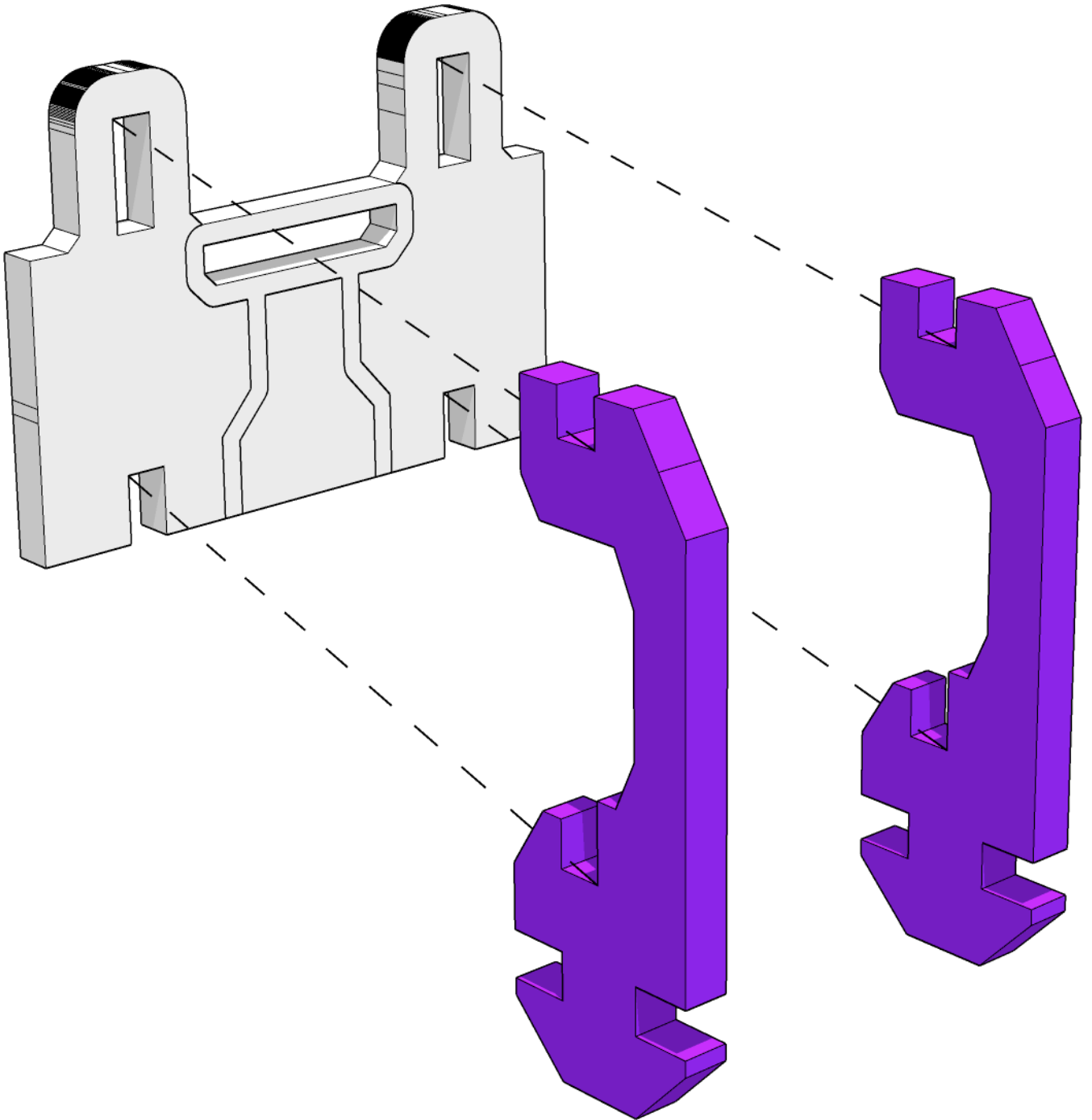




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**119**

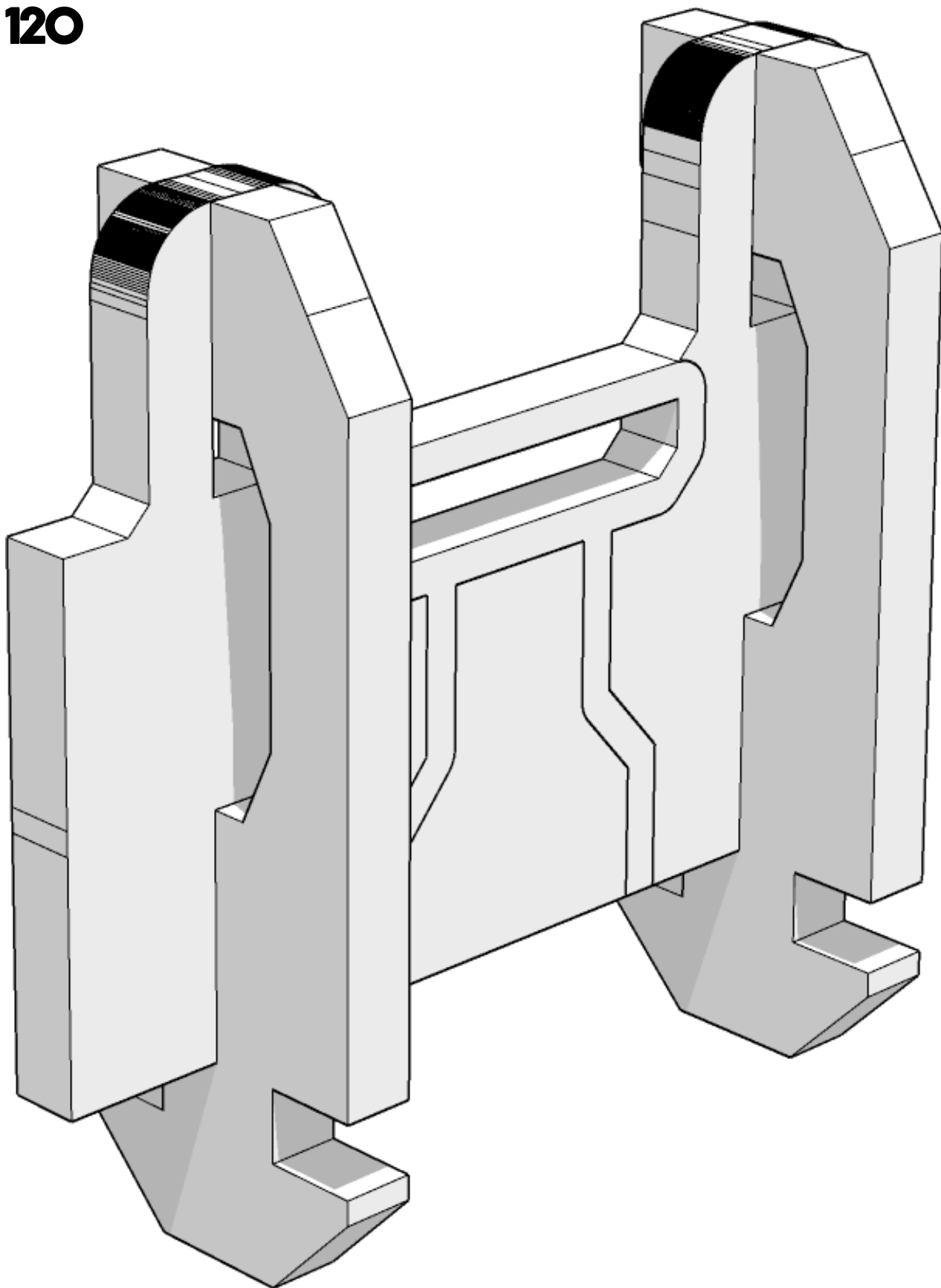




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**120**

