

MAKE MY FISH - PART TWO

Following on the work on side doors, one of the bigger 'How in the heck!?' questions a Devilfish modeller can ask, concerns opening and **closing** the Rear Ramp.

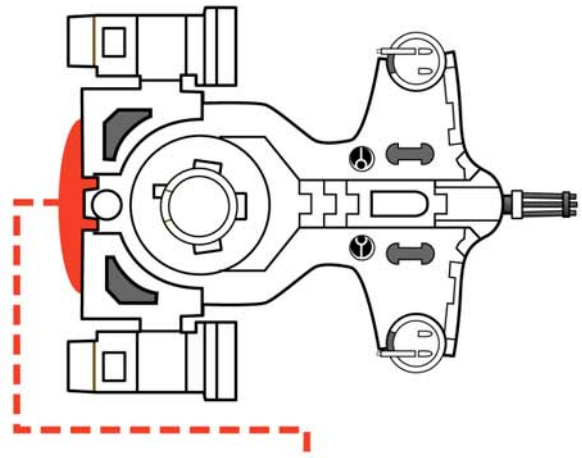
Now, this series is for decking out your Devilfish, so we're not about to cut corners and simply glue shut this one. In fact, we're going to modify the door in such a way, it compliments the design of the Tau craft.

Also, following the instructions, a showcase of some interior images for simple ideas on kitting out your interior. [Page2]

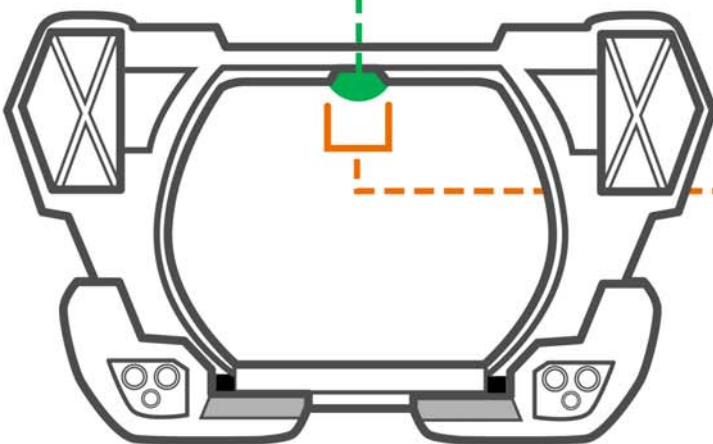
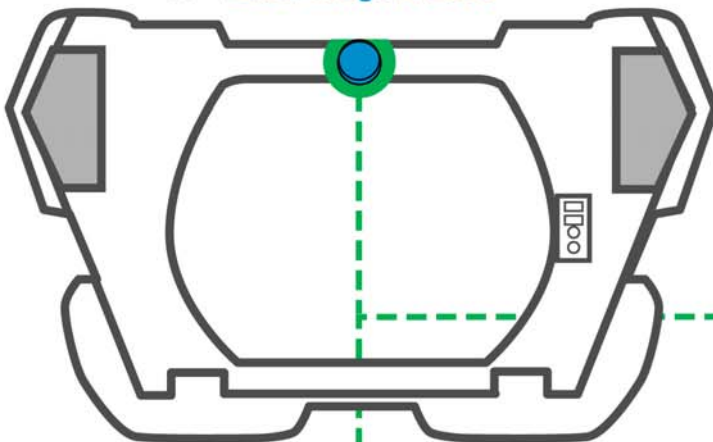
This stage requires :

[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
- 1mm Styrene Sheet (Plastic Card)
- Needle File with rasped butt-end
- Two levels of fine grit sand paper. The 'tooth' should be very subtle.
- Super Glue
- Plastic Tweezers
- 7mm Hobby Craft Single Hole Punch



 3mm x 1.5mm Rare Earth Magnet Disc

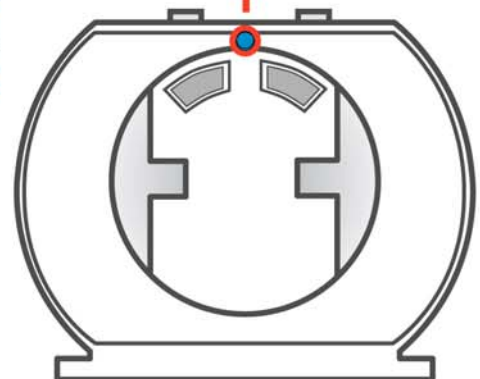


Rear Wall piece with wedge cut example to expose plastic disc.

 1mm plastic disc



 3mm



Ramp magnet position example

Step by Step

1. Measure the middle of the upper door frame of the interior rear door frame, marking it if you wish as you will soon cover it.

