

## 40k Tournament Terrain Set

Please watch the “**FAQ/Tricks and Tips**” video BEFORE you start putting this model together on our website under the instructions page <http://impudentmortal.com/instructions/> It will answer basic questions like what kind of glue to use, how to get the best paint results, etc.

Although the construction is relatively simple there are some small things that can cause large problems if you are not aware of them. We have provided lots of information in the videos and picture, but if you have any questions please feel free to email us at [impudentmortal@gmail.com](mailto:impudentmortal@gmail.com)

Some kits contain pieces that might not look like they are part of the kit. Please read through the instructions and double check before you throw any pieces away

### **IMPORTANT INFO ABOUT WORKING WITH THE GRAYBOARD**

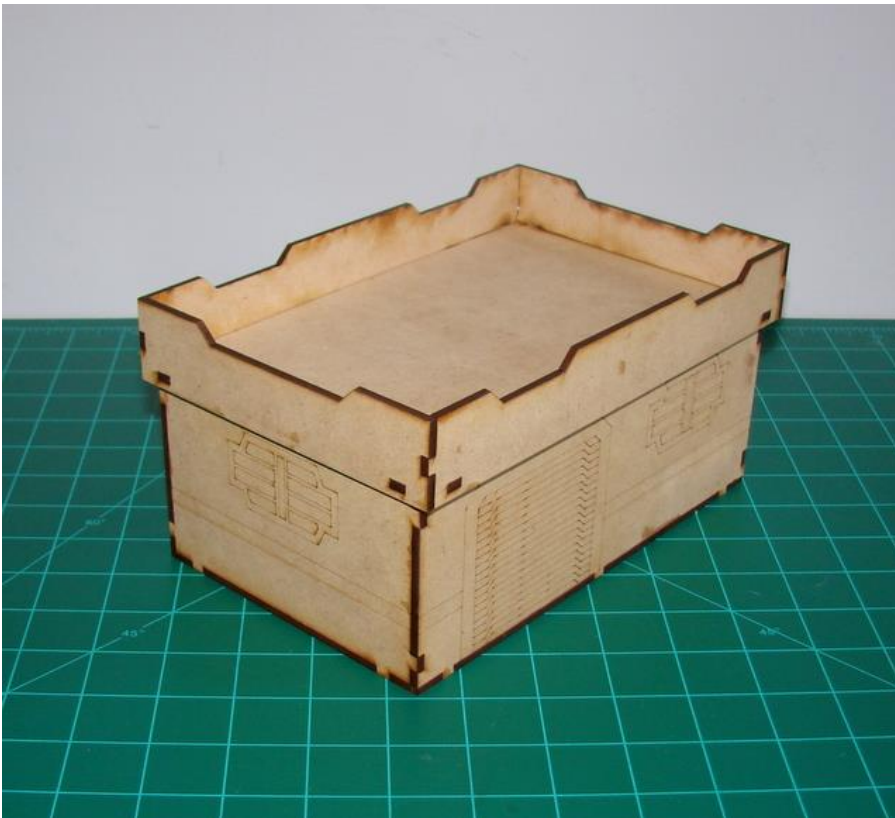
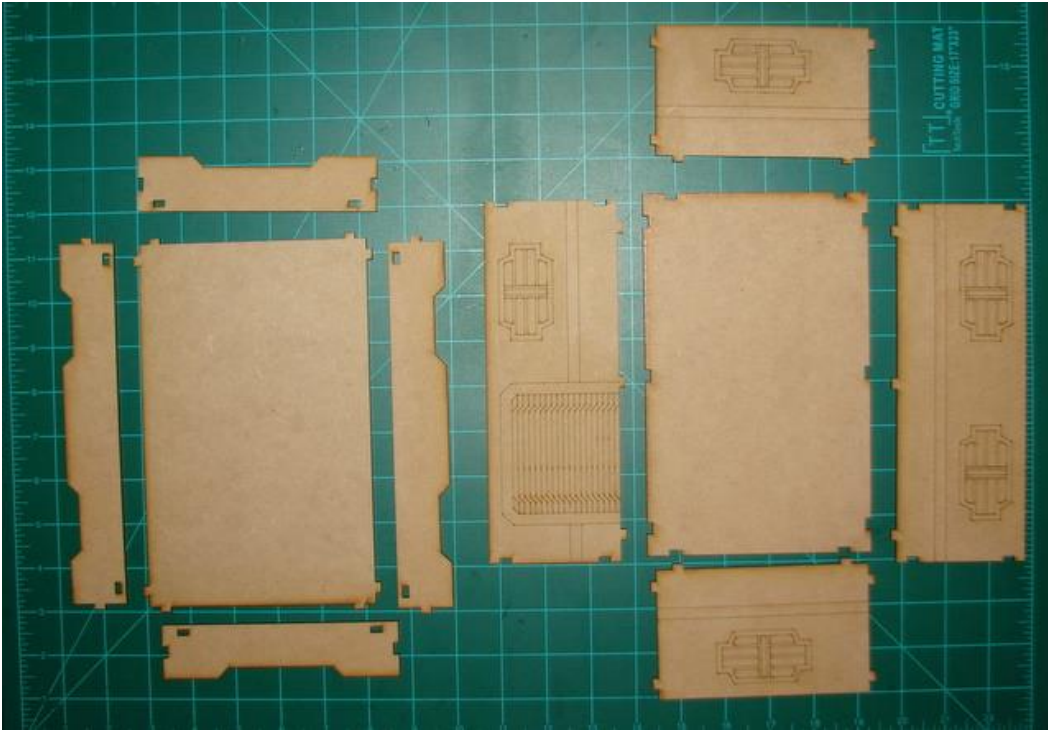
The lasering process produces a layer of soot on the grayboard that needs to be removed before your prime or paint it. The easiest way to do this is wipe it with a DRY napkin or paper towel.

