

BATTLESTAR GALACTICA

COLONIAL ICE CREAM RAM



This cardmodel is free. It is a non-profit fan project and for personal use only. No commercial use.

Battlestar Galactica ©, ® and ™ 1978 - 2008 Universal City Studios / Sci-Fi Channel. No infringement intended.

Even in the darkest times you need some fun to cheer up and relax.

So I give you the first

Colonial Ice Cream Ram!

It is a “DESSERT” paint scheme” (no “DESERT” paint scheme - sorry! ;-), and what would make for a better dessert than some delicious ice cream?

Many thanks to Rhaven Blaack who gave me the idea for it when he accidentally made a typo.

Please post pictures of your builds on www.zealot.com.

Have fun and enjoy - and take care and stay healthy!



4/2020

General notes and tips:

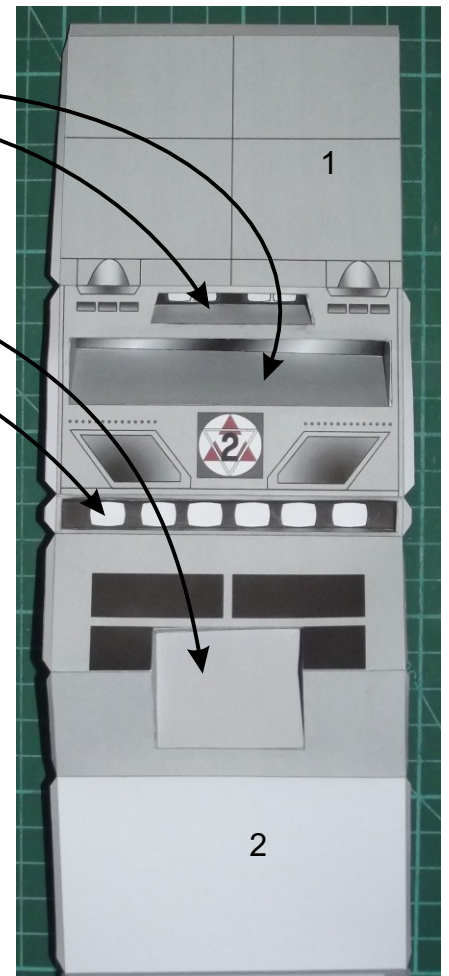
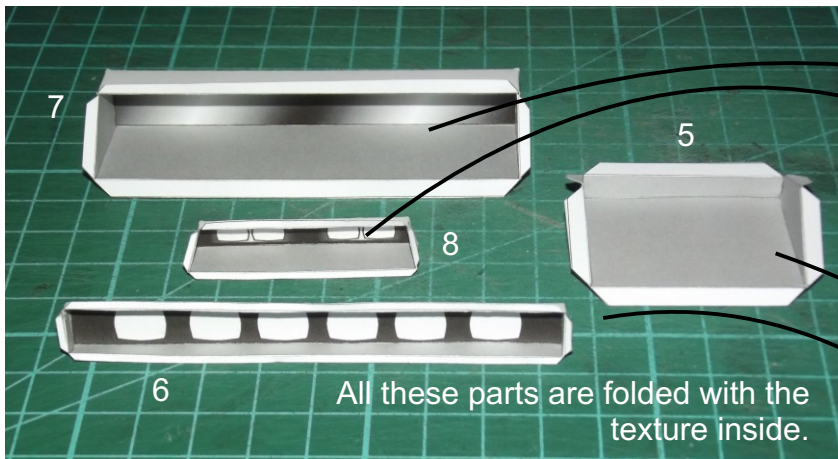
Pages 2 - 5 show the original paper model since the build steps are identical. Use the respective parts of this kit. Parts 7, 9 & 19 have been revised and look slightly different than in the pictures. The Ice Cream Ram prototype features a simplified front and undercarriage / tracks.

Do NOT cut out the white areas of parts 3, 4 & 34. These areas were uncoloured to save ink and will be covered by detail parts. Cut out all areas marked with a ✂.

