

AIR SCARMUSH™

WARNING: Underage children participate in the shaping of the material under the supervision of an adult. We cannot be held responsible for damage and injury caused by the incorrect use of the required tools and chemicals (read the precautions for use). Protect yourself and the work surfaces.

Guide to shaping the game elements (v1.0)

Please read in full before you start

Required equipment:

- This pdf document printed out in full, at actual size
- A large flat cardboard 2 mm thick (27.5 x 19 in. – 70 x 48 cm)
- 5 sheets of thick art paper (US letter/A4 – 0.5 mm thick)
- Paper glue (spray) and cyano glue
- A cutter
- A metal ruler
- A protected work surface

Shaping of the game board:

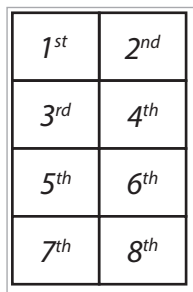
- Cut out each of the game board pieces (1,2,3,...) according to the cutting lines.
- Glue the back of piece 1 all over using the spray and apply it close to the top left of the large cardboard (see Fig. 1). To ensure that the glue adheres well, cover the piece with a sheet of paper and press well on the entire surface.
- Glue/apply the other pieces one after the other, in the order of numbering, aligning them with the numbered markings while checking the alignment of the hexagon grid.
- When all the pieces are in place you can finally trim the edges of the game board.

Shaping of the pawns and markers:

- Glue each remaining page to a cardboard sheet and wait for the necessary drying time.
- Separate the pieces with the cutter according to the cutting lines. For the Radar Range pieces, cut so that the black borders disappear. Ideally, the cut-outs should remain inside the sheet so that the structure of the sheet stays in one piece until all parts are cut.
- Each aircraft pawn should then be folded at all four edges (use the ruler and the back of the cutter blade to pre-mark the folds), then the striped side is glued (one drop) and the 3D shape can be finalised (see Fig. 2).

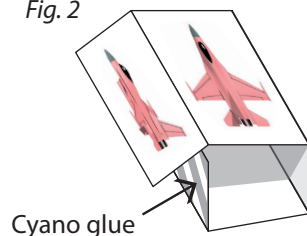
Congratulations, the game is ultimately ready !