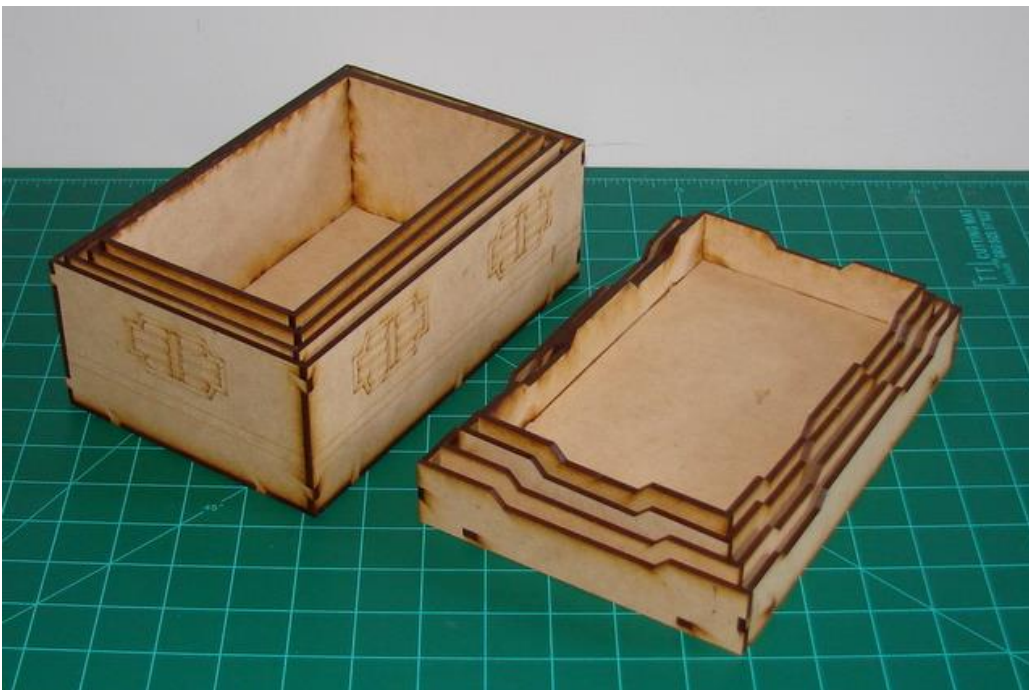
1. Remove any extra material that has not fallen out.
2. Clean pieces
3. Put together the pieces according to the pictures below.