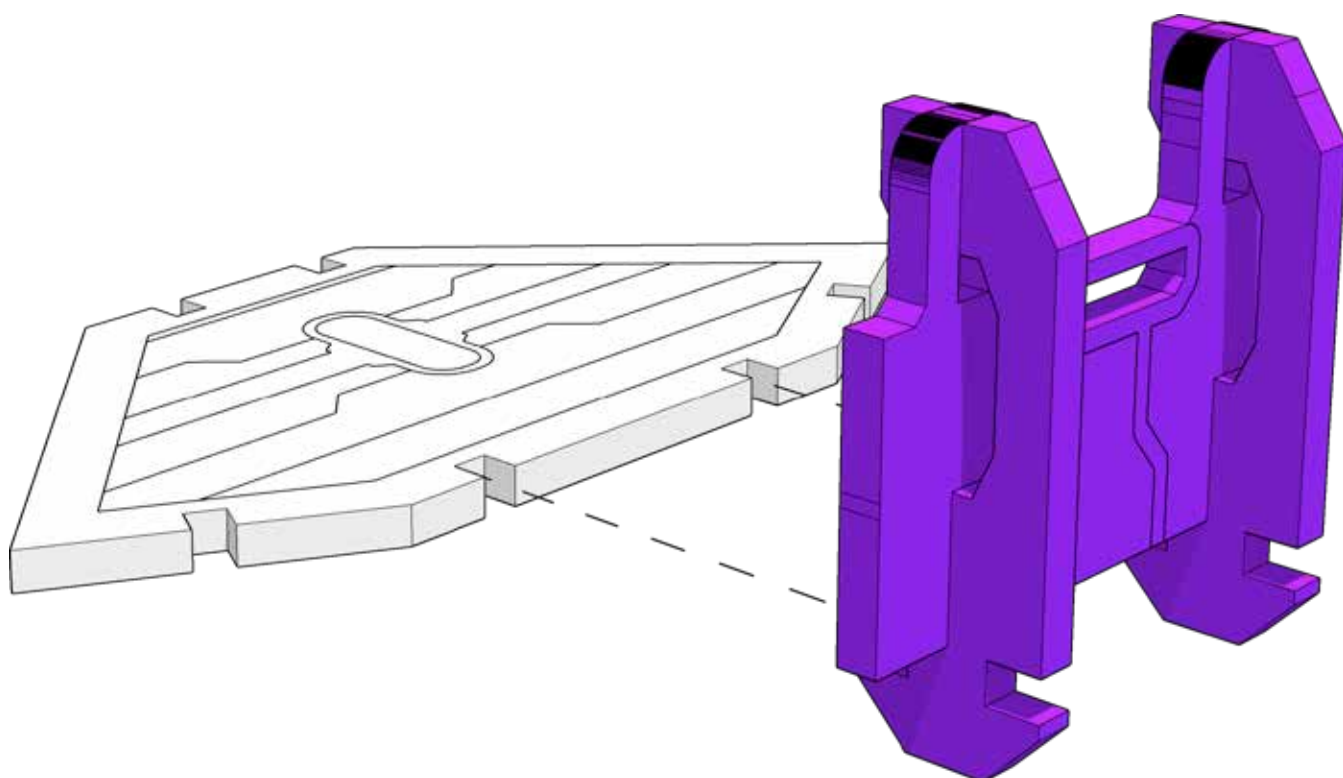




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**121**

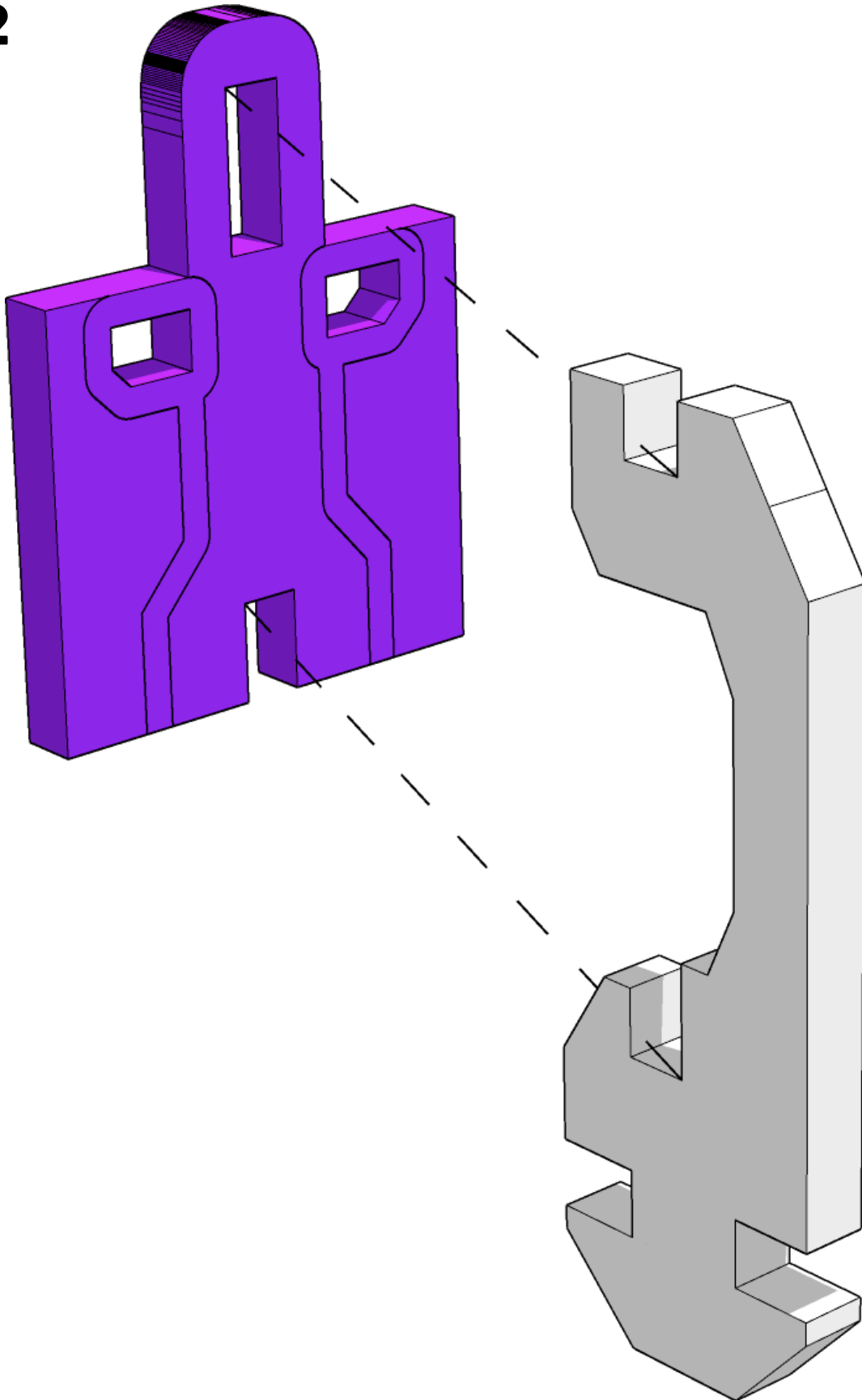




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**122**

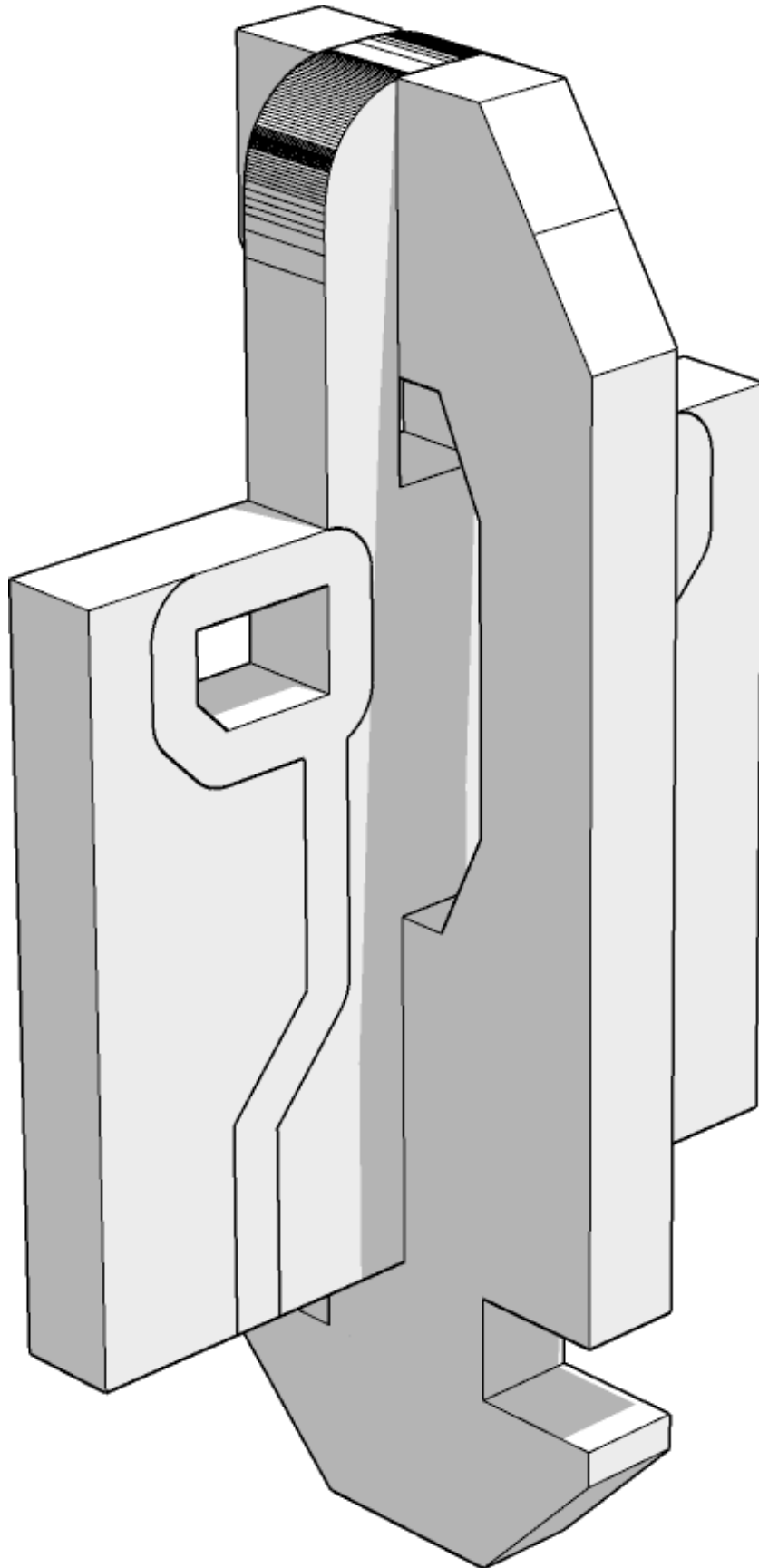




