



highly detailed plastic assembly model kit

STAR TREK

KLINGON BIRD OF PREY



ASSEMBLY INSTRUCTIONS

GENERAL ASSEMBLY: This highly detailed kit features precision-tooled parts for ease of assembly, but care and patience must be exercised to achieve optimal results. It is recommended that the builder examine the instructions carefully and do a **dry test fit of parts before applying cement.** You will find this very helpful, as it will allow you to gain a clear understanding of how the parts fit together in order to best plan painting and final assembly.

SUB-ASSEMBLIES: Note that this kit is intended to be built in sub-assemblies. This makes building the kit far more manageable. It is very important to note that you will also find it extremely advantageous to **apply paint and decals to sub-assemblies before completing final assembly.** Please see the other side of this instruction sheet for details on complex paint and decal placement.

round2models.com SKILL LEVEL 2 AGE 10+ CEMENT REQUIRED PAINT REQUIRED
STARTREK.COM

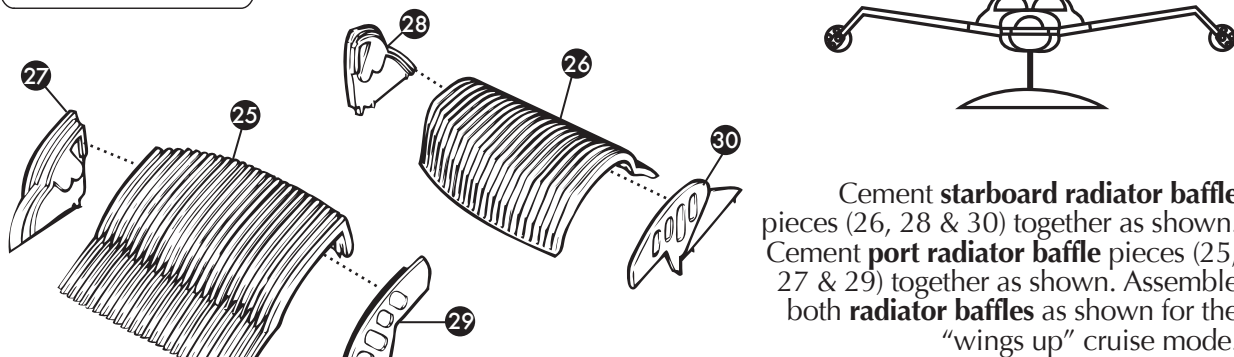
KEY TO NUMBERING SYSTEM

- 1 Opaque plastic part (1-59)
- 1 Step number (1-6)
- 400 Clear plastic part (400-401)

Special thanks to Edward Holt for developing the landing parts included in this kit. Buildup pictured by E James Small. For excellence in model building, visit his web site at smallartworks.ca

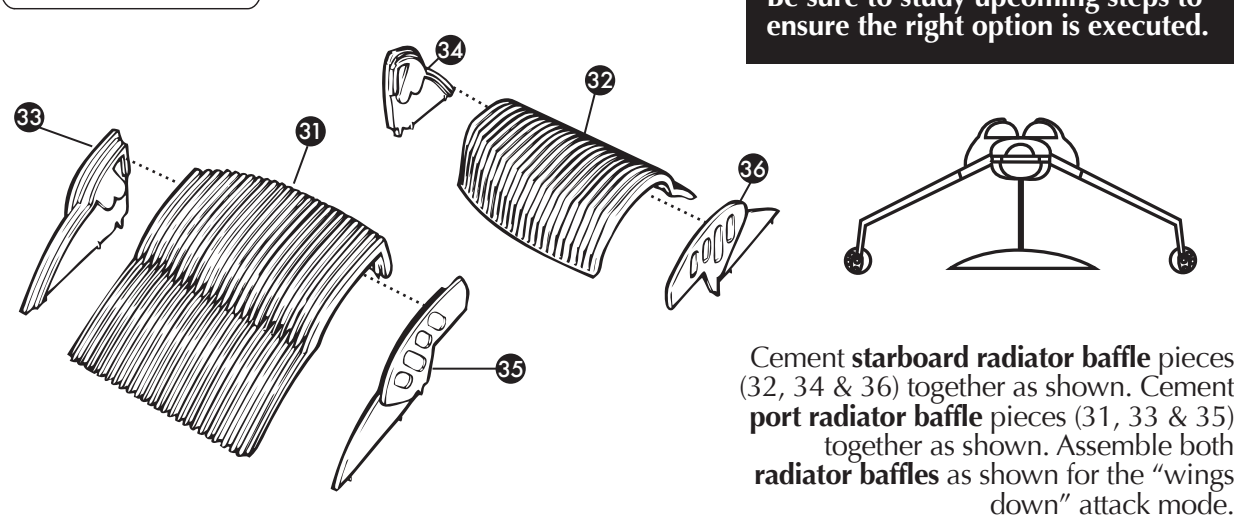
1 RADIATOR ASSEMBLY

CRUISE MODE



Cement **starboard radiator baffle** pieces (26, 28 & 30) together as shown. Cement **port radiator baffle** pieces (25, 27 & 29) together as shown. Assemble both **radiator baffles** as shown for the "wings up" cruise mode.