Fig. 1



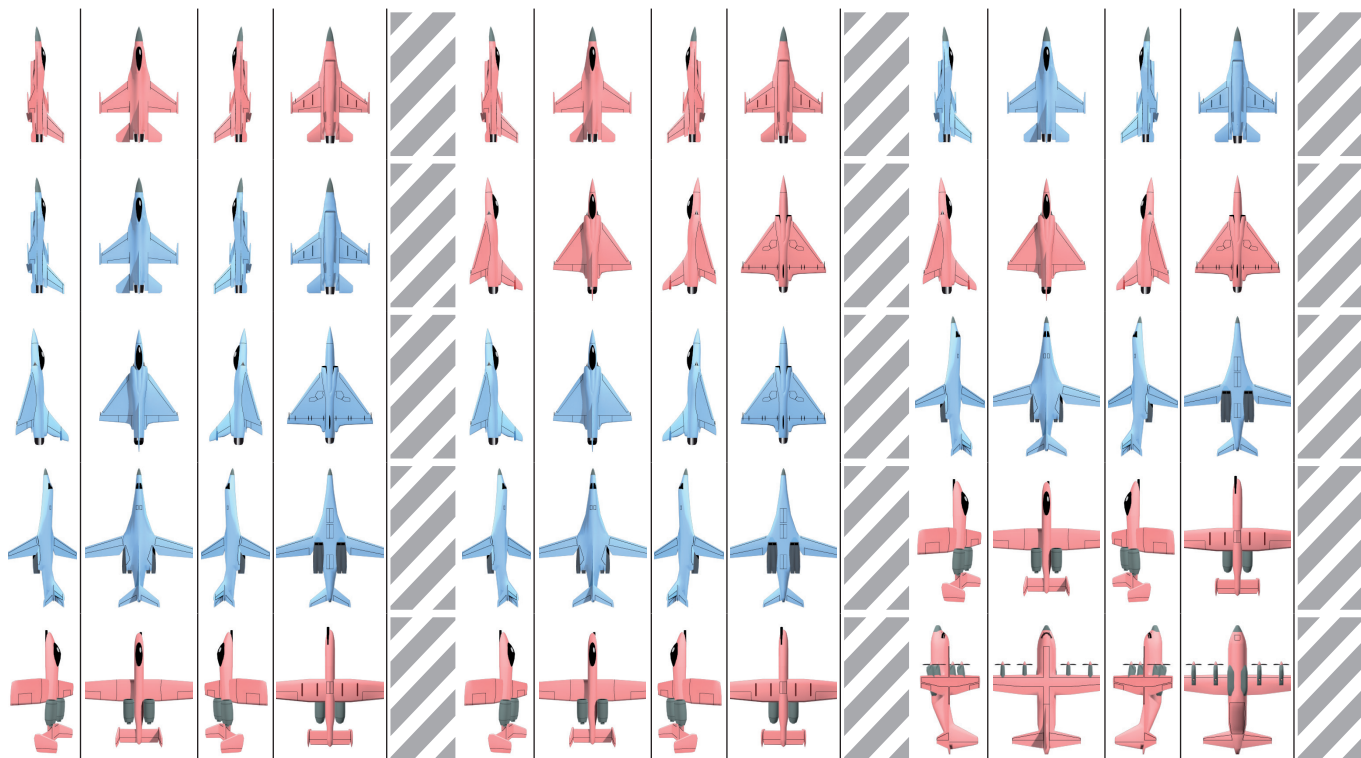
Cardboard

Fig. 2

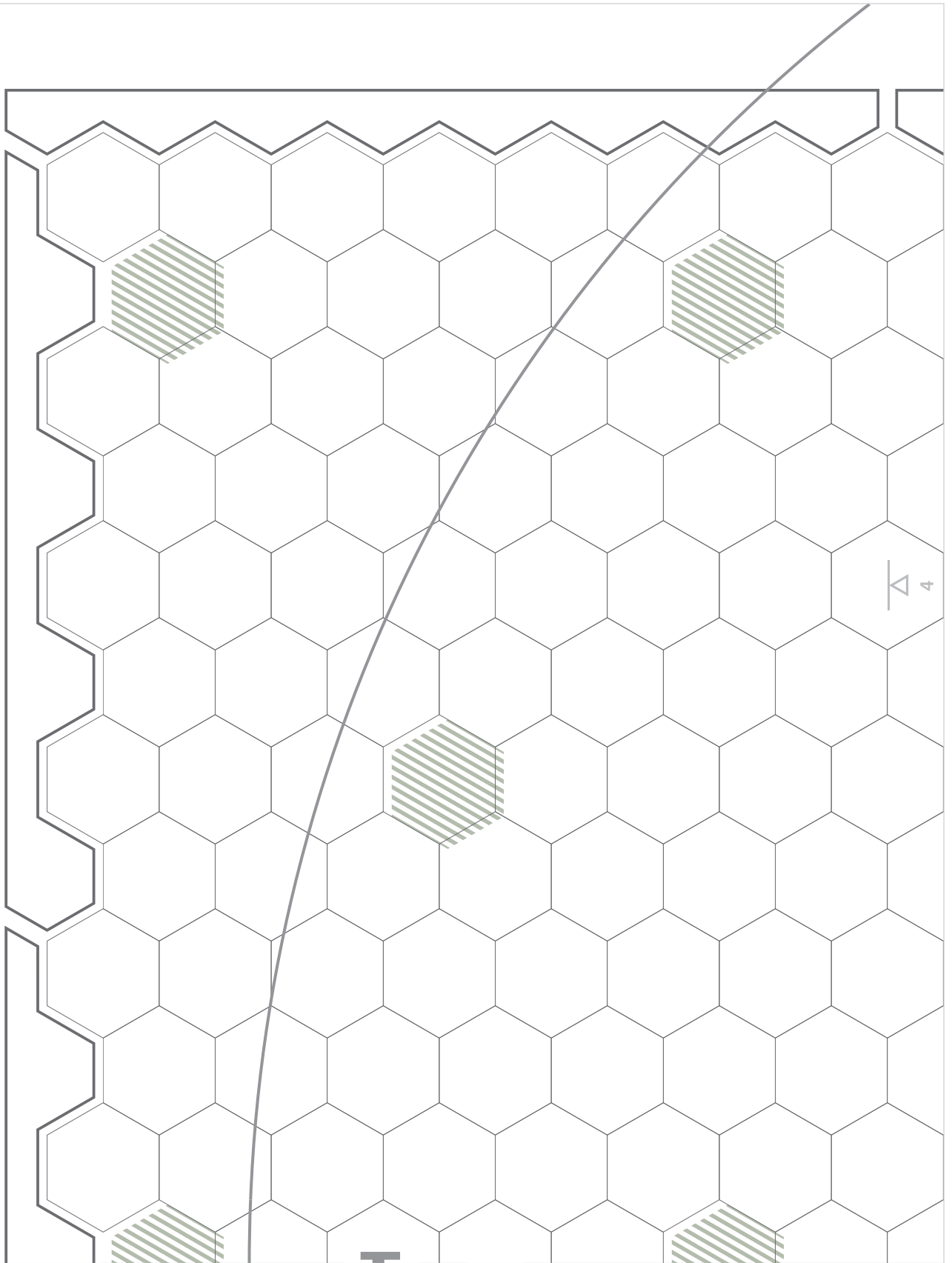


Cyano glue