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**123**

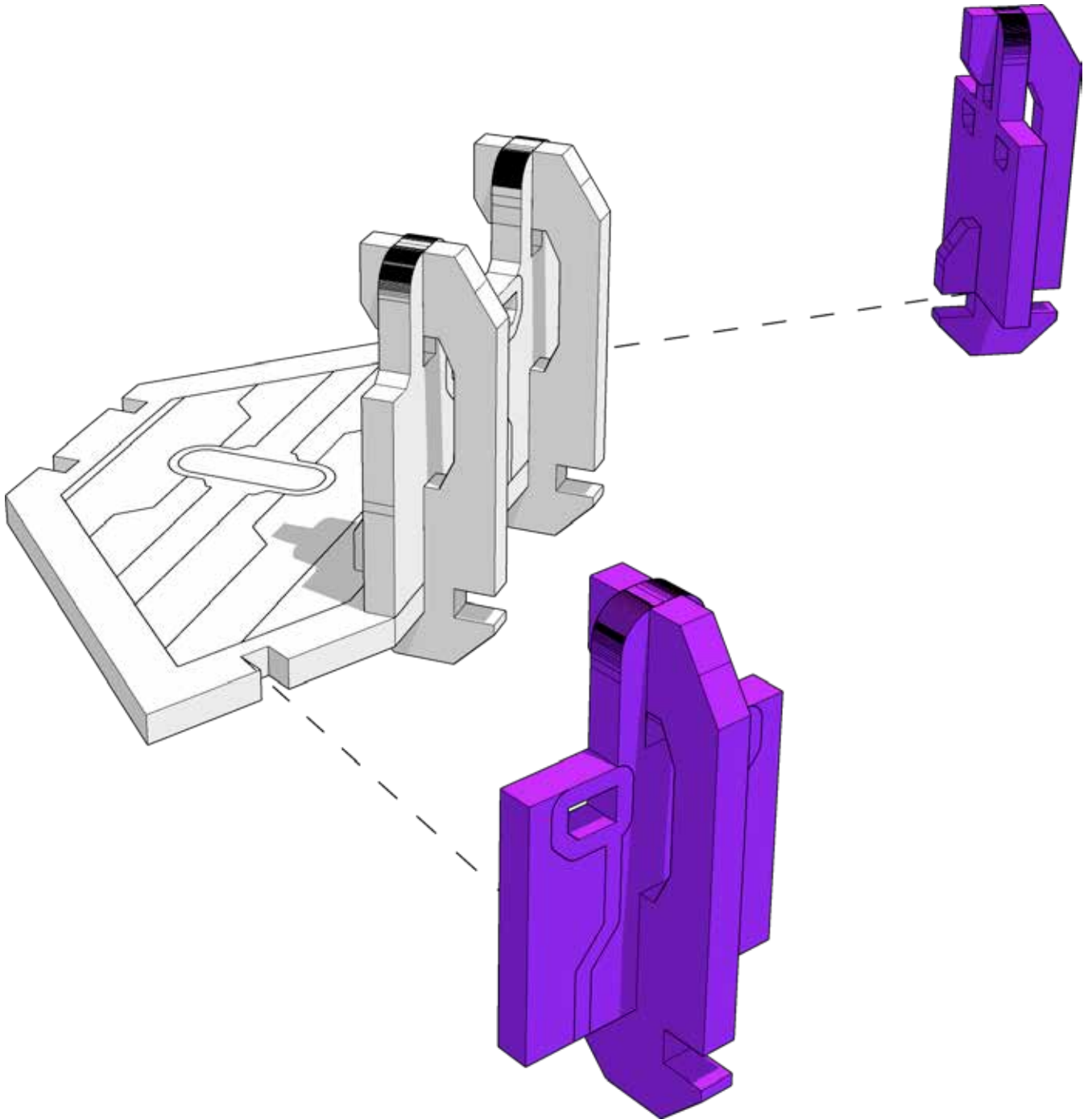




# TABLETOP SCENICS

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

124



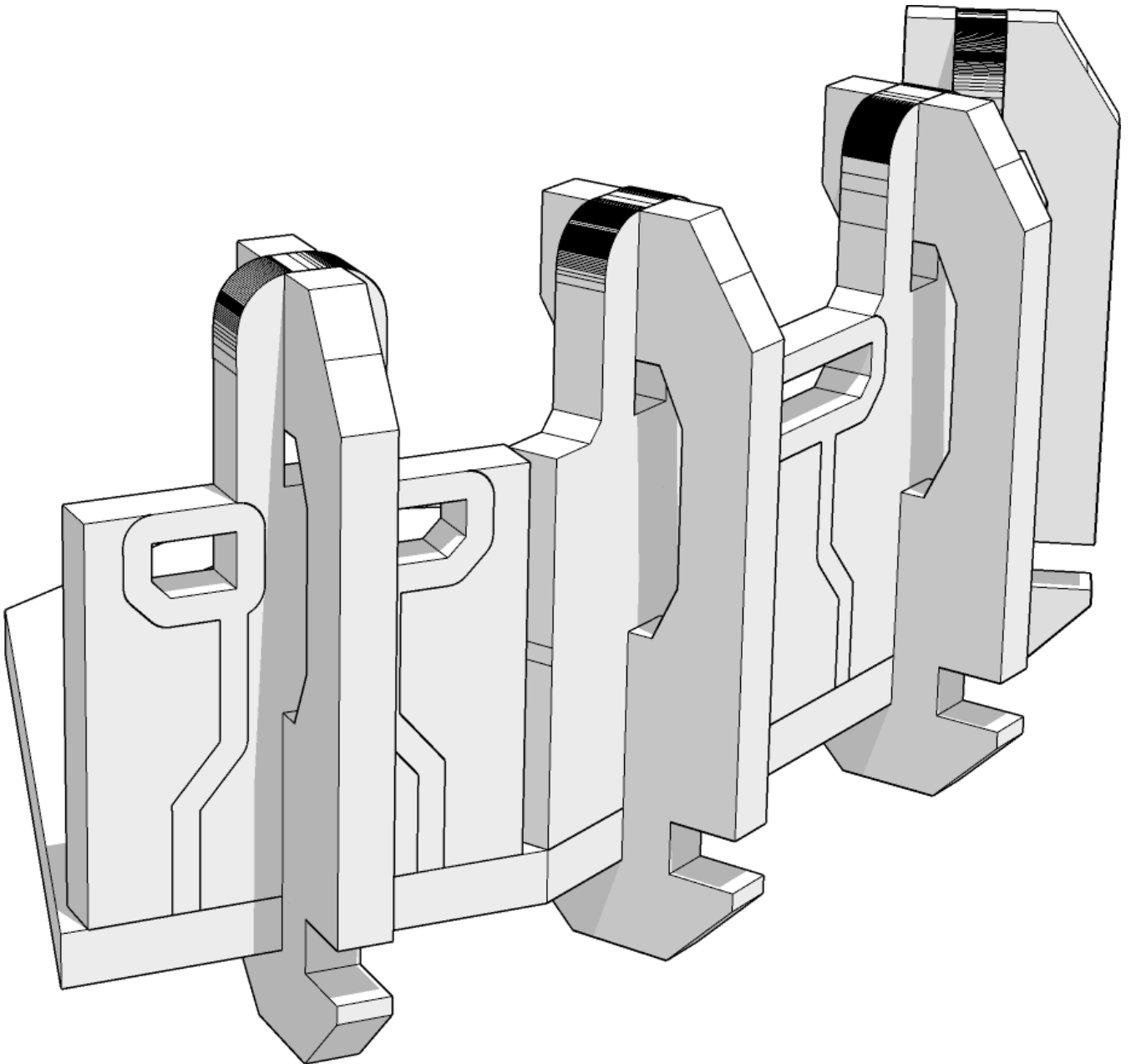