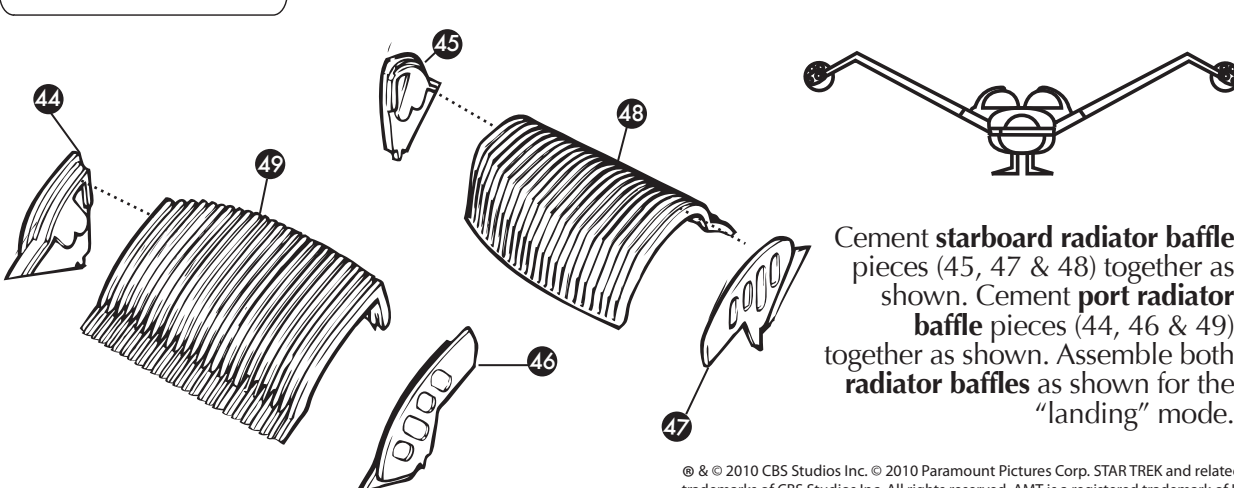
ATTACK MODE



NOTE: The builder has the option to build the ship in one of three modes. Be sure to study upcoming steps to ensure the right option is executed.

Cement **starboard radiator baffle** pieces (32, 34 & 36) together as shown. Cement **port radiator baffle** pieces (31, 33 & 35) together as shown. Assemble both **radiator baffles** as shown for the "wings down" attack mode.

LANDING MODE

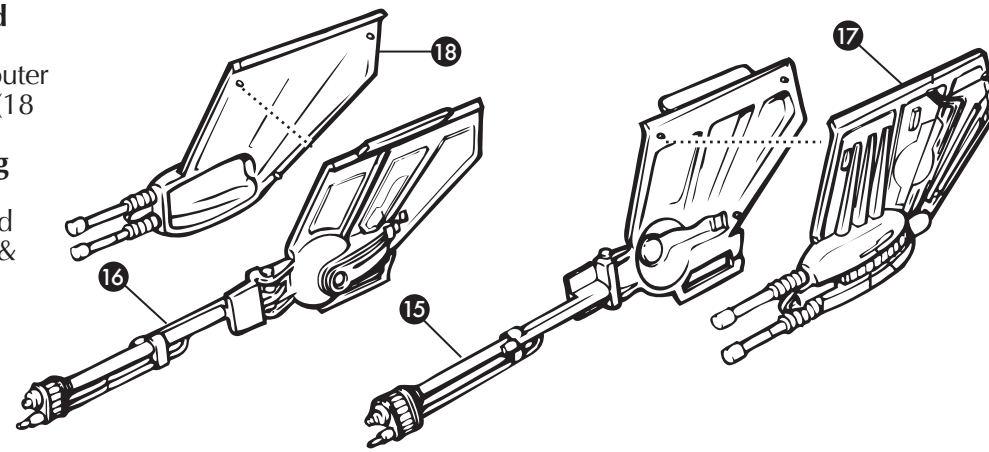


Cement **starboard radiator baffle** pieces (45, 47 & 48) together as shown. Cement **port radiator baffle** pieces (44, 46 & 49) together as shown. Assemble both **radiator baffles** as shown for the "landing" mode.

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2 WEAPONS ASSEMBLY

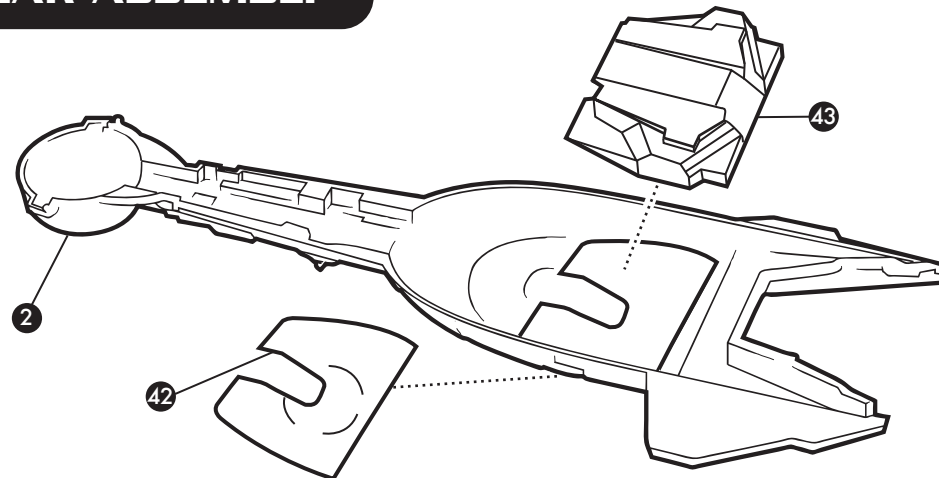
Cement **starboard wing pylon and phaser cannons** outer and inner pieces (18 & 16) together. Cement **port wing pylon and phaser cannons** outer and inner pieces (17 & 15) together.