AIRCRAFT PAWNS

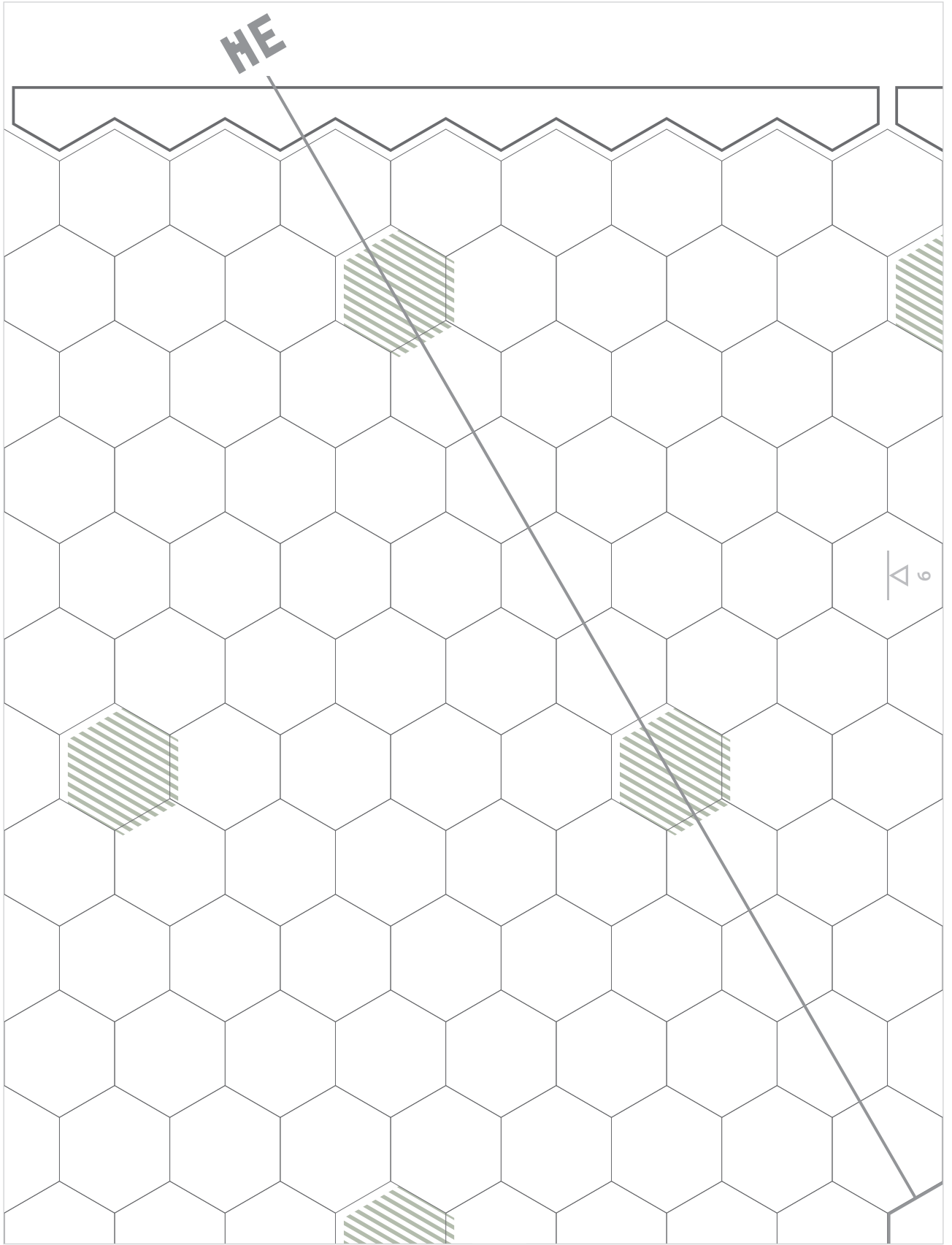


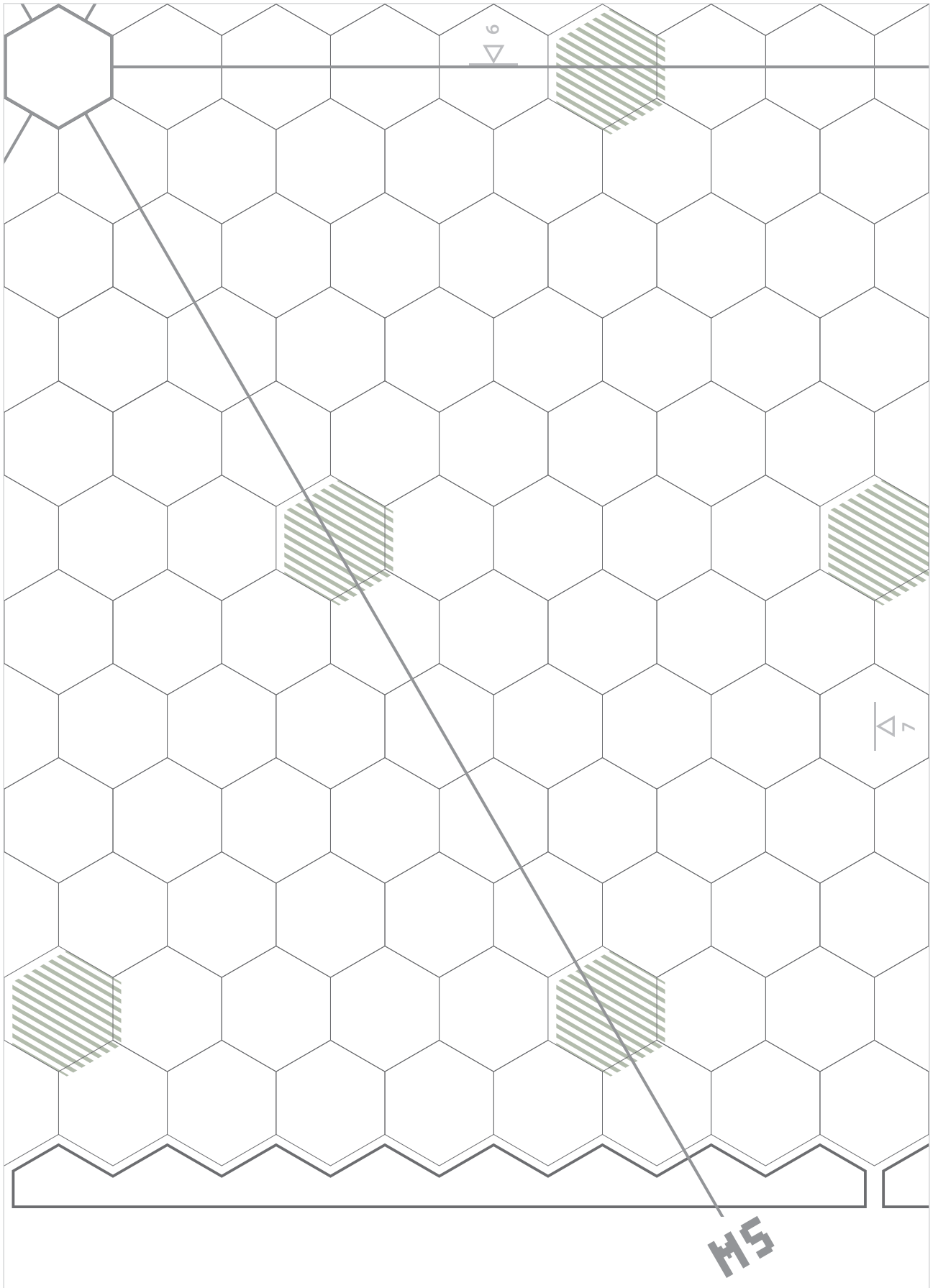