**TABLETOP  
SCENICS**

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**

**125**



**x2**

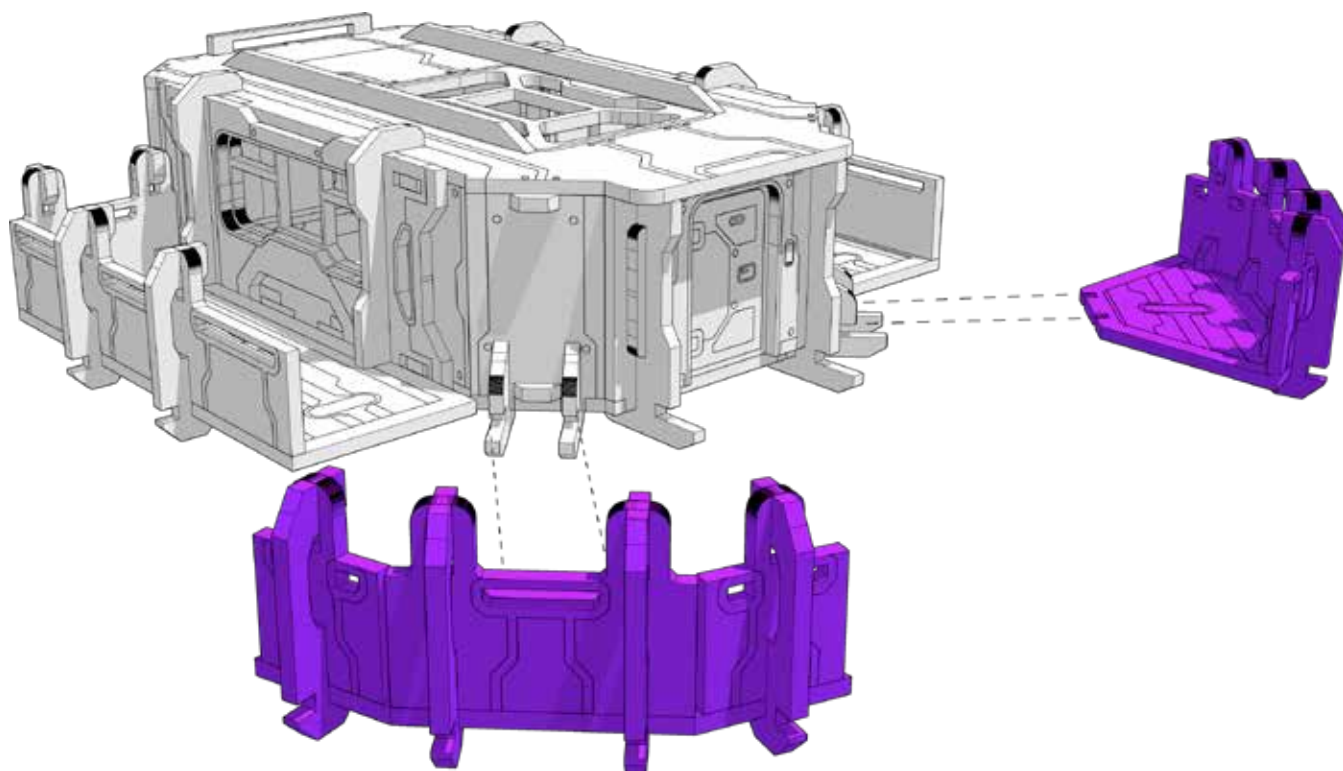
 **TTCOMBAT**



# TABLETOP SCENICS

126

TTPSX-SFU-O32  
Mule:  
Helipad Lobby