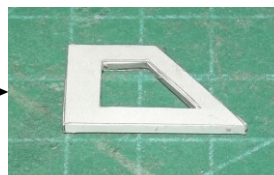
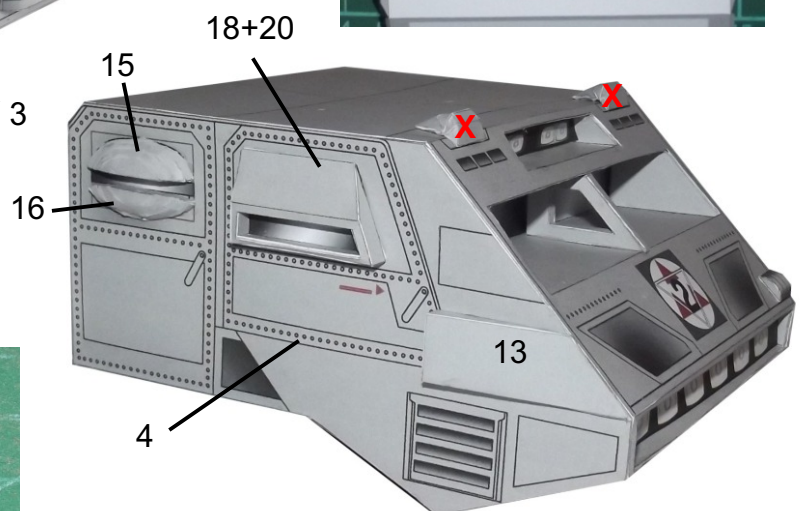
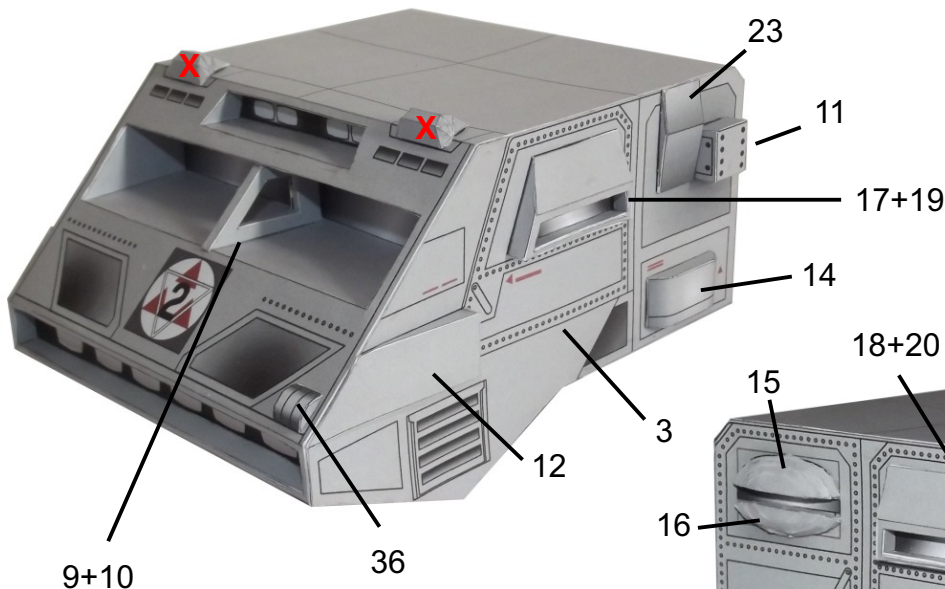
Some pages have to be printed multiple times. Please refer to the info on the parts pages.

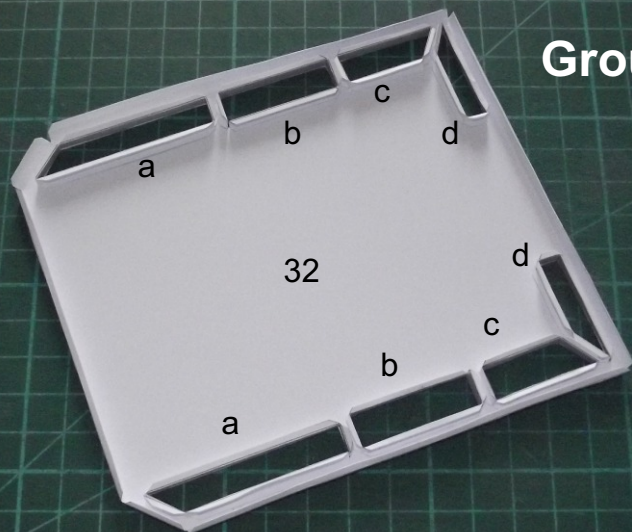
Many parts come with very small or no glue tabs. Work carefully and take your time.

