

# MAKE MY FISH - PART ONE

This guide is a series on how to get the most out of your Devilfish. A lot of articles cover modular mounts for Hammerheads and so forth. This series however, whilst easily applied to any combat tank project, focuses on making your Devilfish with all the options.

By the end of this project, your devilfish can swap out drones, open doors and clip on/off Seeker missiles. The interior will have handles, rifles and discarded helmets.

Where best suited I will use photos, but for simplicity I will show most work in line art.

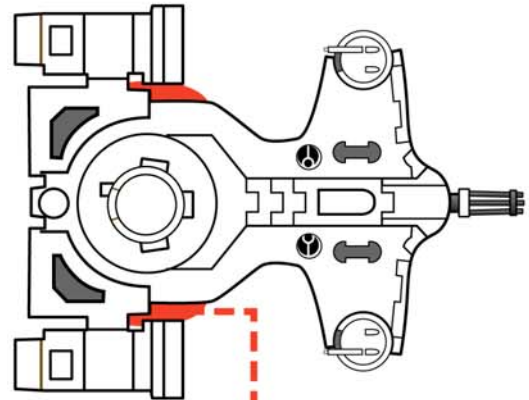
A lot of the parts are hard to obtain, though sources will be mentioned, however feel free to adapt to your preferences. In general you should be able to follow the articles as we go.

On to the Devilfish. What is the most obvious thing about a transport? Doors. This tutorial covers magnetising your side access points and doing so in a fashion that the magnets are integrated into the design of the Devilfish. The next part will cover the Ramp, slightly more creative placement is needed there.

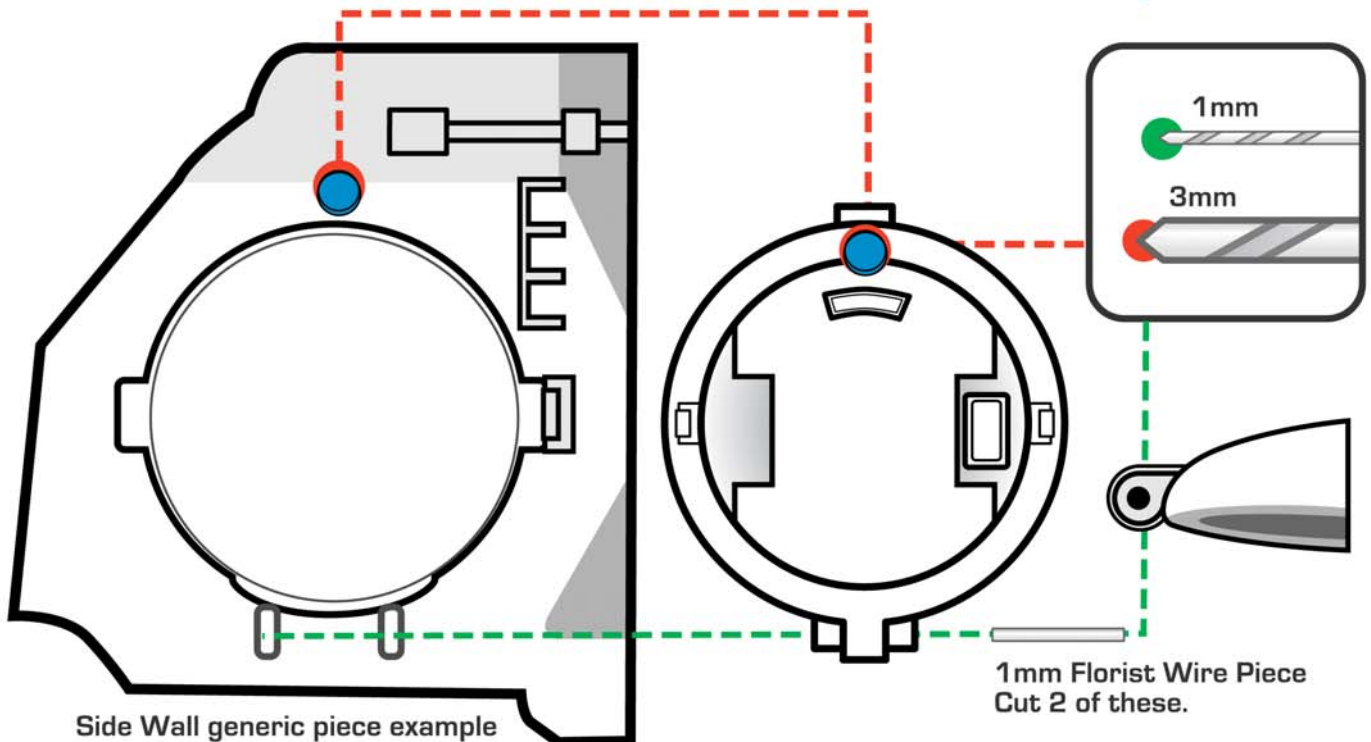
## This stage requires :