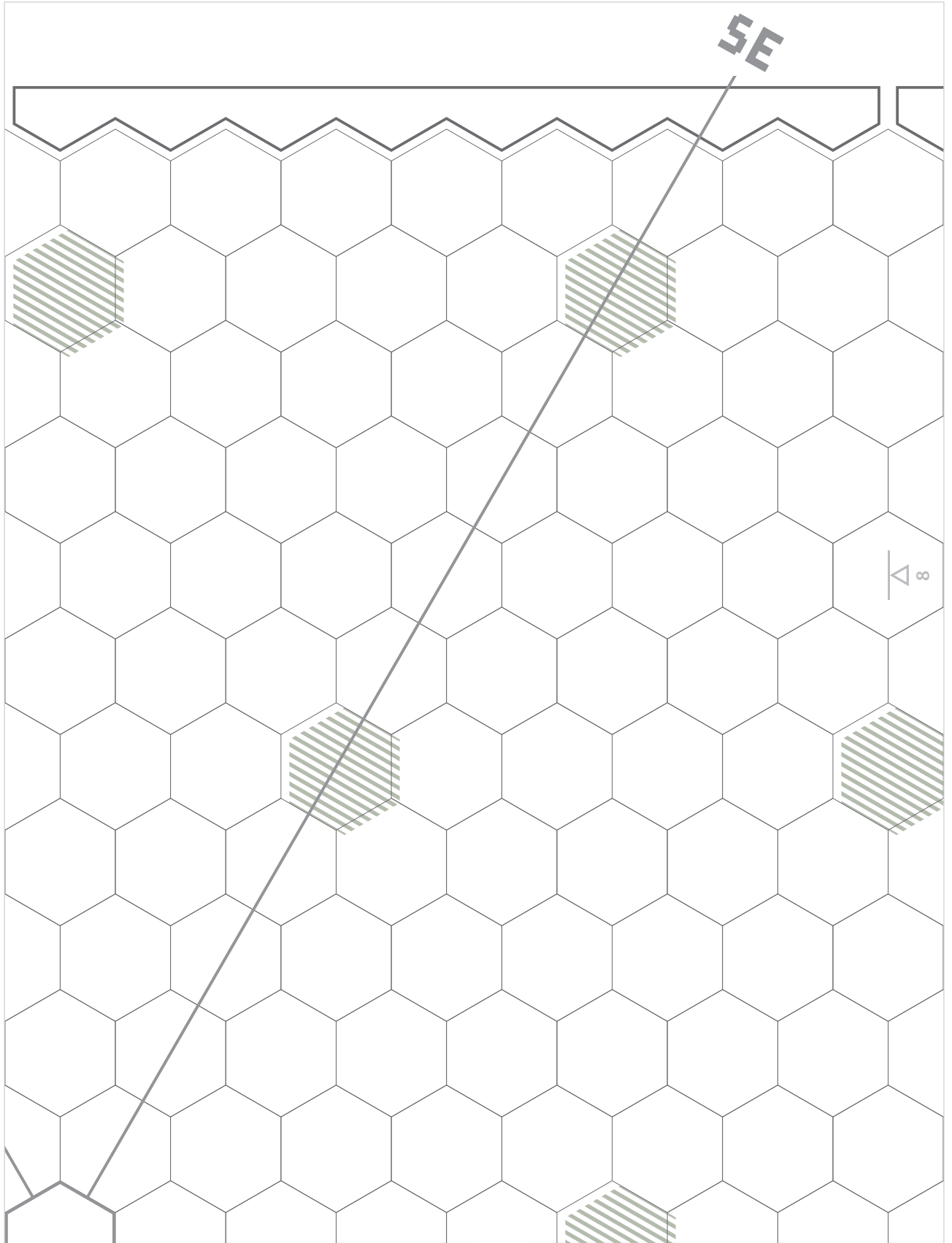




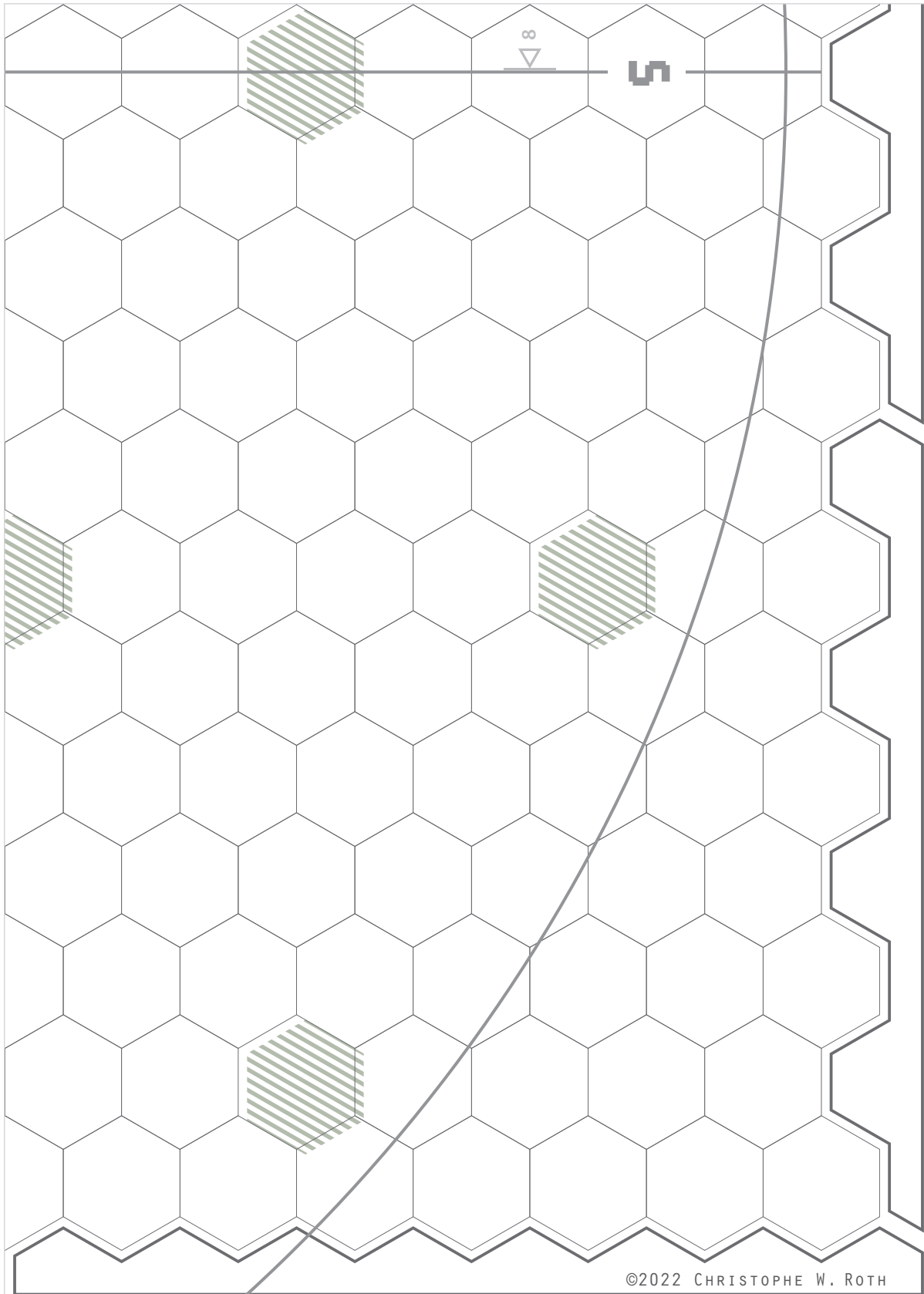
HE

6
Δ

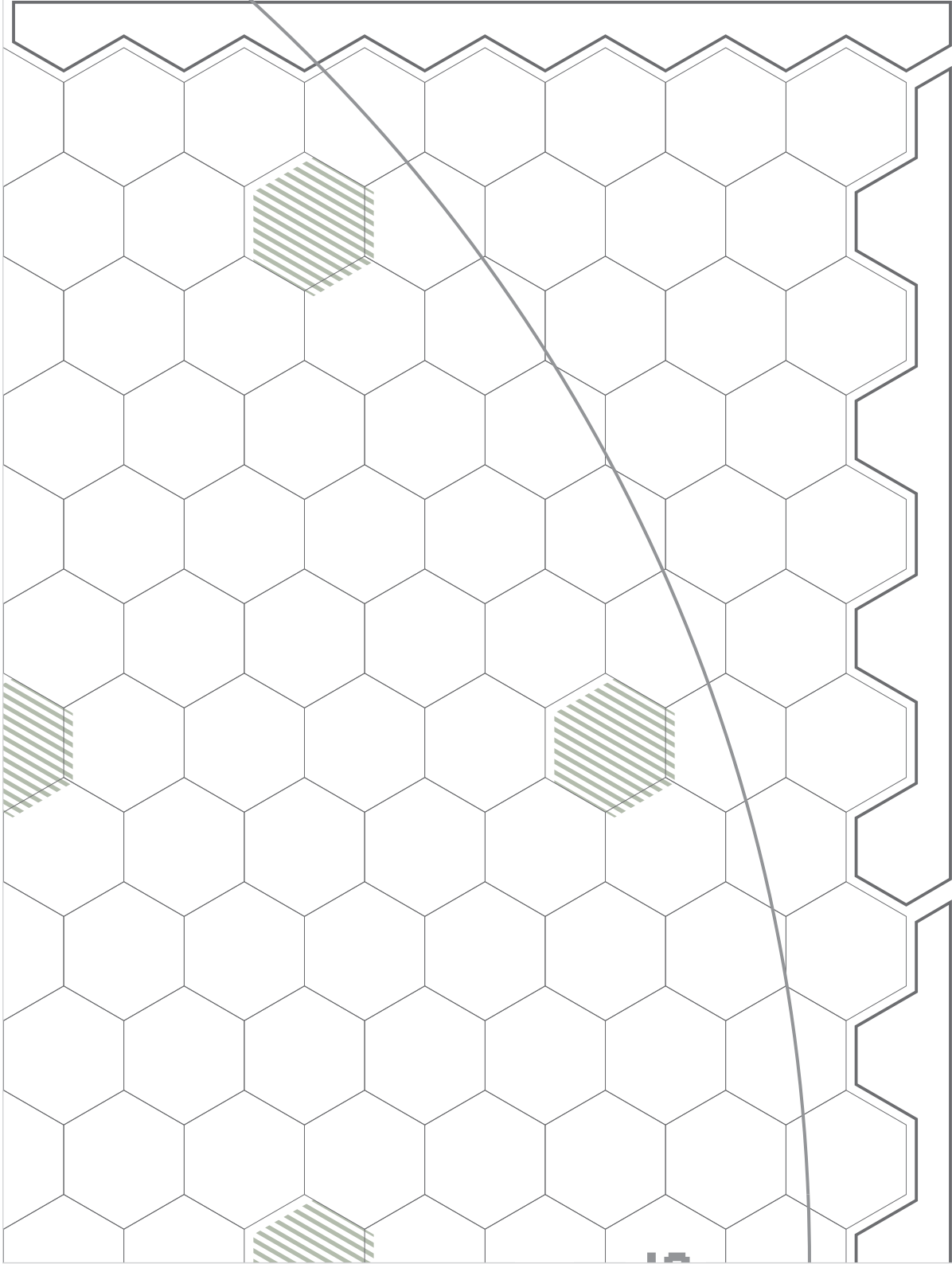