Continue this mark to the front side, then mark two points on either side of this central mark, about 2mm each way (4mm wide gap).

2. Using a Stanley Knife or similar, cut away this 4mm area, it is easier to do this looking from the exterior side, the armour lip is a great guide. Fashion the sides of the 4mm cut at a matching angle to the upper door frame. This visually, matches the design of the door frame, so appears less out of place. Feel free to sand smooth the corners and make a clean gap.

3. Make a plastic disc with your craft punch then prefit to have the edge of the disc meet up with the bottom corners of your 4mm cutting. Make a mark of the excess for trimming to be flush with the top of the door frame. Glue the disc in place, on the interior side when ready.

4. Working on the Ramp piece, mark with a 1mm drill, a spot just above the inset piece (refer to diagram or photos).

When you drill with a 3mm drill bit you will nick the inset a fraction, not to worry, the idea is to make a snug divot to place the magnet into, blending in with the floor.

Drill deeply enough so the magnet will be flush with the raised grid floor. Do not worry about the magnet being closer to the ramp lip, as the 4mm divot we made will accept the magnet, making a better and closer contact with the other we will affix behind the plastic disc on the interior side.

5. Check the polarity facings of your magnets, then with these in mind (or dot of paint on the undesirable facings) glue in place.

Put the interior magnet in the middle of the plastic disc (refer photos). Next, put the ramp door magnet in the floor divot. Ensure both are dry before you assemble the rear ramp. Soon you can close and open at leisure.

When we come to paint the ramp, we'll go over some tricks to ensure there is little to no wear on the contact points.

Sources of Project Specialties :

Magnets

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

<http://www.gaussboys.com>

7mm Hole Punch

Any good home craft store.

Styrene Sheet

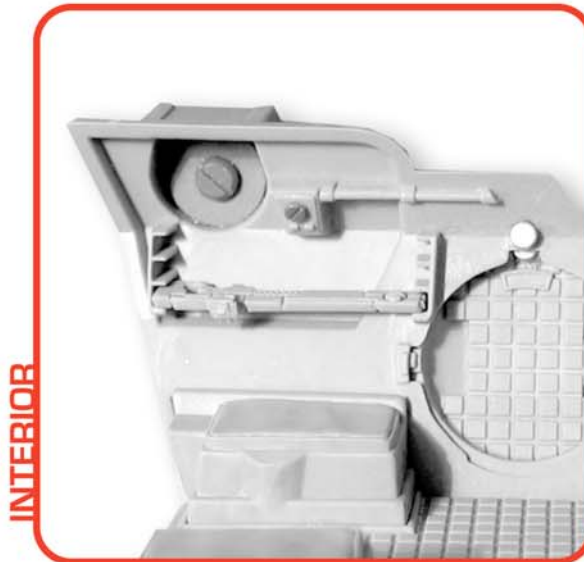
A good model store should have quite a selection. For this tutorial you're after 1mm thick sheet.

Remember, take your time. Ask for help if you are unsure about drilling, cutting or gluing.

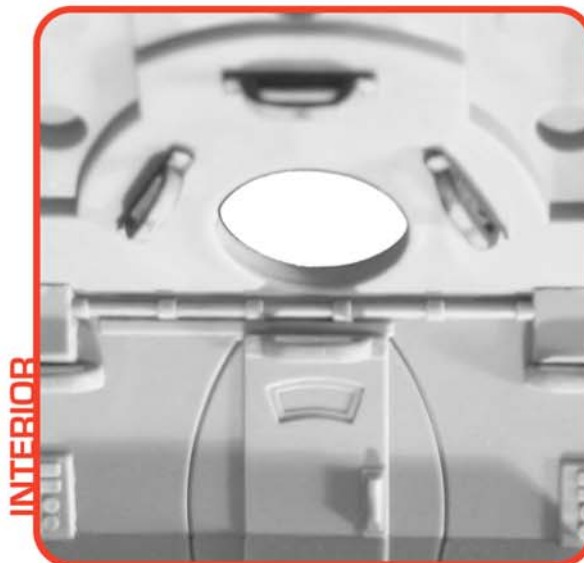
Until next ro'taa,
Shas'El Tael

aka Sebastian Stuart.
Eastern-Empire.com, TauOnline.org
groups.msn.com/MechanizedTauTactica

This tutorial is version 2.1
11/10/2005



Pulse Rifle in rack, details with Kotobukiya Mecha Bolt parts P-101, P-114 from HobbyLink Japan (<http://www.hlj.com>). Also made a cover for the engine arm hole. I prefer an austere look, feel free to go crazy.



Model kit handle pieces for overhead grips. These are from GW Warhammer 40K Ork Trukk Kits.



Example of interior and exterior door frame work from Tutorial Two.



Example of Ramp Door Magnet placing.