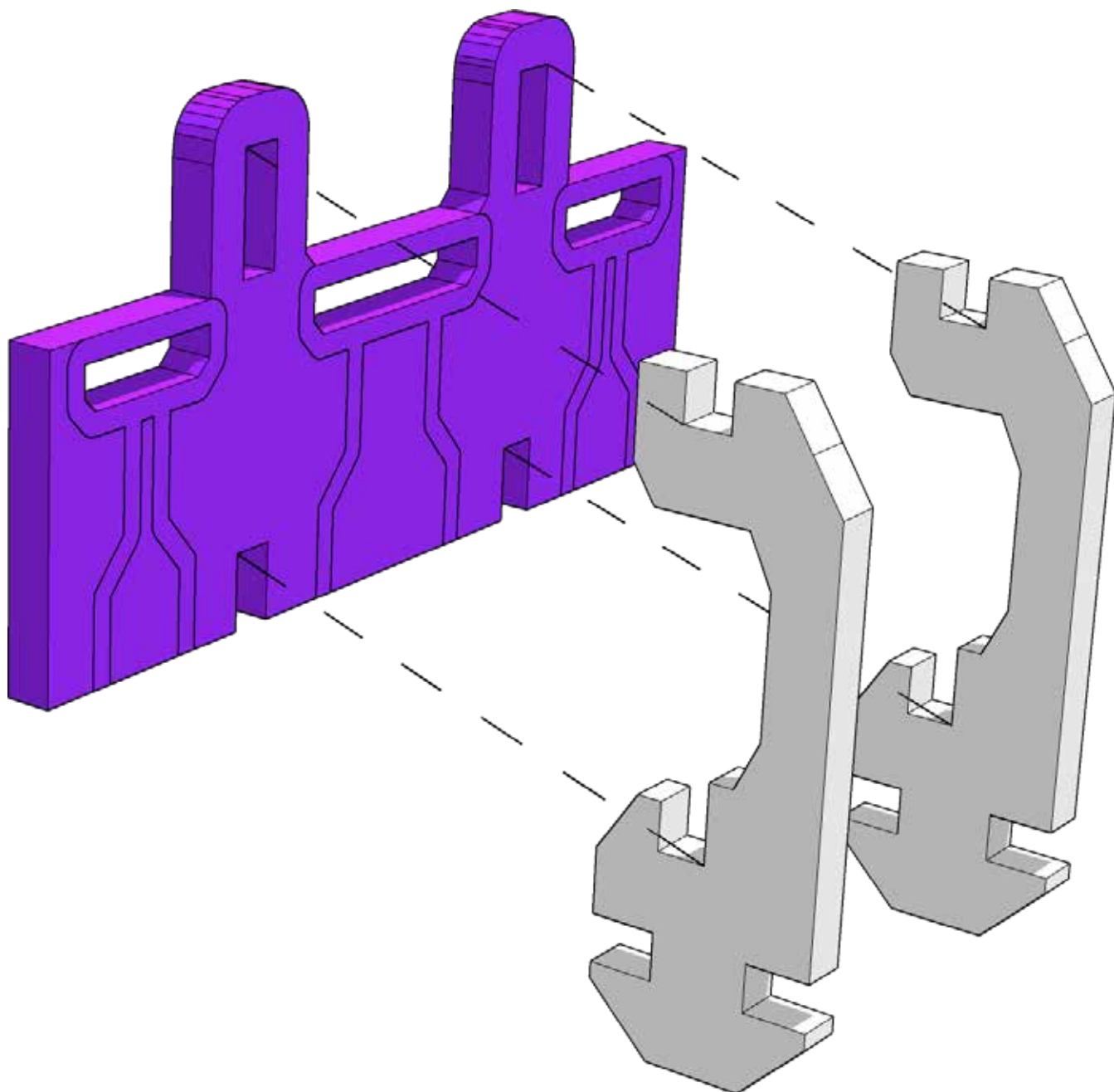




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**127**

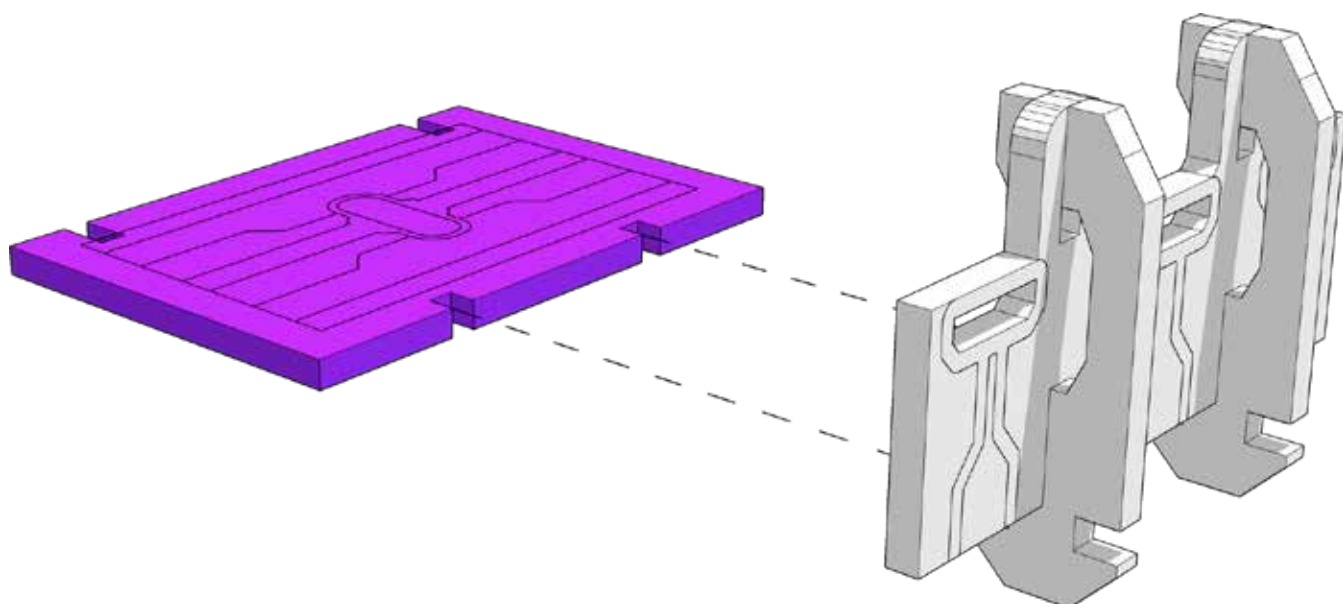




# TABLETOP SCENICS

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**128**