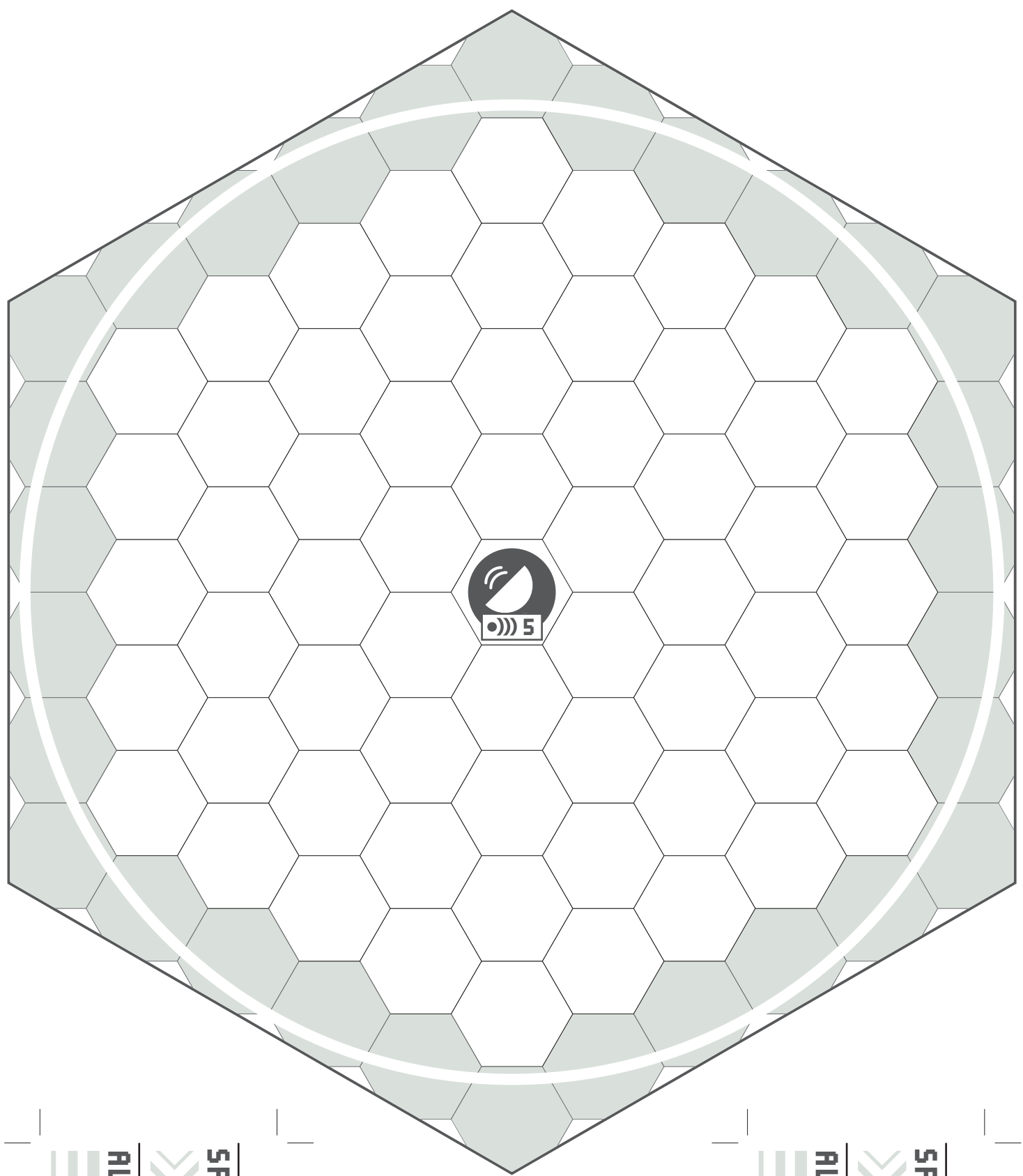
BOARD PIECE 7






AIR
SCARMUSHTM ★




RADAR RANGE



ALT: 

SPD:   n° 5

ALT: 