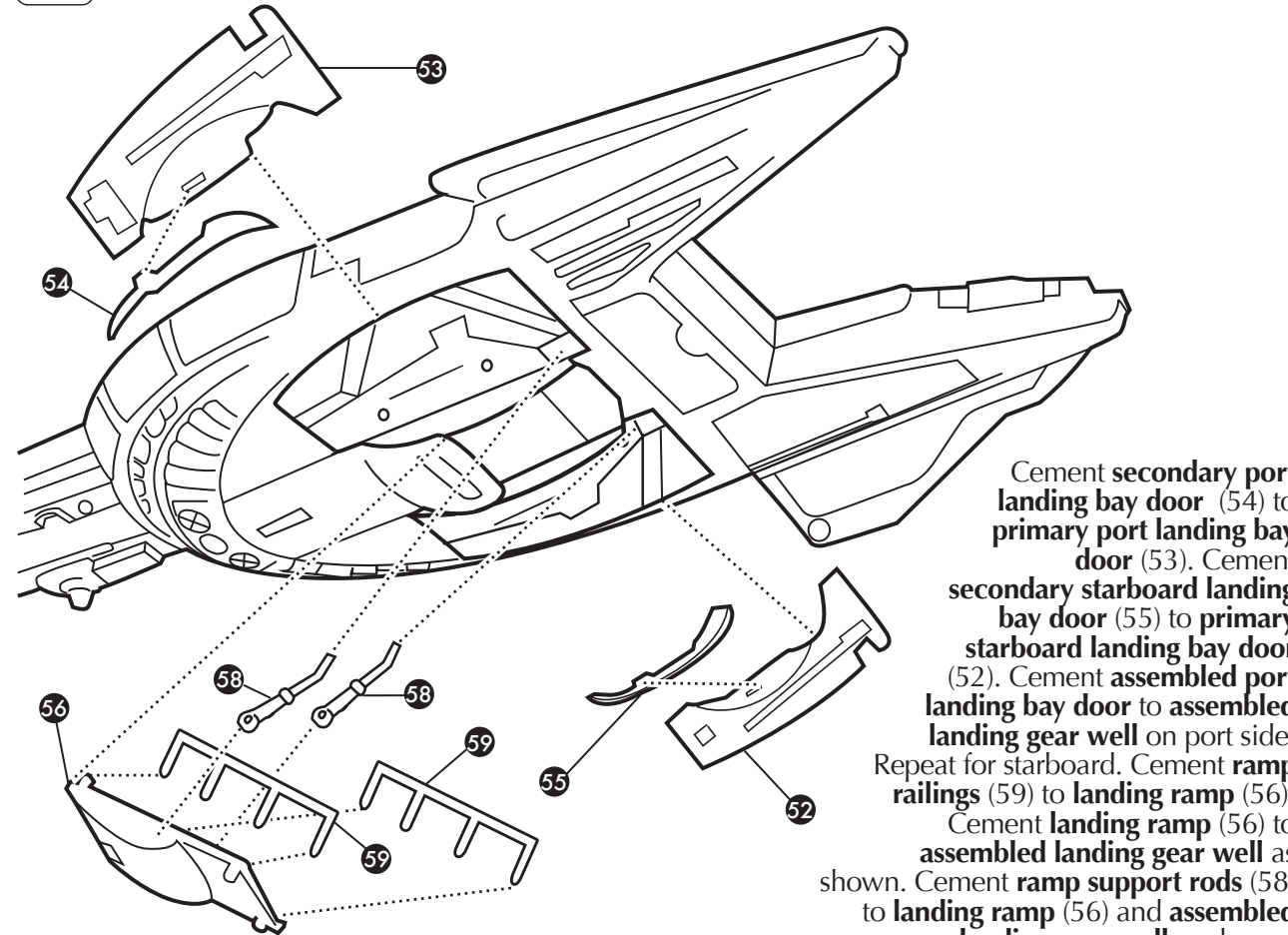
3 LANDING GEAR ASSEMBLY

A.

If building the ship in either flight mode, cement **closed landing bay doors** (42) and move ahead to step 4. If building in the landed mode, cement **landing gear well** (43) into **upper hull** (2) as shown and execute the following steps.