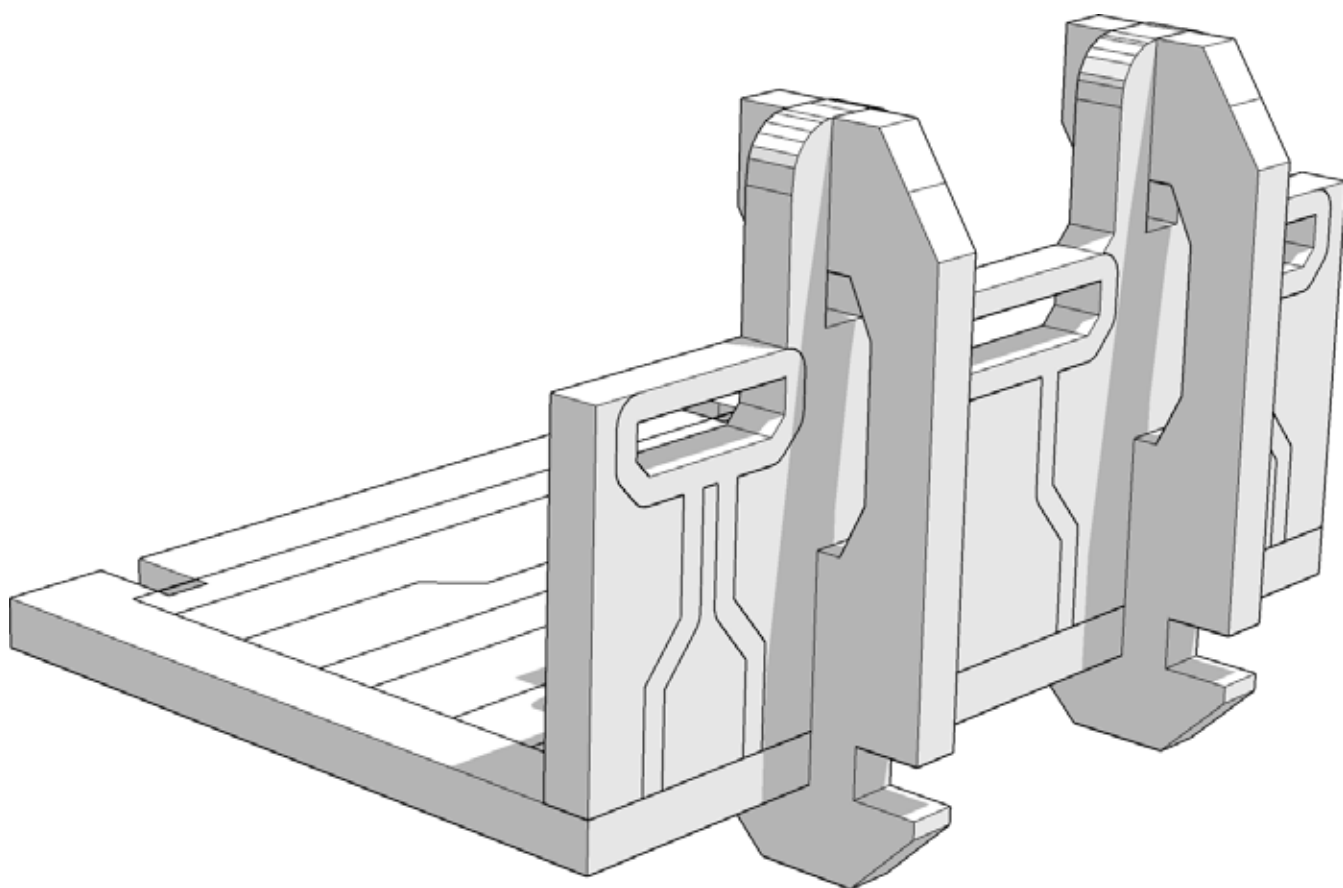




**TABLETOP  
SCENICS**

**129**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**



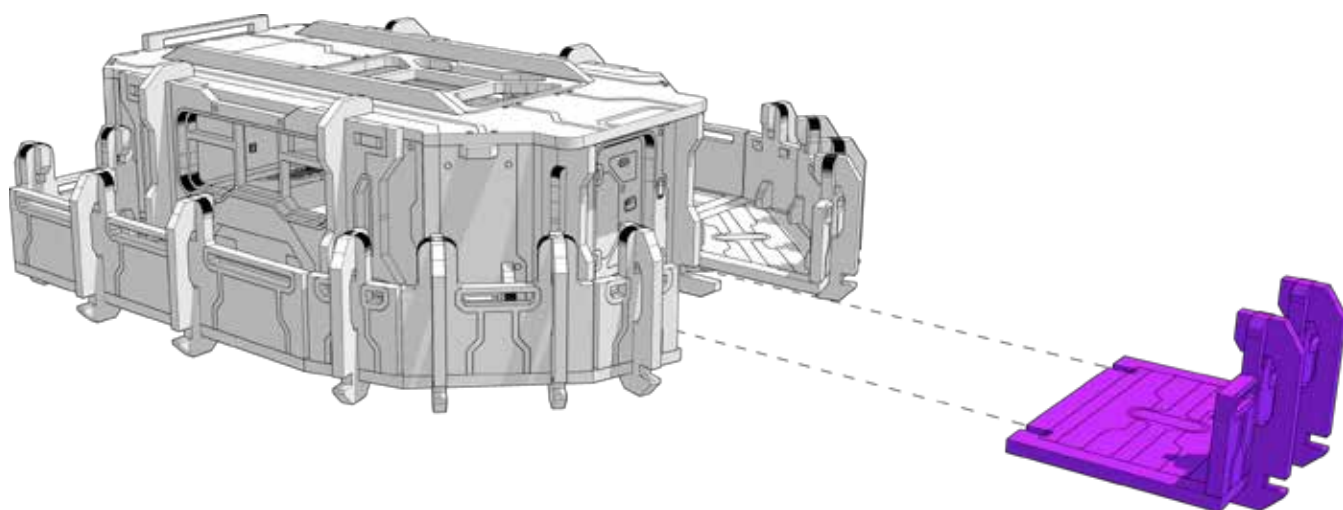
 **TTCOMBAT**



# TABLETOP SCENICS

130