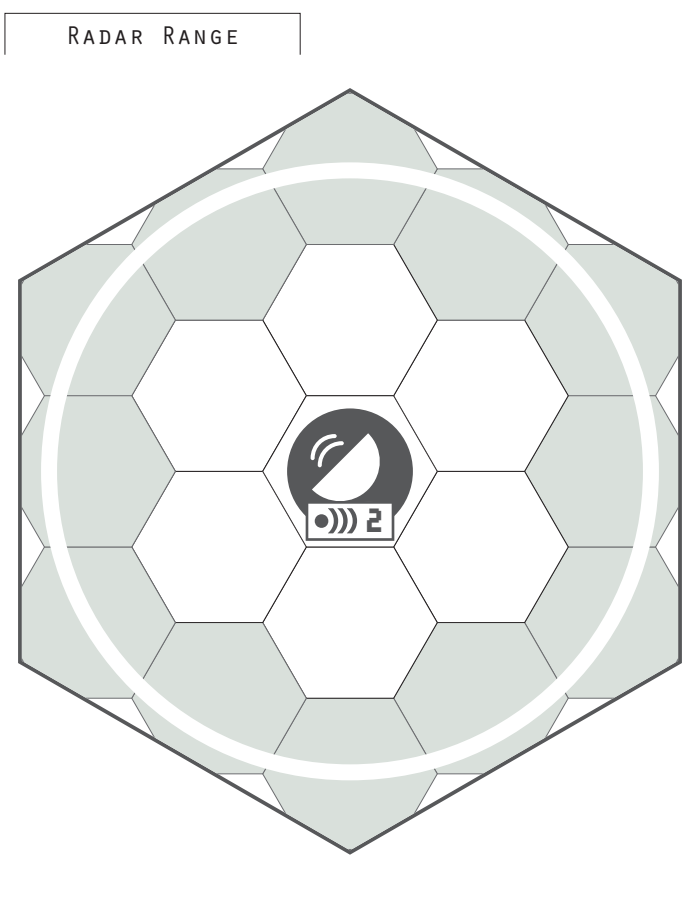
SPD:   n° 5

RADAR RANGE

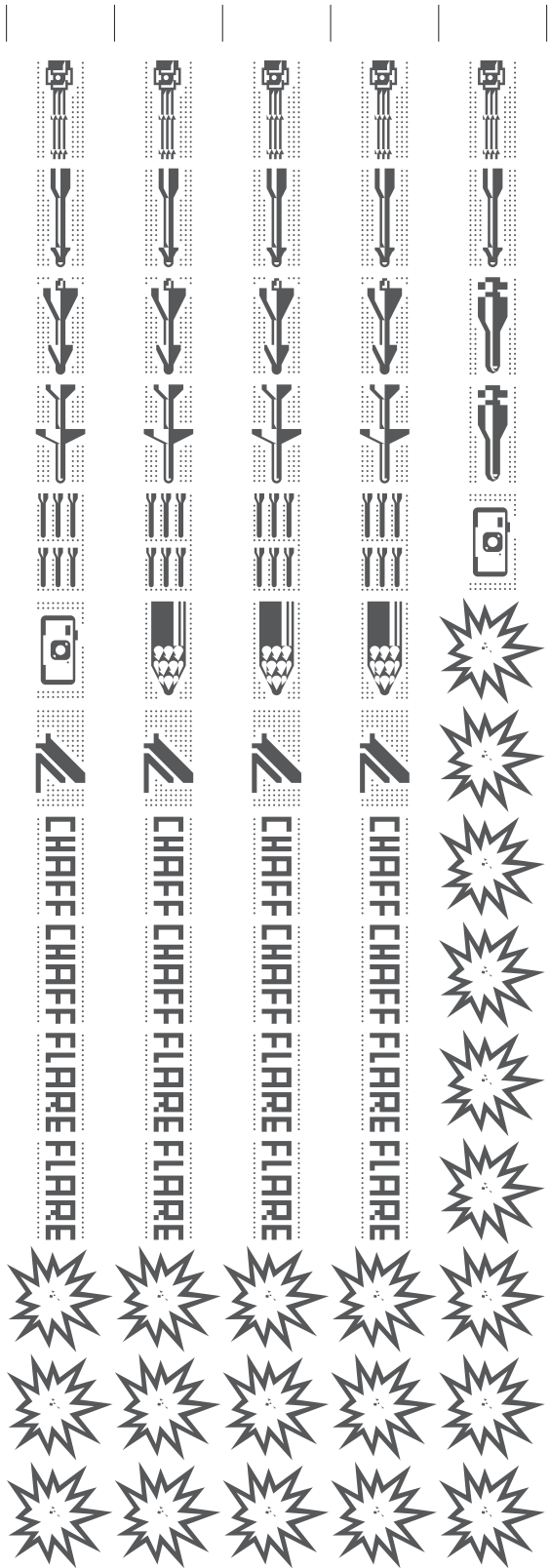
ACTION MARKERS

COLD MARKERS

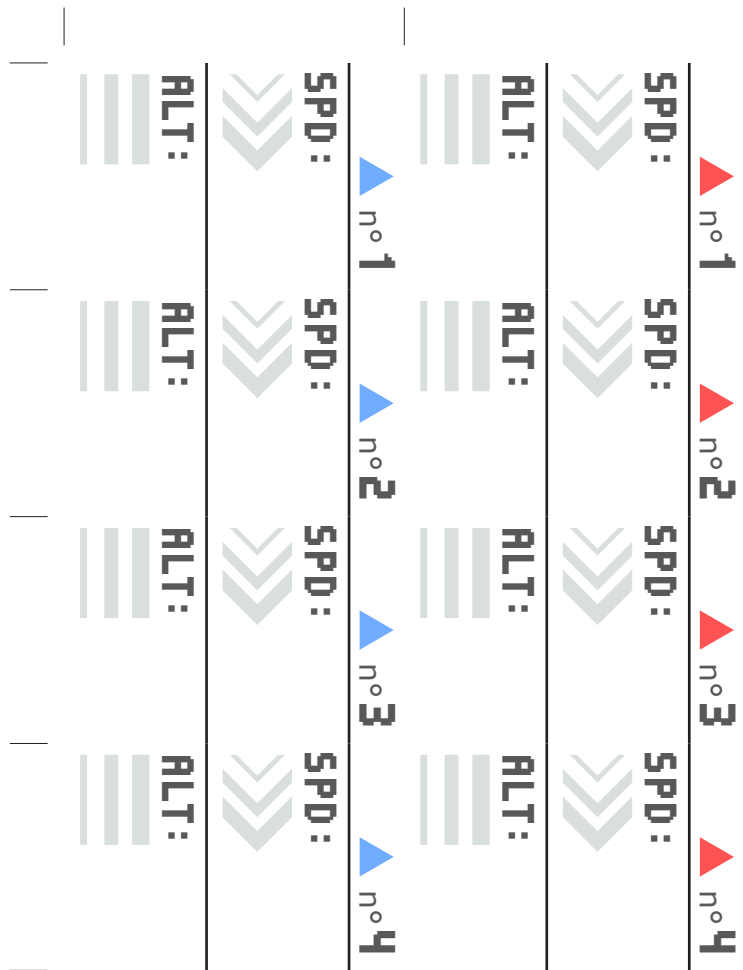
HIT COUNTERS



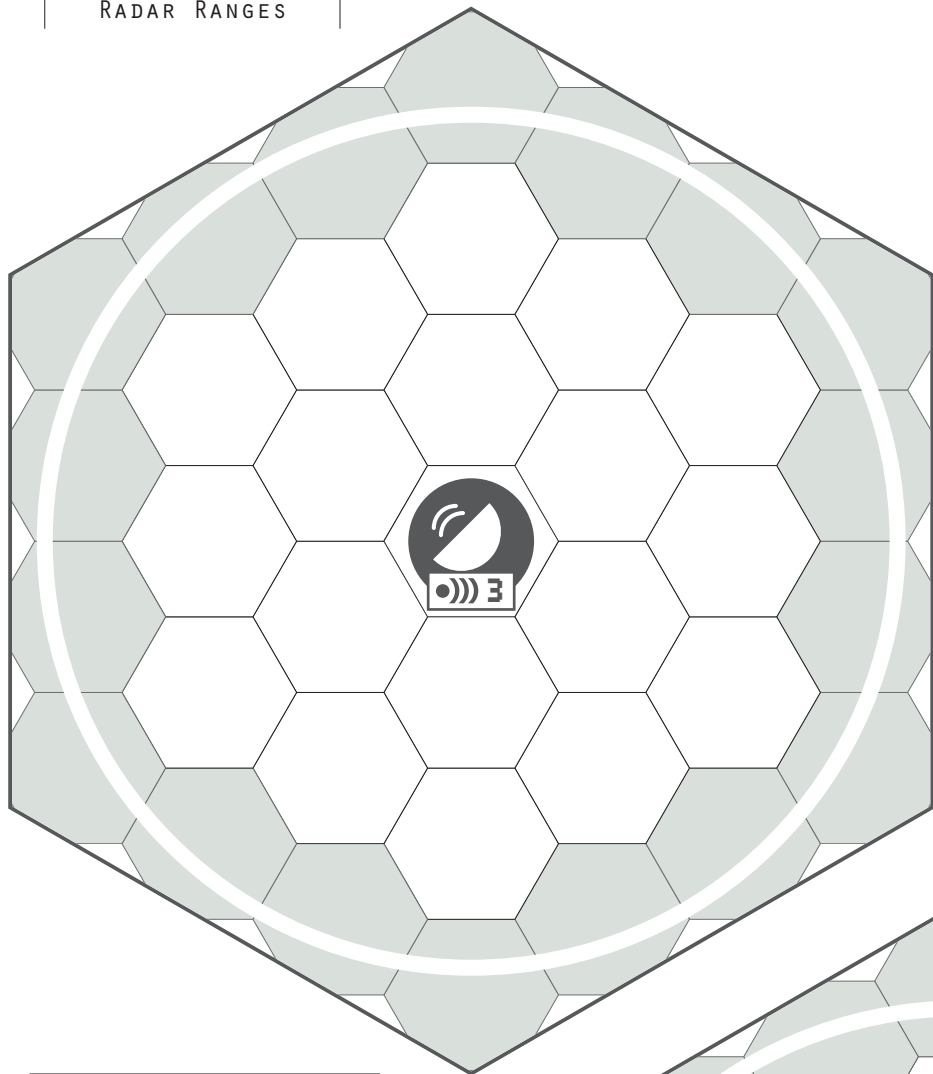
SPEED/ALTITUDE DATA CARDS



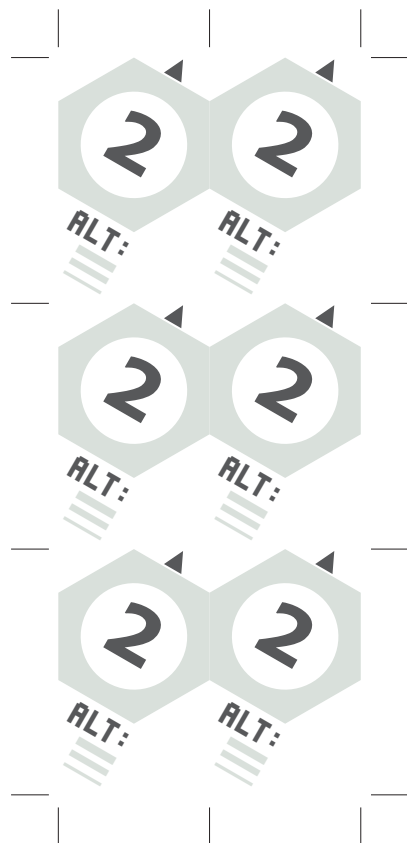
COLD COLD COLD COLD COLD



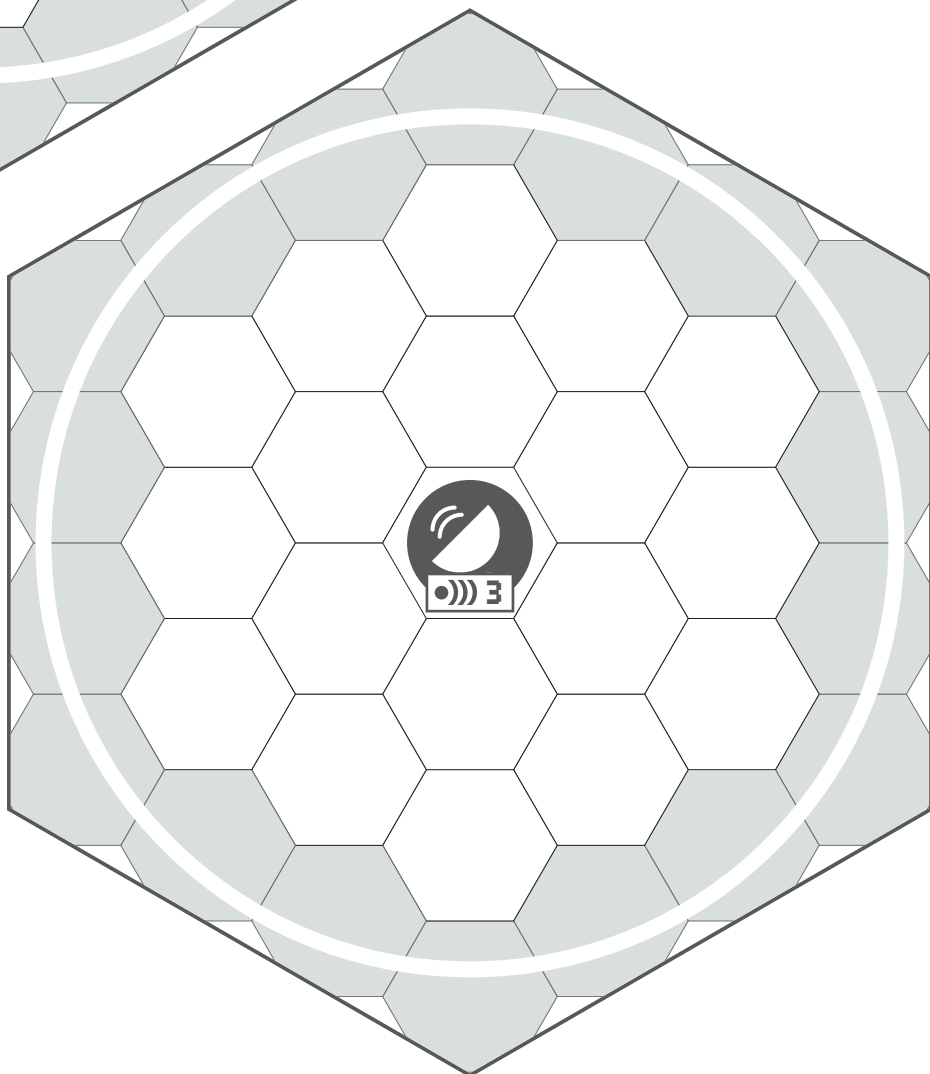
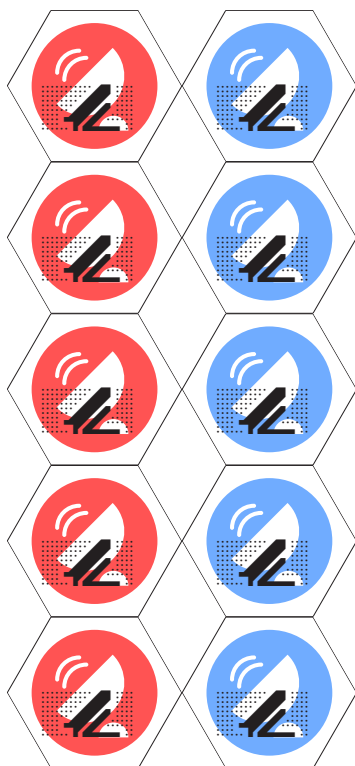
RADAR RANGES



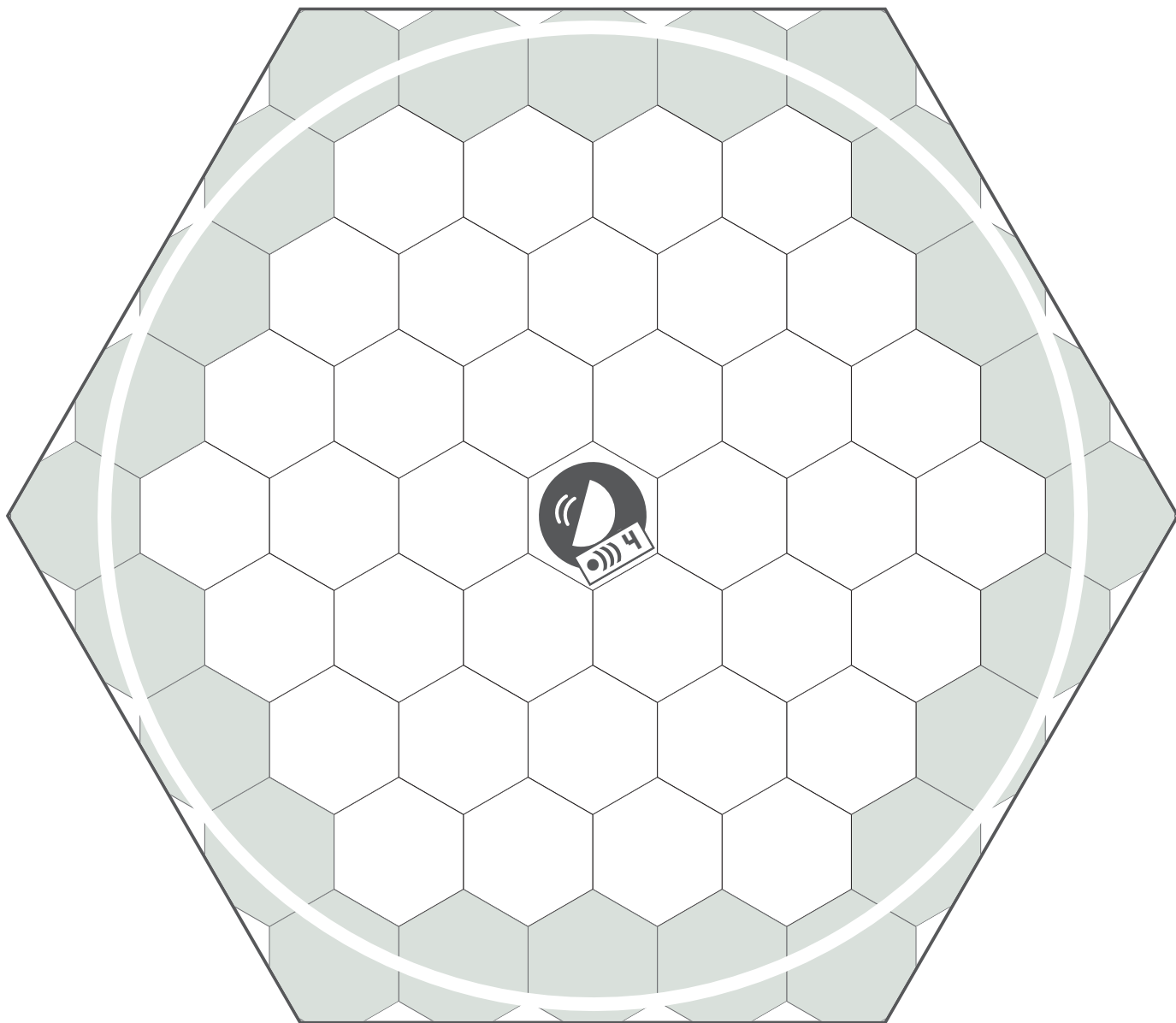
2ND STEP MARKERS



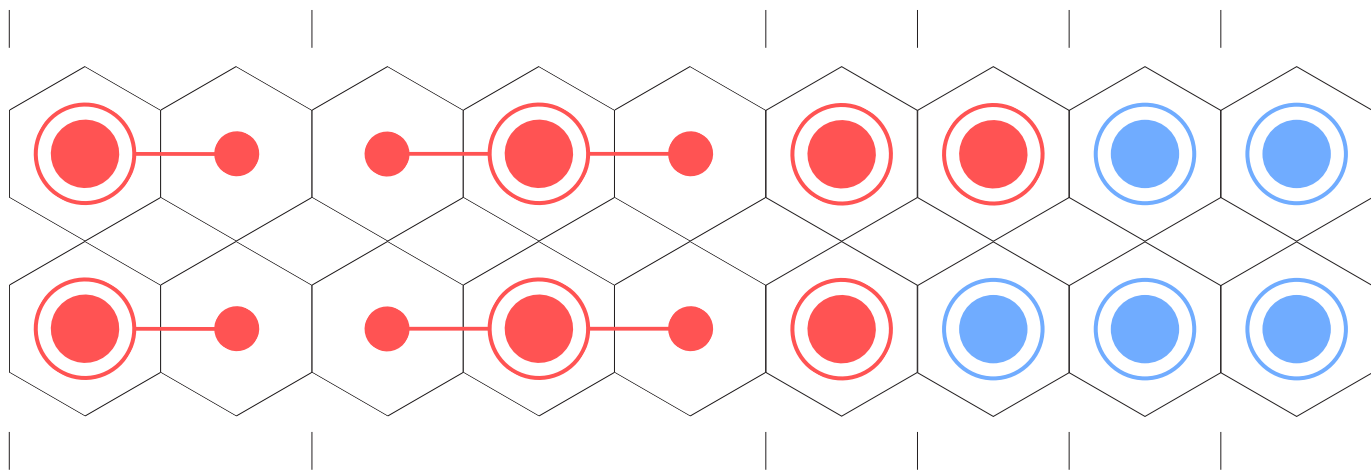
SAM SITE MARKERS



RADAR RANGE



GROUND TARGETS



SCORESHEET		EVENT NAME:	
		DATE:	
SCORE SCENARIOS	RED TEAM:	BLUE TEAM:	
Scn N°:			
Scn N°:			
Scn N°:			
Scn N°:			
Scn N°:			
Scn N°:			
TOTAL			

SCORESHEET		EVENT NAME:	
		DATE:	
SCORE SCENARIOS	RED TEAM:	BLUE TEAM:	
Scn N°:			
Scn N°:			
Scn N°:			
Scn N°:			
Scn N°:			
Scn N°:			
TOTAL			