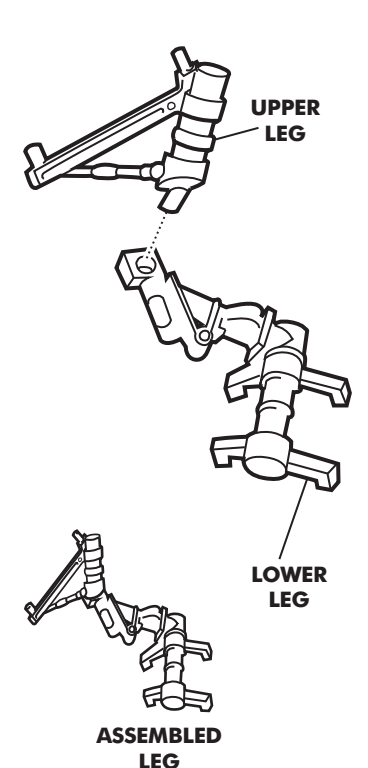
B.



Cement **secondary port landing bay door** (54) to **primary port landing bay door** (53). Cement **secondary starboard landing bay door** (55) to **primary starboard landing bay door** (52). Cement **assembled port landing gear well** on port side. Repeat for starboard. Cement **ramp railings** (59) to **landing ramp** (56). Cement **landing ramp** (56) to **assembled landing gear well** as shown. Cement **ramp support rods** (58) to **landing ramp** (56) and **assembled landing gear well** as shown.

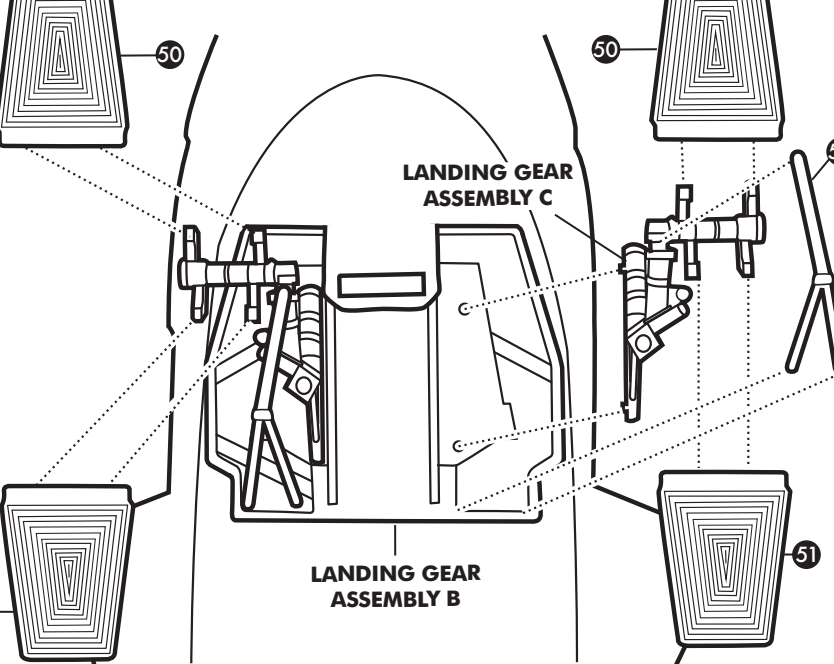
C.

Cement **upper legs and lower legs** together as shown.



D.

For additional landing gear assembly tips, visit our website at round2models.com/workbench



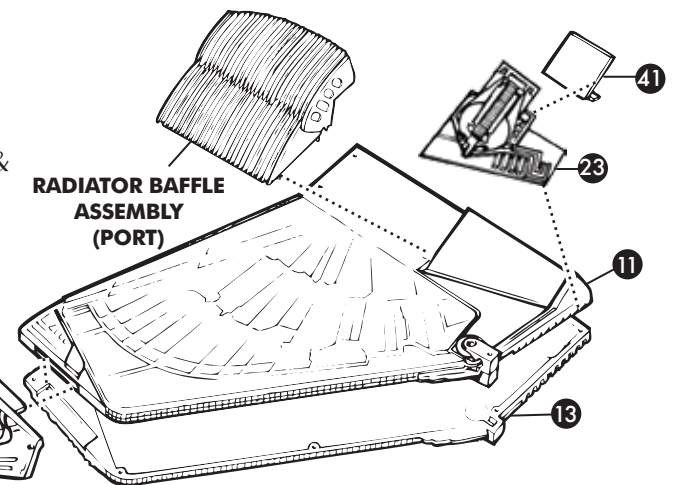
Cement **landing gear assembly C** into **landing gear assembly B** as shown. Cement **landing gear support** (57) onto **landing gear assembly B** and **landing gear assembly C** as shown. Cement **foot pads** (50 & 51) to **landing gear assemblies C**.

4 WING ASSEMBLY

PORT

Cement **upper port wing** (11) and **lower port wing** (13) together. Cement **inner cooler** (41 & 23) together. Cement **assembled inner cooler** to **assembled port wing** as shown. Cement **port wing pylon and phaser cannon assembly** to **assembled port wing**. Cement the chosen **port radiator baffle assembly** to **assembled port wing**.