Parts 20 & 21 are omitted (✗).

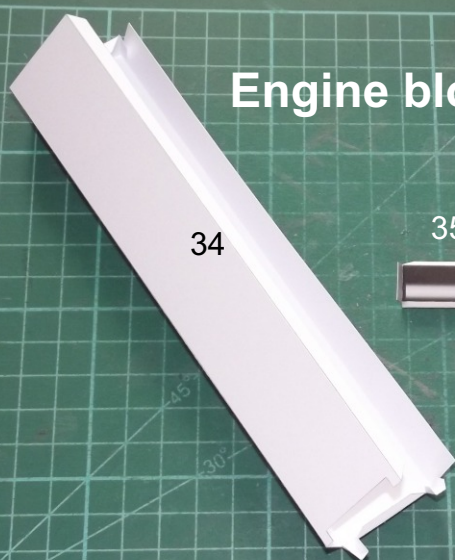
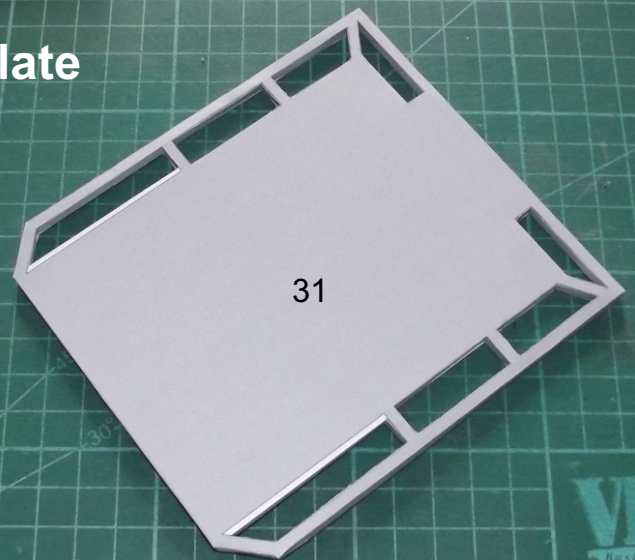


