



Space Station Assembly

Here follows a rough guide on how to assemble the space station using magnets, this is my preferred method IMO as it allows you to easily swap out parts from future upgrade kits!

You will need

Drill

5/6mm rare earth magnets

Carbon fibre/ brass rod for pinning the central column

Super glue

Step 1

Glue the bottom section of the station to the base then drill a hole in this part and the main central structure. This will give it the additional strength as it supports the whole weight of the station. We don't want this thing tumbling down mid game!





Step 2

As with the lower section drill a hole in the top of the central tower to take a large pin then drill a mating hole in the bottom of the saucer section. I would recommend just gluing this pin into this section so that you can simply disassemble the parts for storage/transport



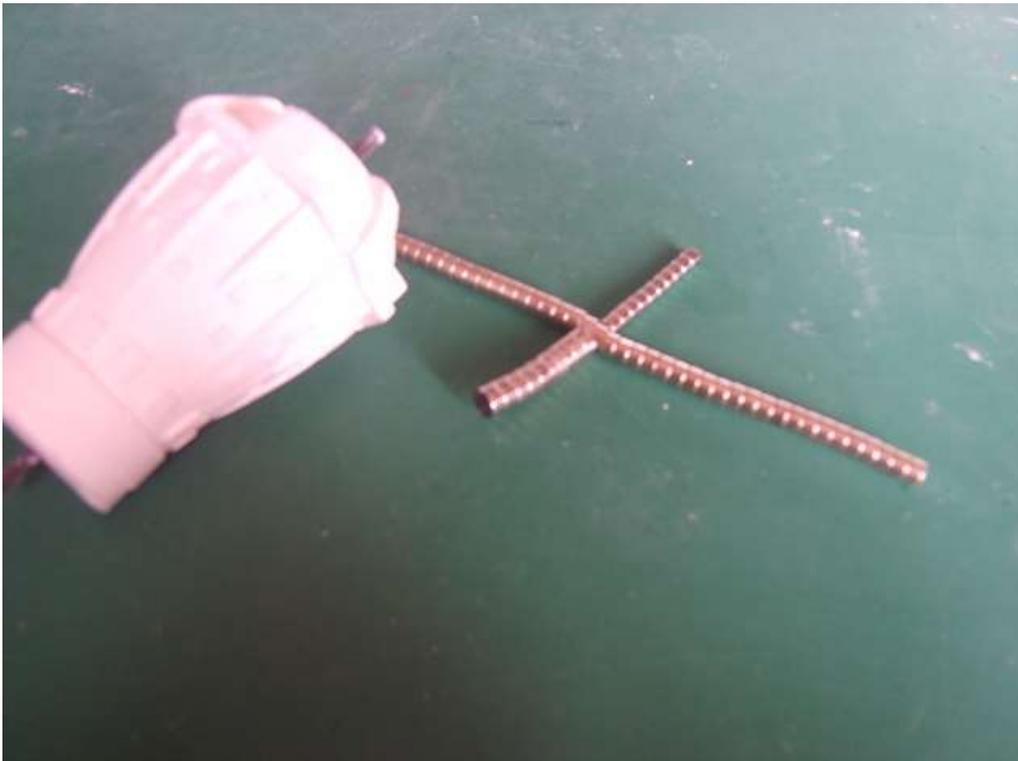


You should now have a pretty solid central section that consists of 3 separate parts, the bottom with attached base, central tower and saucer, all 3 parts should simply slot together and pull apart...magic!

Step 3

Fun with magnets!!

I recommend 5mm/6mm diameter rare earth magnets for this task, the smaller they are the less chance you have of busting the sides as you drill, 5mm seems to be the smallest you can go with and still retain enough clout to hold the bits together



It's simply a matter of drilling a 5mm hole (if you are using 5mm magnets) where you want to mount the parts. For instance to hold the main bays onto the saucer I chose to put my magnets right in the middle of the area where they sit. If the hole is a little tight simply scrape it out a little with the edge of a craft knife blade until the magnet fits snug. Drop a little super glue in the hole and around the inside edges then push the magnet in. Best way of doing this is to keep the magnet on the 'stem' of other magnets, push it in then slide away the other magnets using your thumb nail to hold it in place. You can level the magnet out using the blunt end of pencil or the handle of you craft knife (lot of them are aluminium) but don't use anything metal or it will just suck that little fella right out again!



Now the slightly tricky bit, you have to line up on the other section where the magnets will meet. First things first let the glue dry **THOROUGHLY** before you try to mate up the magnets or it will just end in tears. I promise you, I have been impatient too many times and still haven't learned my lesson!



I find the easiest way of marking where your opposite magnet needs to go (on an irregular area) is to simply put a blob of paint on the mounted magnet then offer up your part so that it sits in place, the paint will leave a mark where you can drill the hole for the other magnet.





The arms use much the same principal but are actually much easier to match up, as long as you drill the holes central they should be fine but remember to level up those little magnets before they dry or your station arms will be flailing all over the place at weird and wonderful angles!





All those bits magnetised up and ready for assembly!



And there you have it, a totally modular space station which you can break down and build in any configuration you require for your games!