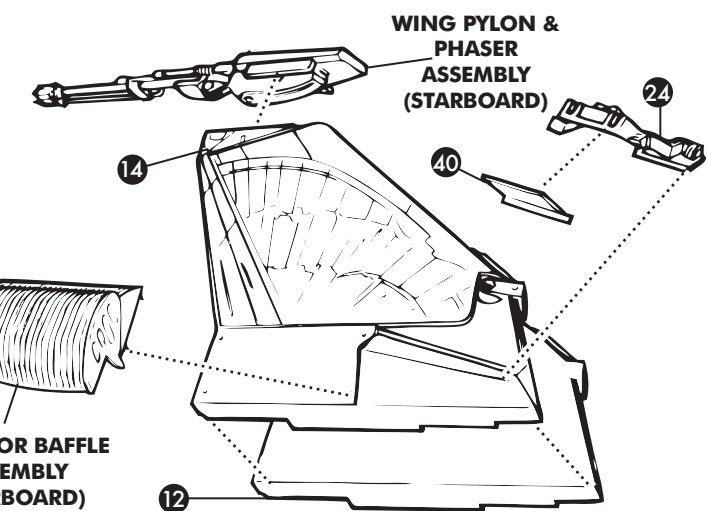
WING PYLON & PHASER ASSEMBLY (PORT)



STARBOARD

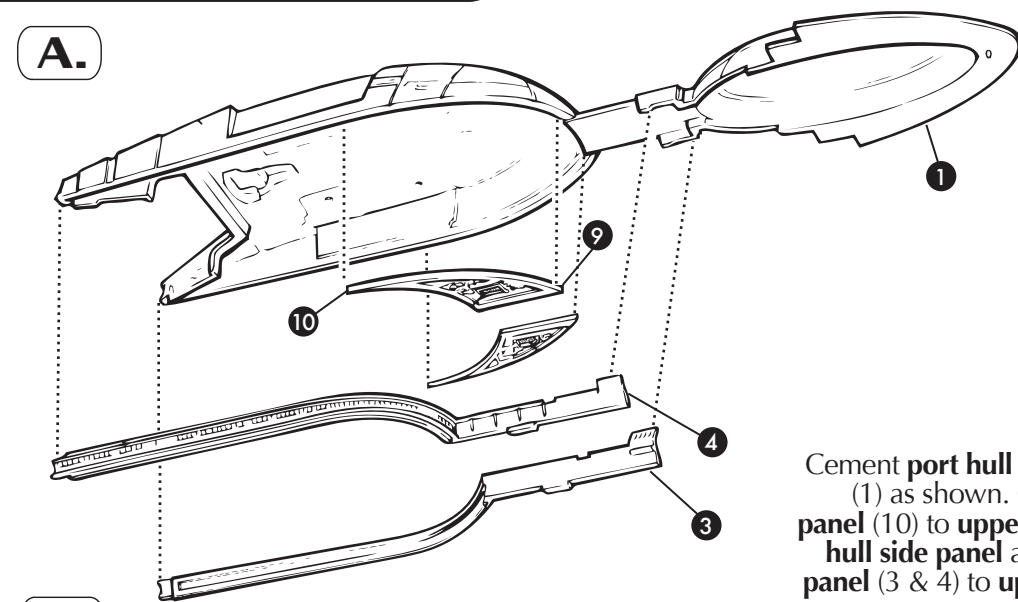
Cement **upper starboard wing** (14) and **lower starboard wing** (12) together. Cement **inner cooler** (40 & 24) together. Cement **assembled inner cooler** to **assembled starboard wing** as shown. Cement **starboard wing pylon and phaser cannon assembly** to **assembled starboard wing**. Cement the chosen **starboard radiator baffle assembly** to **assembled starboard wing**.

RADIATOR BAFFLE ASSEMBLY (STARBOARD)



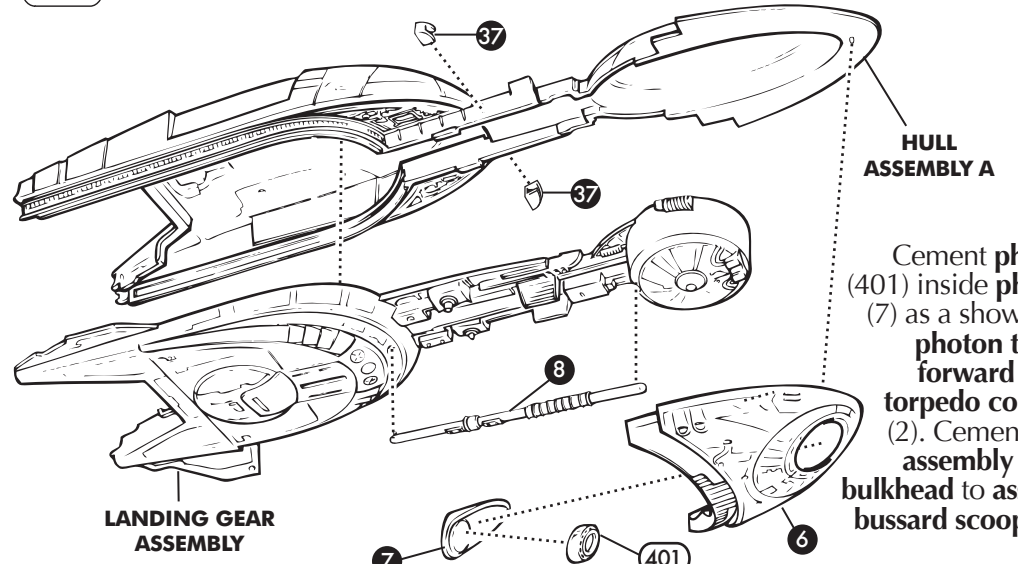
5 HULL ASSEMBLY

A.



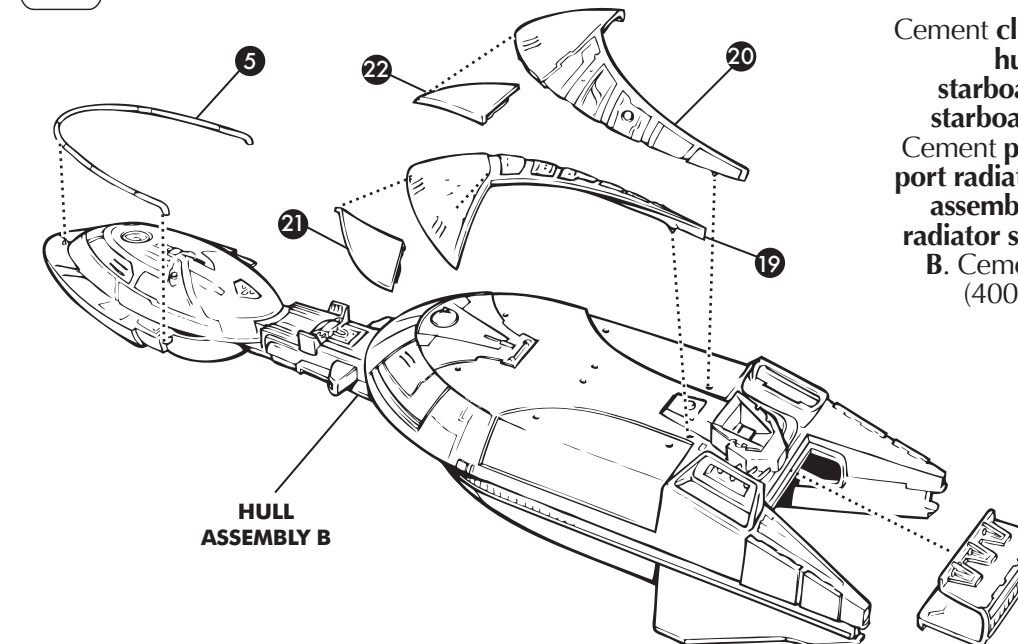
Cement **port hull panel** (9) to **upper hull** (1) as shown. Cement **starboard hull panel** (10) to **upper hull** (1). Cement **port hull side panel** and **starboard hull side panel** (3 & 4) to **upper hull** (1) as shown.

B.



Cement **photon torpedo emitter** (401) inside **photon emitter housing** (7) as shown. Cement **assembled photon torpedo emitter** inside **forward bulkhead** (6). Cement **torpedo conduit** (8) to **lower hull** (2). Cement **lower hull** (2) to **hull assembly A**. Cement **assembled bulkhead** to **assembled hull**. Cement **bussard scoops** (37) to both sides of **hull assembly A**.

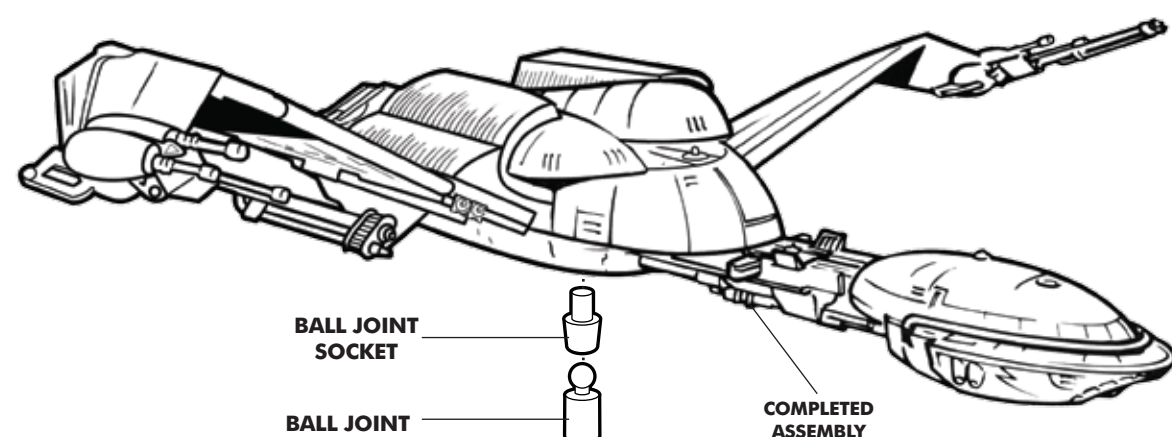
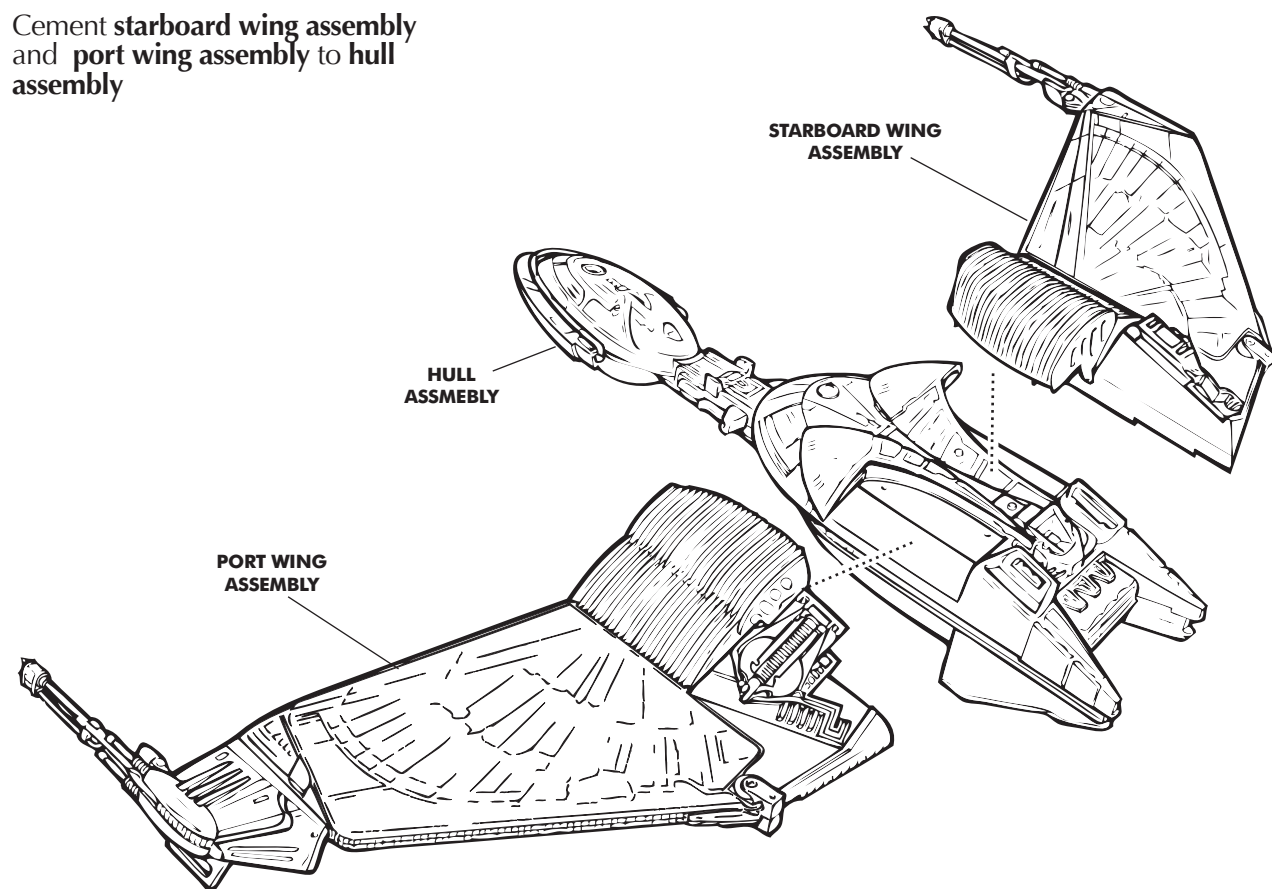
C.



Cement **cloaking generator** (5) to **hull assembly B**. Cement **starboard shield panel** (22) to **starboard radiator shield** (20). Cement **port shield panel** (21) to **port radiator shield** (19). Cement **assembled port and starboard radiator shields** to **hull assembly B**. Cement **warp drive housing** (400) to **hull assembly B** as shown.

6 FINAL ASSEMBLY

Cement starboard wing assembly and port wing assembly to hull assembly



If building one of the in-flight modes, insert metal rod into dome base. The base can be used with or without the use of the ball joint. If desired, insert ball joint into socket and place on top of metal rod. Insert ball joint top into model. It may be necessary to add a drop of glue to the ball joint to hold the model steady.



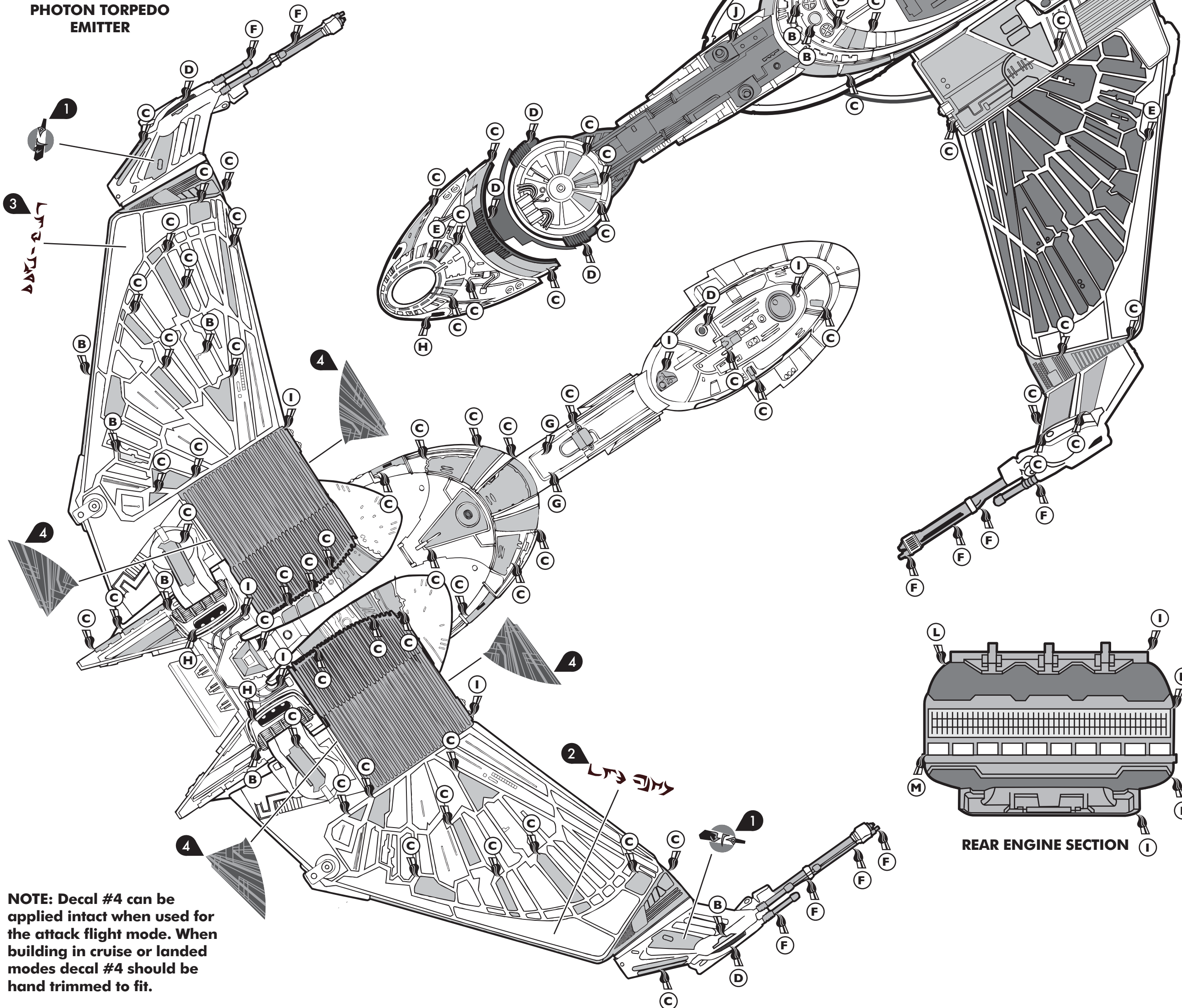
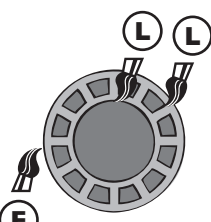
KEY TO SYMBOLS

4 Decal number A Paint color Paint area Cut decal

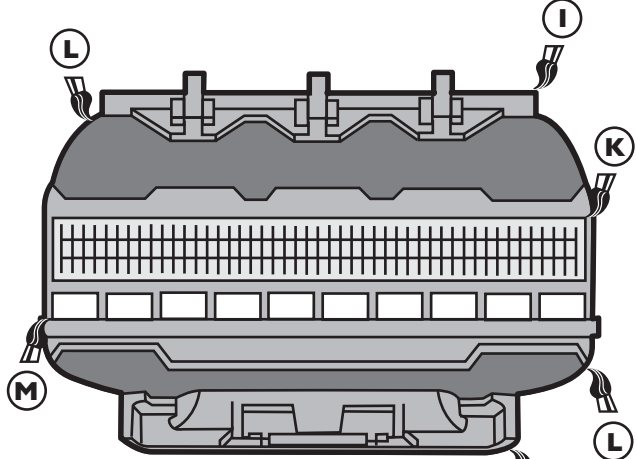
- (A) Pale Green FS342267/ Model Master #1716
- (B) Light Ghost Gray FS36375/ Model Master #1728
- (C) Green Zinc Chromate Model Master #1734
- (D) Rust Model Master #1785
- (E) Insignia Red FS31136/ Model Master #1705
- (F) Gun Metal Model Master #1795
- (G) Flat White FS37875/ Model Master # 1768
- (H) Flat Black FS37038/ Model Master# 1749
- (I) Steel Model Master# 1780
- (J) Sac Bomber Green FS34159/ Model Master # 1793
- (K) Turn Signal Amber Model Master Acrylic #4624
- (L) Clear Red Model Master Acrylic #4630
- (M) Flat WhiteFS37875/ Model Master Acrylic #4769

DECAL APPLICATION:

1. Dip the decal in water for 10 seconds. For best results, mix one drop of common dish washing detergent per cup of lukewarm water.
2. Place the wet decal on paper towel and wait 30-60 seconds until the decal is movable on paper backing.
3. Wet the area of the model to be applied to.
4. Hold the decal face up, in position on model and slide backing away from under it.
5. Once positioned correctly, absorb excess water with a paper towel. Starting in the center of the decal, blot out air bubbles toward the edges with a soft damp cloth.
6. Let decals dry completely before handling.



PAINING TIP: PAINT ENTIRE SHIP WITH THE EXCEPTION OF THE RADIATOR BAFFLES PALE GREEN. ONCE ALL DETAILS ARE PAINTED, APPLY A WASH OF RUST AND STEEL OVER ENTIRE SHIP.



NOTE: Decal #4 can be applied intact when used for the attack flight mode. When building in cruise or landed modes decal #4 should be hand trimmed to fit.