Command module

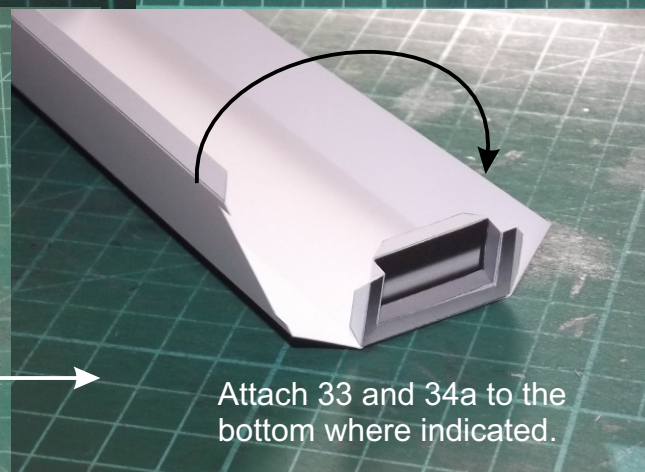




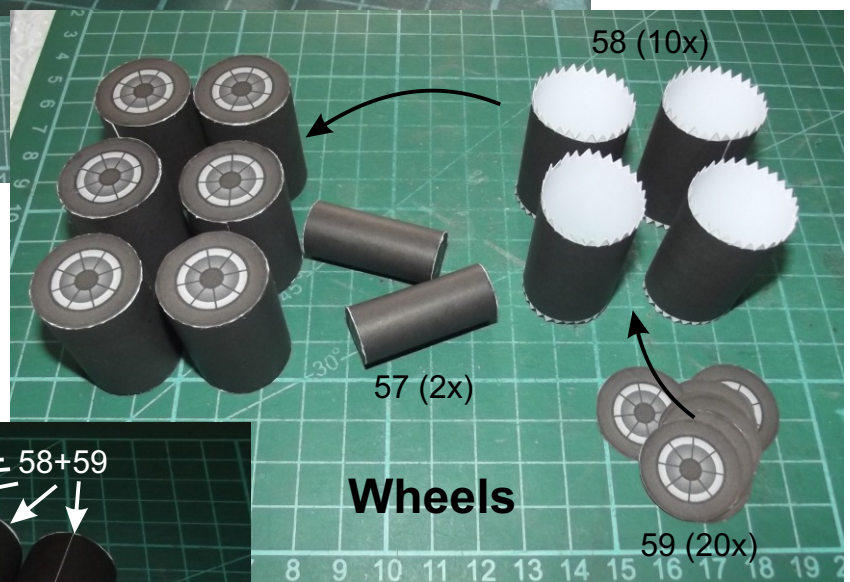
Ground plate



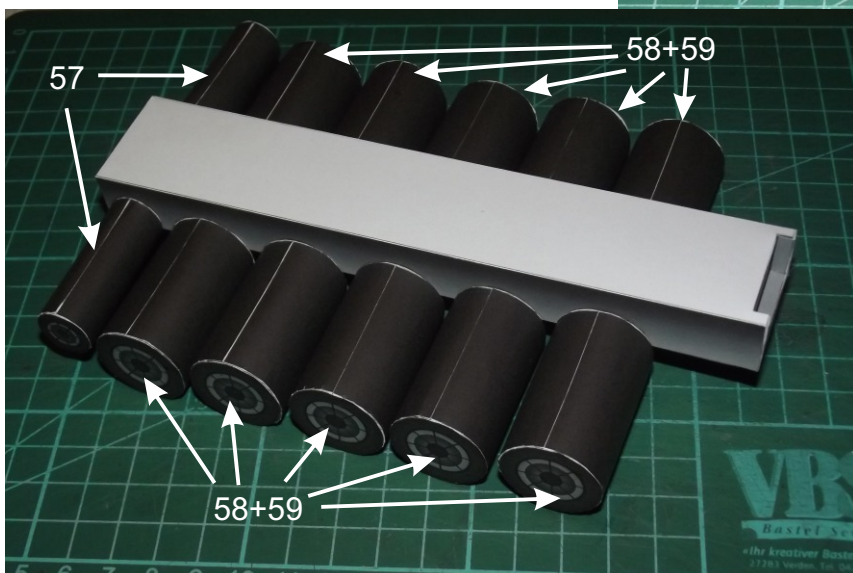
Engine block



Attach 33 and 34a to the bottom where indicated.



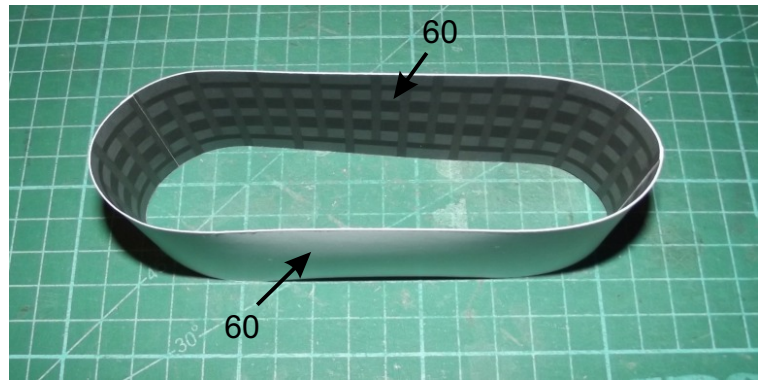
Wheels



The white markings on 34 show where to attach the wheels.