# Bunker

Glue Pieces Together as shown

1/ There are 4 slightly different size bunkers, so if piece doesn't fit right it's because it's for another size bunker. But they all go together the same way as show below



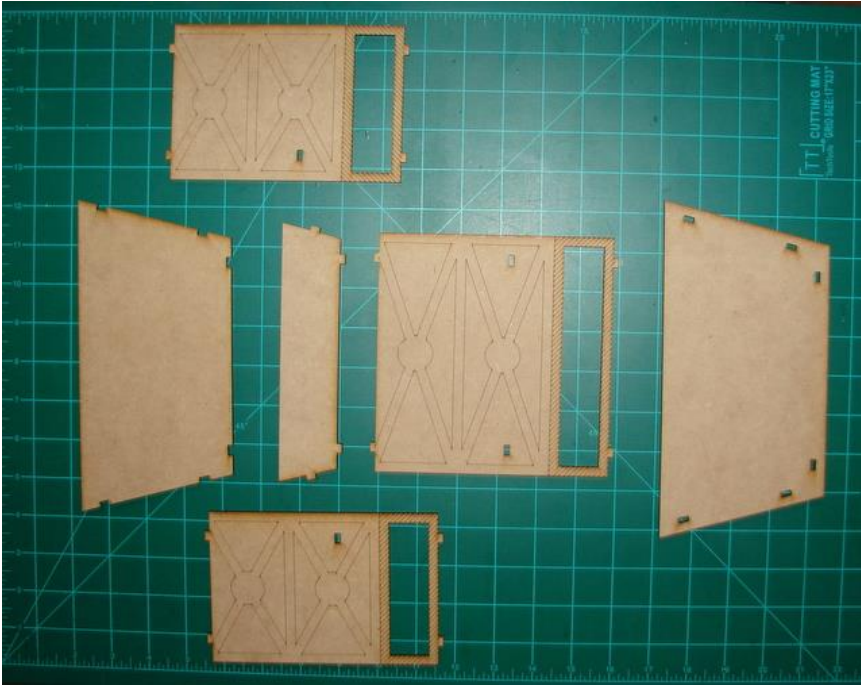


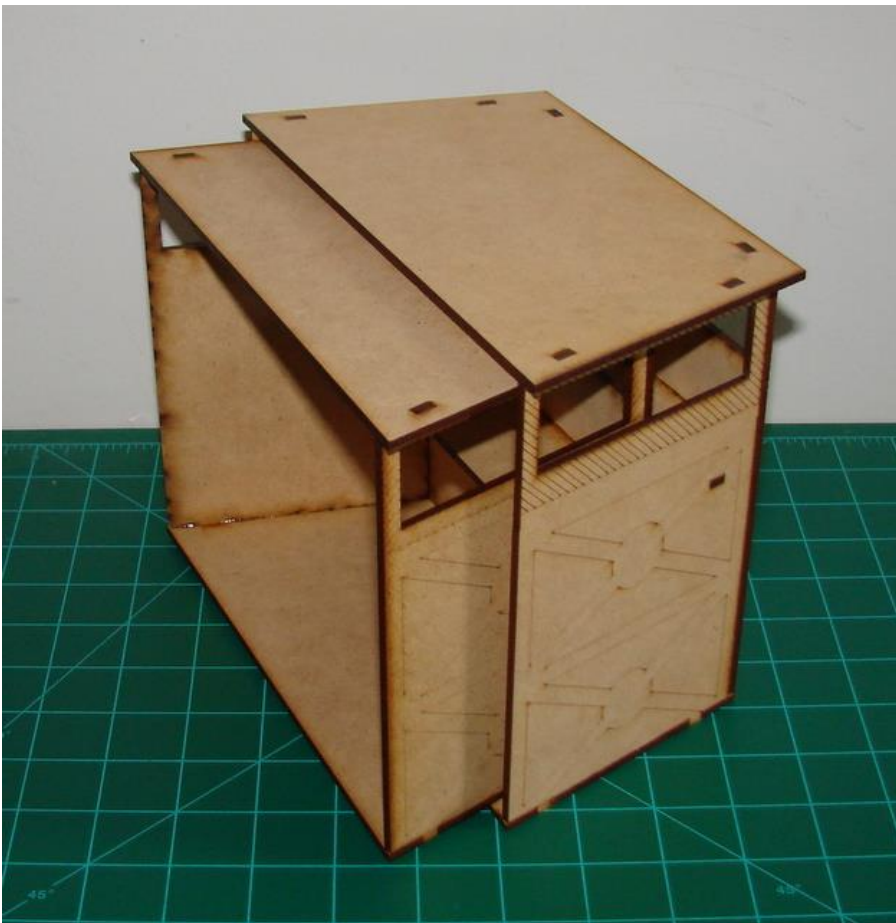


# Watch Tower

Glue Pieces Together as shown

1/ There are 2 slightly different size watch towers, so if piece doesn't fit right it's because it's for another size watch tower. The roof doesn't have to be glued on, it's up to you. But they all go together the same way as show below.

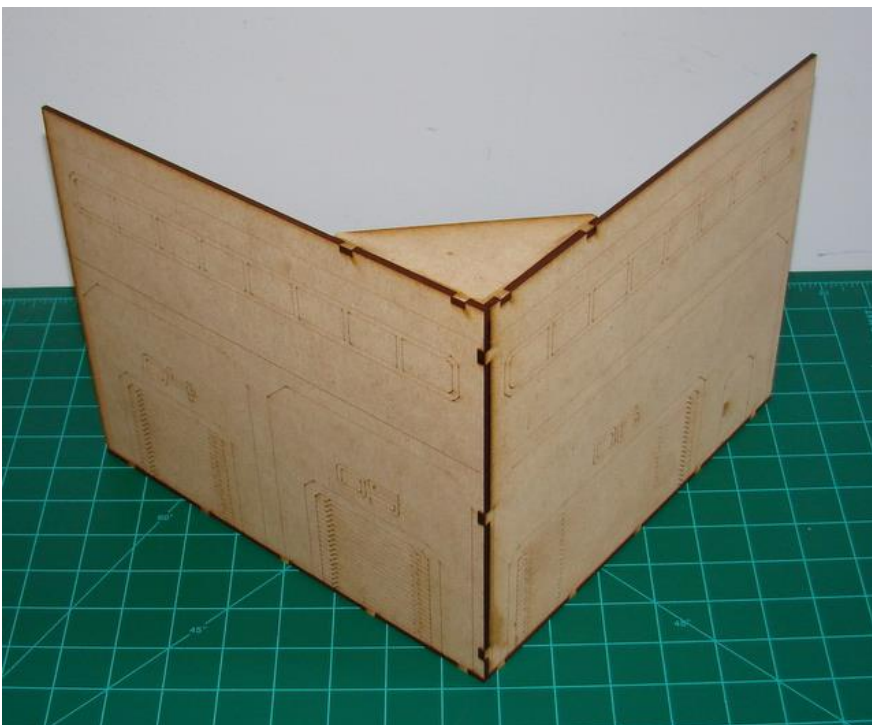
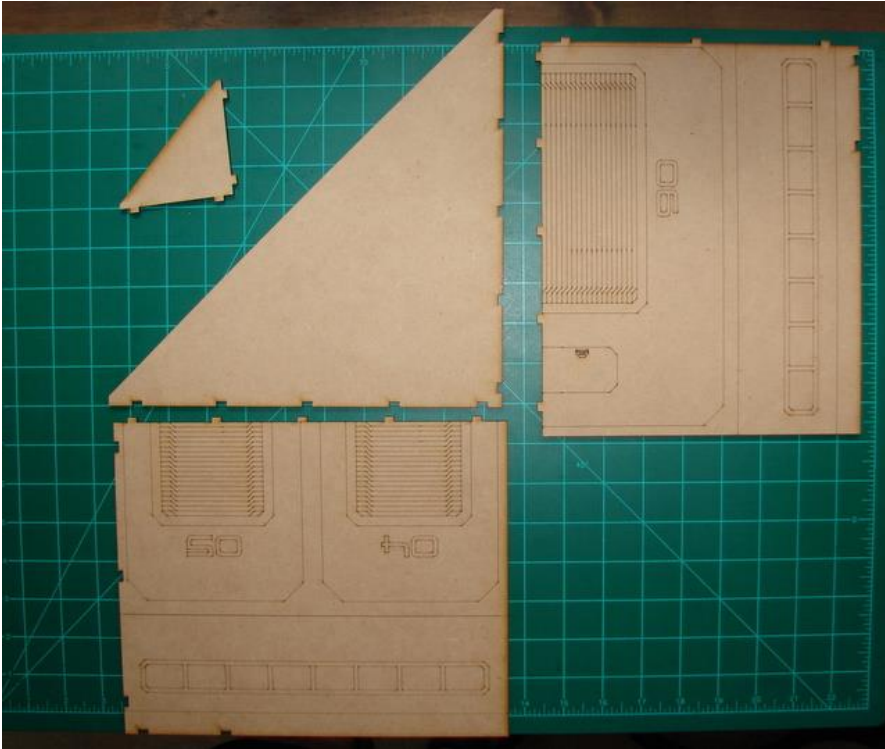