[some suggested product sources on page 2]

- 2 Rare Earth Disc Magnet 3 x 1.5mm thick (or smaller)
- 1mm and 3mm Drill bits for hand-drill
- Needle File with rasped butt-end
- Two levels of fine grit sand paper. The 'tooth' should be very subtle.
- Florist Wire 1mm (or similar)
- Sculpting tool
- GreenStuff Epoxy Putty
- Super Glue
- Plastic Tweezers



● 3mm x 1.5mm Rare Earth Magnet Disc



Side Wall generic piece example

1mm Florist Wire Piece  
Cut 2 of these.

## Step by Step

Firstly, ensure every mould line and flash is removed from all over your Devilfish parts. I use a fine grit sand paper for smoothing down lines and edges after the bulk is cleaned with a modelling blade. Buffing the sharpness off piece edges, just a hint, stops your edge paint wearing off easily. I also fill small gaps or shallow grooves/marks with superglue and sand them down when all is dry.

With all pieces treated this way, despite taking maybe an hour of effort, the pay off in smooth working surface and clean edges for later painting and modelling.

**1.** Drill a small 1mm hole through the hinge of the two door pieces. Drilling all the way through from one side often ends in disaster. Drill from both ends to ensure an even, centered hole for your 'hinge-wire' to fit through.

Fit some 1mm Florist wire through the new hole and clip off with at least 1mm each side of the openings. Make two pieces. Remove and put aside for now. I like to have a projects bits tray nearby so I do not lose or confuse my project's parts.

**2.** Drill a hole in each hinge point of the side-hull entry. In this case it is easiest to drill from the open side (avoiding the landing gear housing hump) straight through to the other side, correcting as you pass through the first hinge.

Do not worry about marking a groove on the armour, you can smooth this over with GreenStuff/spread drop of superglue and even it down with fine grit sandpaper.

**3.** Carefully drill a mark with the 1mm drill bit on the top of the door rims (see diagram for position). Then using this guiding mark, drill the 3mm holes slowly, checking for accuracy and depth. When you are about 1.5mm deep, use the end of your needle file (most makes have a rasp end) to even the base of the hole. Checking with a magnet disc periodically is your best bet for accuracy.

Check the polarity face of two magnets by letting them join, then keeping in mind or mark the appropriate faces with a marking pen or a dot of paint.

Place a drop of SuperGlue in the hole, then using the plastic tweezers, drop and press one of the two magnets into place. Ensure it does sit fractionally deeper than the door rim.

**4.** Observe where the top of the door meets when it closes, this middle point, slightly higher, is where you will make a careful 3mm drill impression, grooving a divot out of the upper slope inside the hull, rasp again with your needle-file end to make a flat based divot.

Taking the second magnet disc, place it into the new side wall divot at the appropriate facing. A drop of SuperGlue in the divot, then using the plastic tweezers, press the magnet to fit snugly. Ensure it is flat to the wall and not at an angle as it may repulse the other magnet.

**5.** Let both of these placings dry. Once satisfied, cover over the door magnet face with a small portion of greenstuff, pressing it as flat as possible to be flush with the door rim, also try and match the curve of the door rims' inner rim. Use fine sand paper to finish when this is set.

## Painting Preparation

Once all the green stuff is dry, the marks on the armour if any are filled and sanded smooth, apply a spray basecoat for basing your future painting on.

You'll notice, once everything is the same shade, how the smooth round magnets blend into the style of the hull. If you took your time, the door rim magnet may be completely hidden.

If you can get your hands on even smaller magnets, this exercise becomes even easier (Door Rim) though I would still recommend a larger magnet for inside the compartment, this provides a good field of attraction and looks big enough to belong there.

Next tutorial is the Rear Ramp and some interior ideas. Your shopping list should include 1mm styrene sheet, a 7mm disc hole punch, and have all the tools currently in use available also.

### Sources of Project Specialties :

#### Magnets

<http://www.aussiemagnets.com.au>

<http://www.gaussboys.com>

#### 1mm Florist Wire

Nearest Florist shop, a bit of charm and a few cents. Or a hard ware shop. The girls at the Florists' are much better looking though.

### Key Tips in this Tutorial :

Clean your model parts, ensuring there is no flash or mould lines. Also, take time to fill in dents, depression or seam line grooves with either Green Stuff or Super Glue, dependant on the depth of the mark.

It's handy to have a project tray about, keeping all your small parts and scratch-built additions safe and at hand's reach.

Take your time. Ask for help if you are unsure about drilling or cutting.

Until next ro'taa,  
Shas'El Tael

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This tutorial is version 1.2  
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