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**

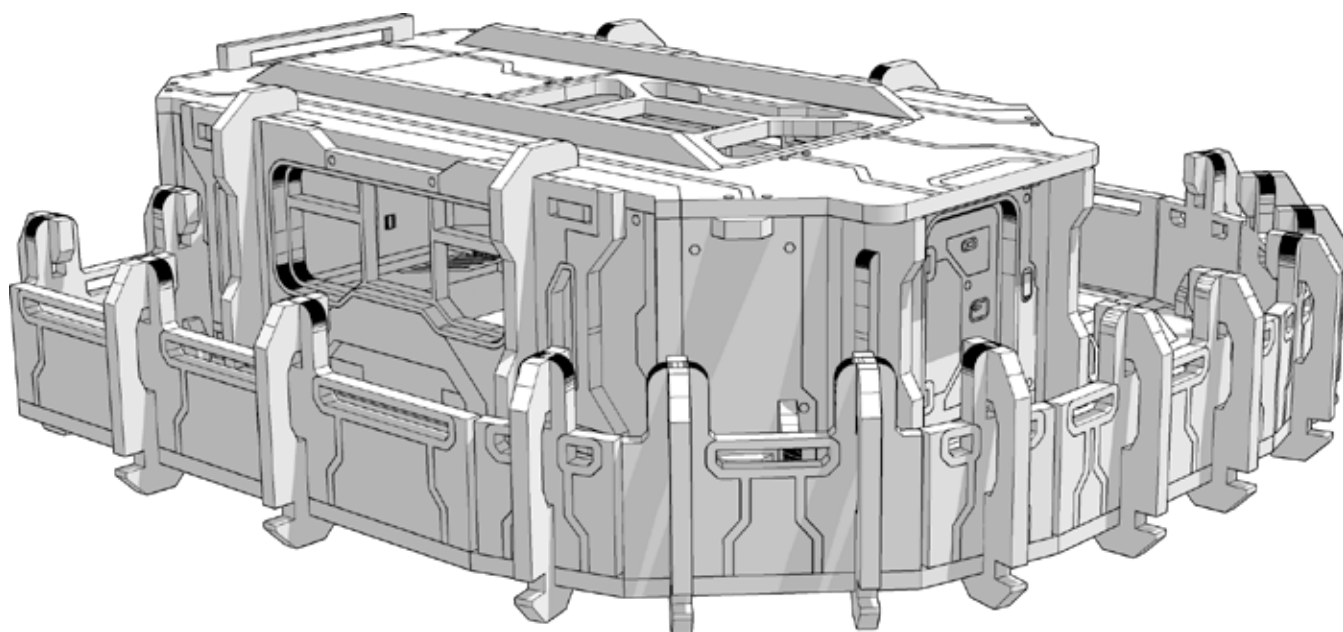




**TABLETOP  
SCENICS**

**TTPSX-SFU-O32**  
**Mule:**  
**Helipad Lobby**

**131**



**x2**

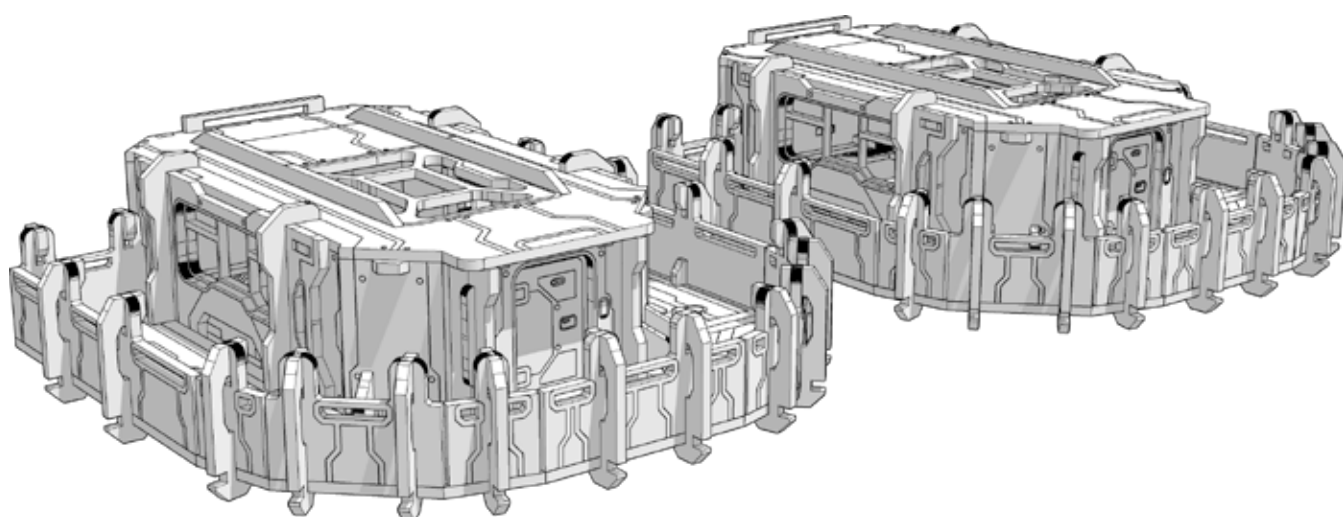