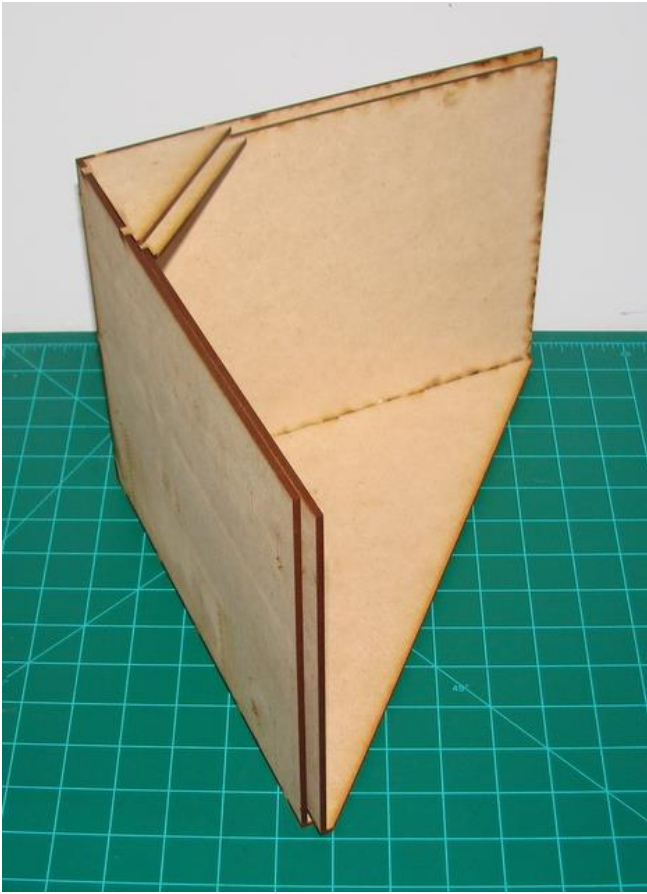
# Warehouse

Glue Pieces Together as shown

1/ There are 2 slightly different size Warehouse walls, so if piece doesn't fit right it's because it's for another size warehouse. But they all go together the same way as show below.







The entire set can be store in a 12 \* 12 area