Tracks

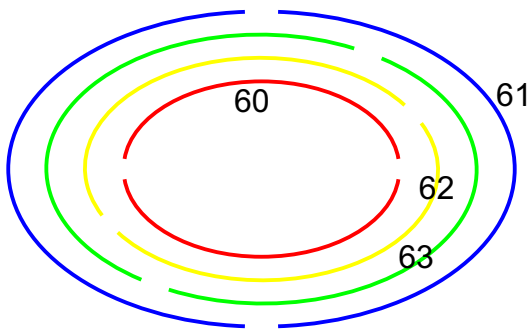
Glue two parts 60 to a ring with the texture inside. Pre-shape the ring (with a big felt-tip or stick) so that it looks like this:



Thicken the ring by glueing two parts 62 and then two parts 63 around it. Then glue two parts 61 around the laminated ring, this time with the texture outside. Due to thickness of paper and accuracy of assembly it may be necessary to trim / shorten the laminated layers a bit.



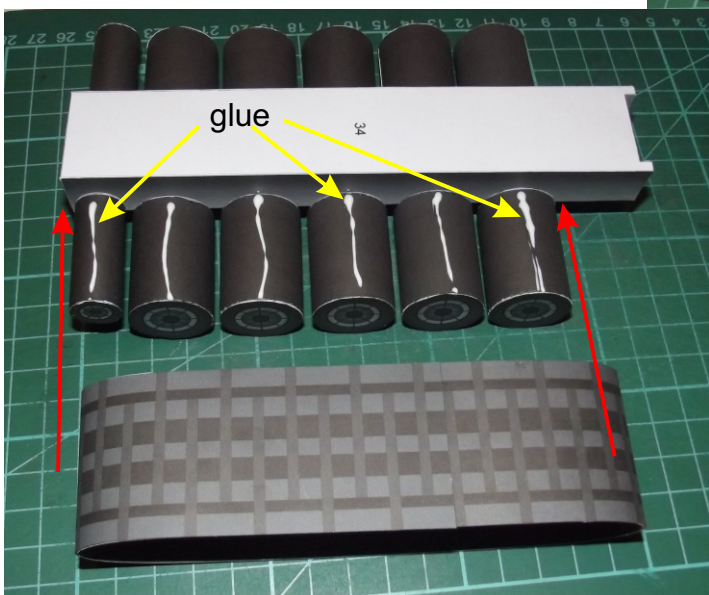
Important: The glue lines of the single parts must not match to stabilize the ring. Glue the onion layers together like this:

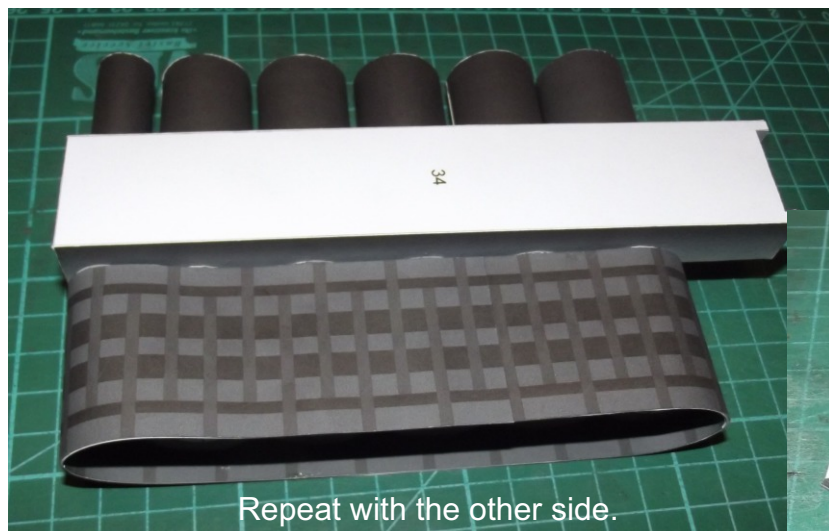


Do not use water-based glue or the result will be sloppy. While glue is curing make sure that the parts keep their shape, e. g. by using a rubber band or putting a weight on them:



Apply a streak of glue to each wheel, slide the tracks over them and gently press the upper side down so that it clings to them. Keep pressing till glue has cured.