 **TTCOMBAT**



**TABLETOP  
SCENICS**

**132**

**TTPSX-SFU-032**  
**Mule:**  
**Helipad Lobby**



 **TTCOMBAT**

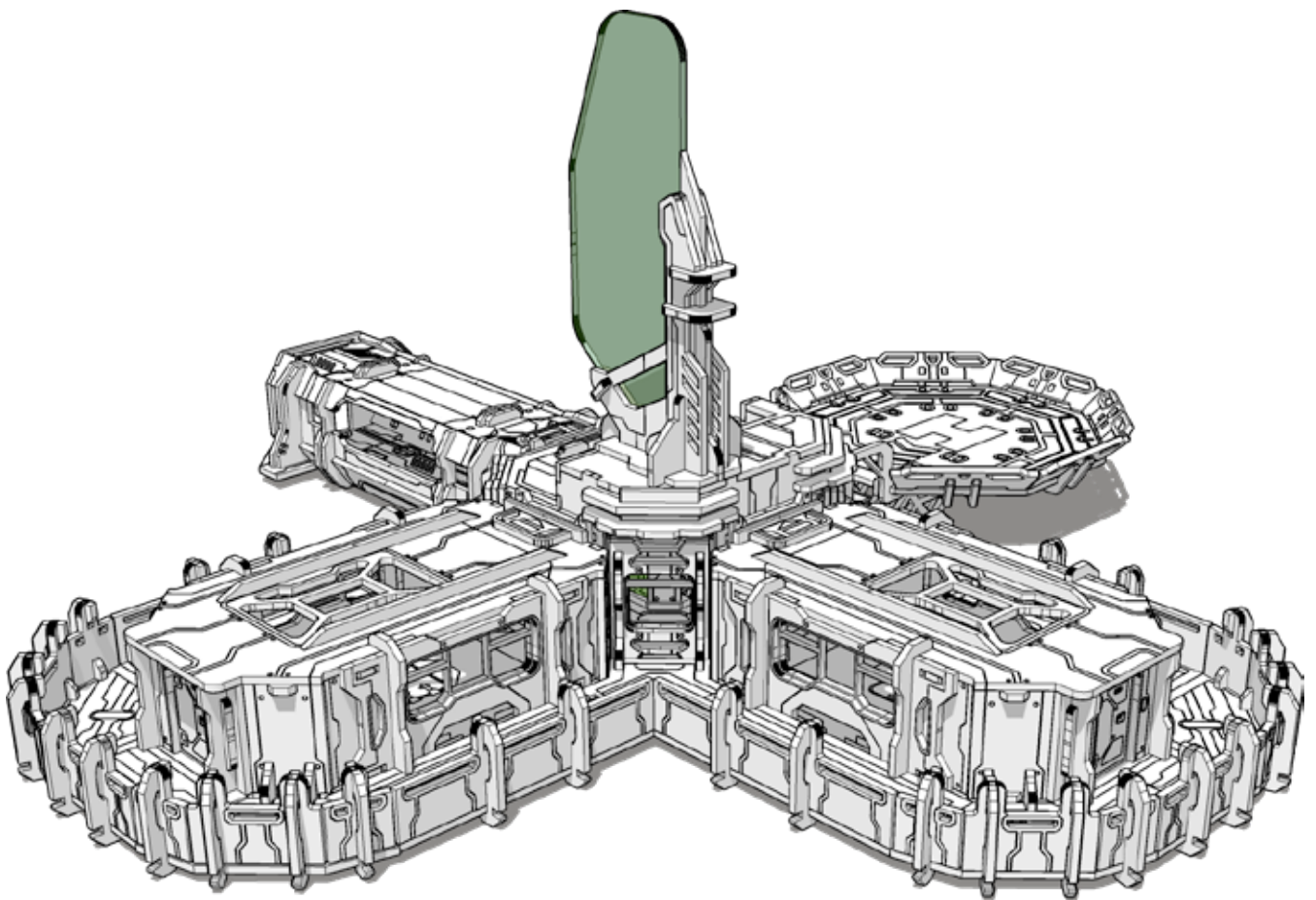




# TABLETOP SCENICS

133

TTPSX-SFU-O32  
Mule:  
Helipad Lobby



 TTCOMBAT