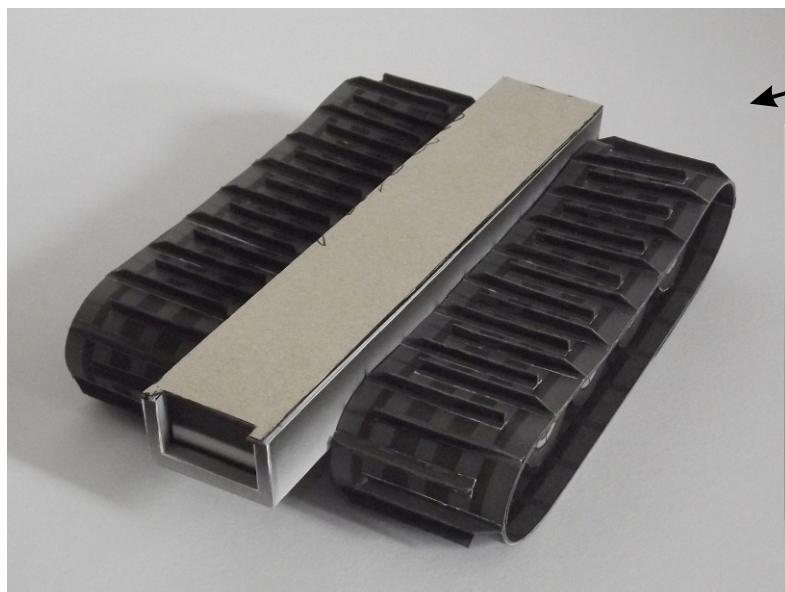
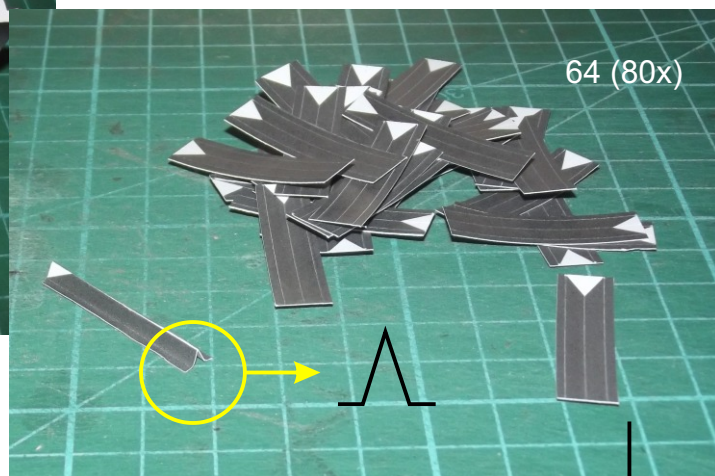


Repeat with the other side.

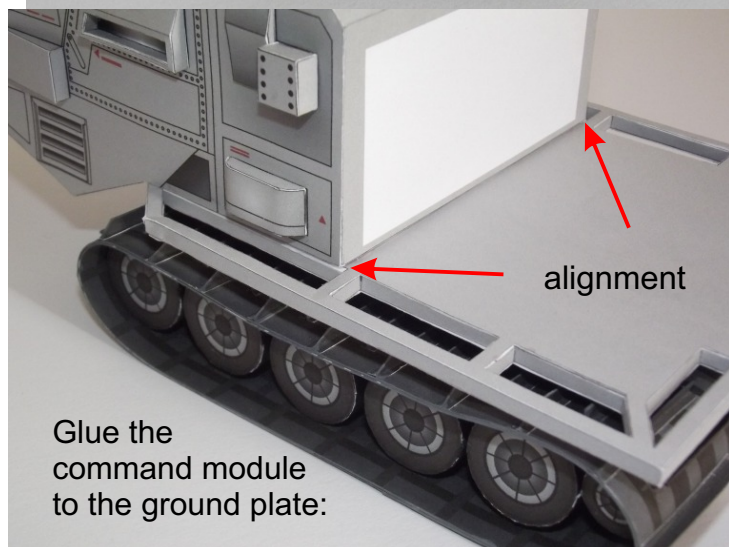
Glue parts 64 to the tracks as shown. The grey areas mark their positions. Cut the parts on the underside down a bit if the vehicle appears to “float” or “hover” above the ground.

Cover up all edges with dark grey water colours. Don't forget to paint the inner sides of the tracks facing the engine block.

Cut out parts 64, pre-shape them and glue them together. It is easier to cut them out as rectangles and to cut off the white triangle later.



Glue the ground plate to the engine block:



Bottom view.



Glue the command module to the ground plate: