

You've downloaded scans of the cardboard terrain, found in the original Necromunda box set, and the Outlanders supplement. Simply print these out, and use ruler to check the proper scale of your print. Cut out each piece, and using white school glue, affix each to a piece of thin, but firm cardboard (comic book "backing boards" work well).

Some pieces are too large to fit in a standard scanner, or print on a standard printer. These have been segmented into two parts, which are labelled by matching letters. Just cut them out, and match them as close as possible. Some pieces are double sided, and need to be cut out, and folded around a piece of cardboard, to get art on both sides of the piece. Finally, other pieces are double sided, and need to be cut out, and glued to both sides of a pre-cut piece of cardboard (pages labelled: "Top F", and "Bottom F").

You'll still need plastic Bulkheads to use these. You can still order them from Gamesworkshop, by clicking the link below, which takes you to the GW store. If the link goes dead, or GW stops selling them, try eBay. Link also provided.

Click below:

Buy from Gamesworkshop

or

Search on eBay

ASSEMBLING YOUR BUILDINGS

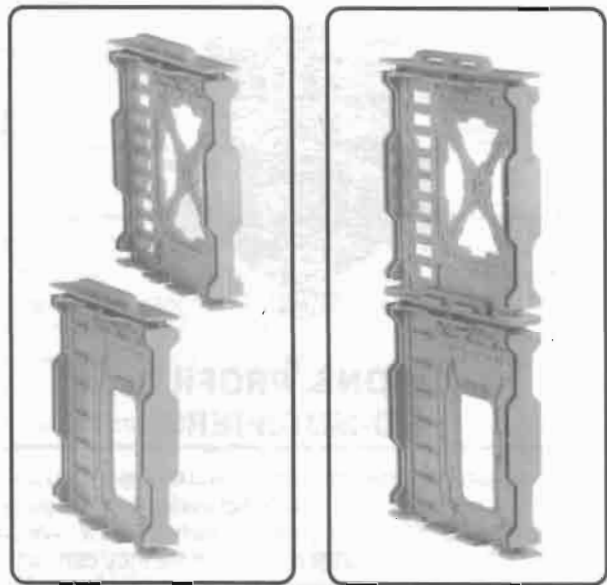
The card buildings included in Necromunda represent the urban clutter of the Underhive and form the basis of the game, providing cover for your gang and obstacles to your enemy.

The card buildings are designed so that they can be clipped together with just the plastic bulkheads provided.

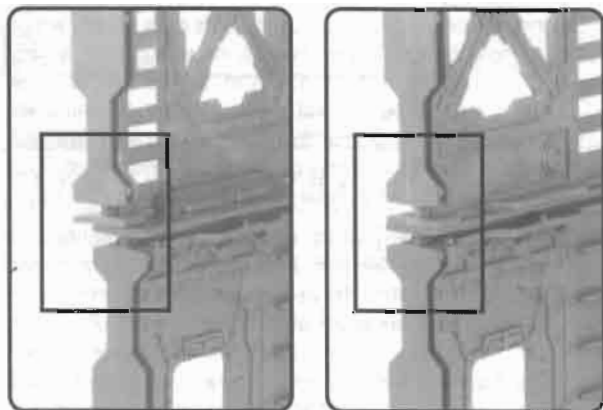
PLASTIC BULKHEADS

The buildings and gantries of Necromunda are designed to fit around the thirty plastic bulkheads included in the game. These bulkheads form the main support for the card floors, buttresses and the walkways.

There are several different bulkhead styles, and you should bear this in mind when assembling the buildings. Try to avoid placing the same style of bulkhead next to each other or forming too many solid areas as this tends to obscure line of sight too much.



Join the plastic bulkheads together by locating the bottom tabs of one bulkhead into the top slot of another. Push the bulkheads together until they are flush with each other as shown in the 'correct' illustration below.



WRONG!

CORRECT

GLUING PARTS TOGETHER

Once you have experimented with the assembly of your buildings we recommend that each building is glued together. Gluing your buildings provides a more stable surface for you to battle over. To glue your buildings you will need a PVA glue, such as Citadel PVA glue, or an all purpose adhesive like UHU glue.

It is best to glue the plastic bulkheads together first. Once dry, the bulkheads can then be glued into position with the card floors. The final stage is to glue the card buttresses to the side slots of the plastic bulkheads.

Do not glue any of the card walkways to the buildings as this will make it difficult for you to experiment with and battle over different layouts.

CARD BUTTRESSES

Necromunda contains a number of card buttresses which you may wish to add to your buildings to provide extra support and cover. The large buttresses are designed to fit the three storey building only. The smaller buttresses are more versatile and can be positioned onto any of the buildings or walkways.



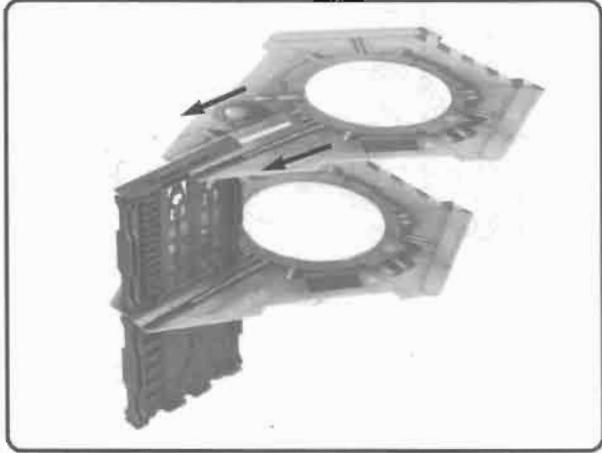
To position a buttress simply push it into the side groove of a plastic bulkhead.



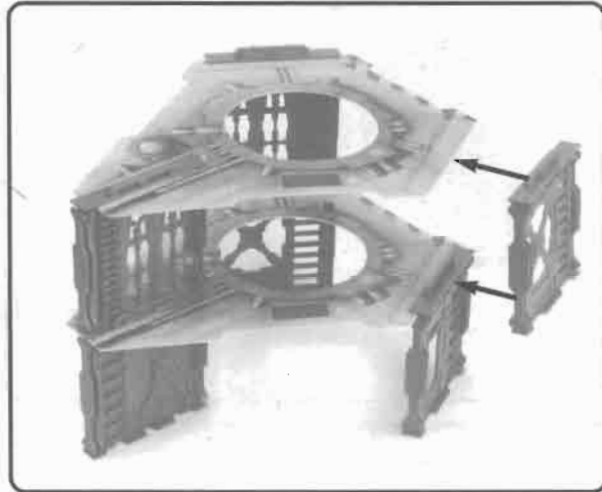
The small buttresses may be used on any building.

BUILDING ONE

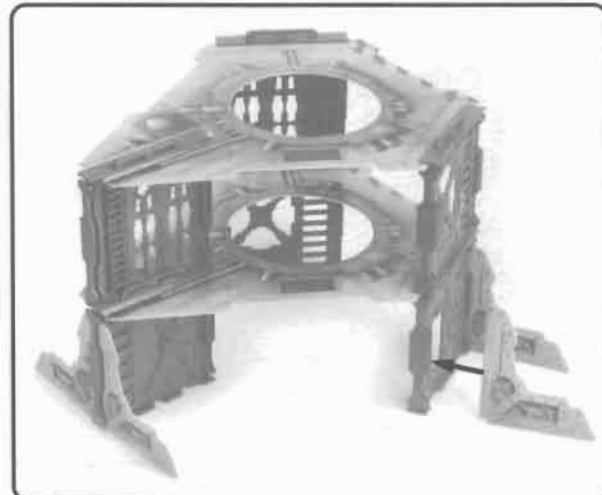
For this two storey building you will need the two card floors shown below, six plastic bulkheads and up to six small card buttresses.



STAGE 1: Join two plastic bulkheads together. Slide the two card floors onto the assembled two storey bulkhead.



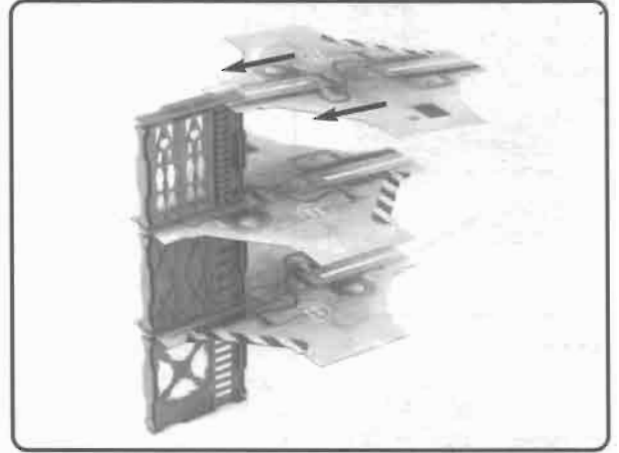
STAGE 2: Attach four more plastic bulkheads as shown above to complete this building.



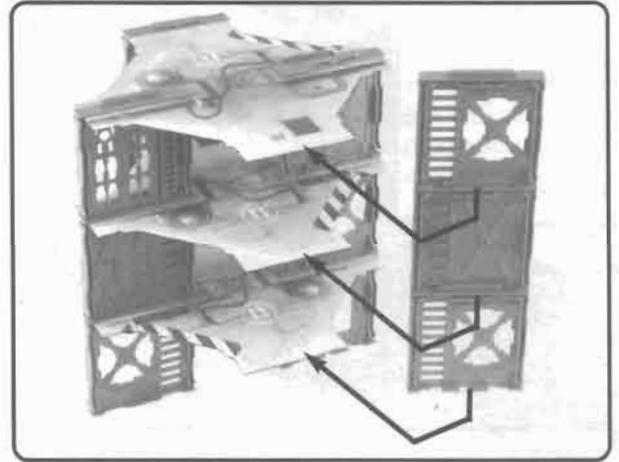
STAGE 3: This stage is optional. Six of the small card buttresses may be attached to the plastic bulkheads.

BUILDING TWO

This three storey building requires three card floors as illustrated, twelve plastic bulkheads and the eight large card buttresses.



STAGE 1: Join three plastic bulkheads together then slide in the three card floors. Repeat this procedure using the other slots on the card floor.



STAGE 2: Assemble three plastic bulkheads and attach as shown. Repeat this procedure for the opposite side.



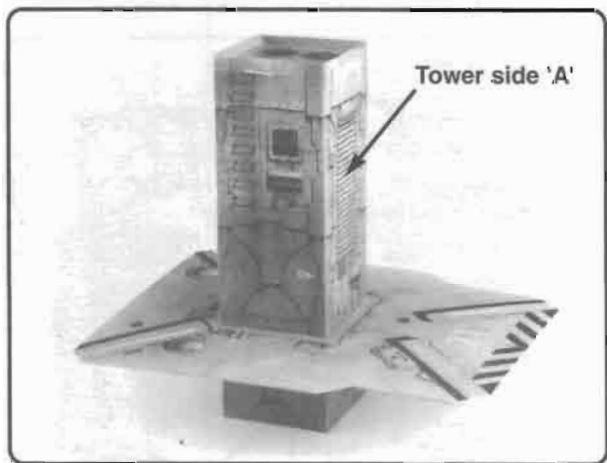
STAGE 3: The eight large card buttresses can now be attached to the plastic bulkheads, as illustrated.

BUILDING THREE

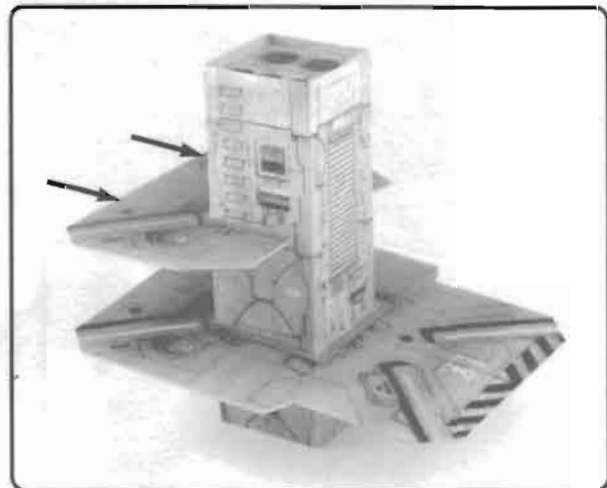


This is the most intricate of the buildings and consists of two storeys incorporating a tower. For this building you will need the two card floors, six plastic bulkheads and up to eight small card buttresses. A strip of adhesive tape or an elastic band will be required to secure the card tower.

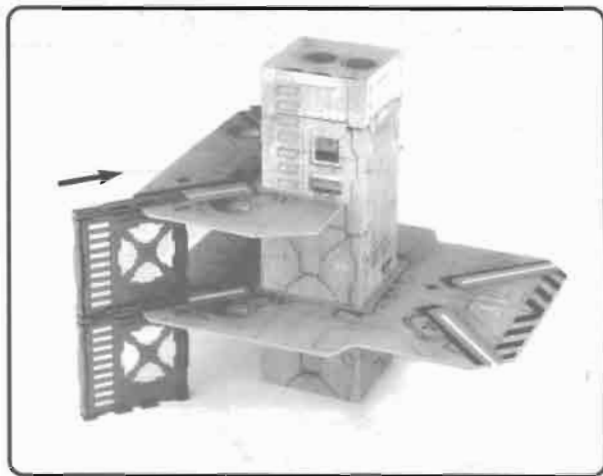
STAGE 1: First slot the tower roof in place. The tower can now be folded round the roof, ensuring each of the roof tabs slots in firmly. We recommend you use a strip of adhesive tape on the inside of the building to secure the assembled tower. Alternatively an elastic band can be placed around the base of the tower.



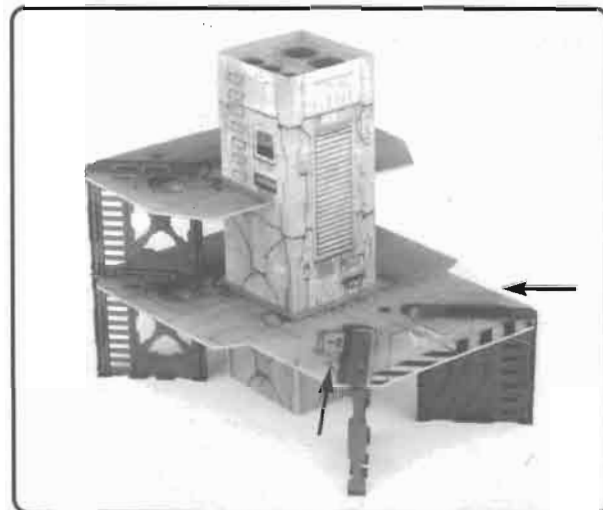
STAGE 2: The assembled tower can now be slotted into the card floor. It is important to ensure that tower side 'A' faces towards the striped section of the card floor.



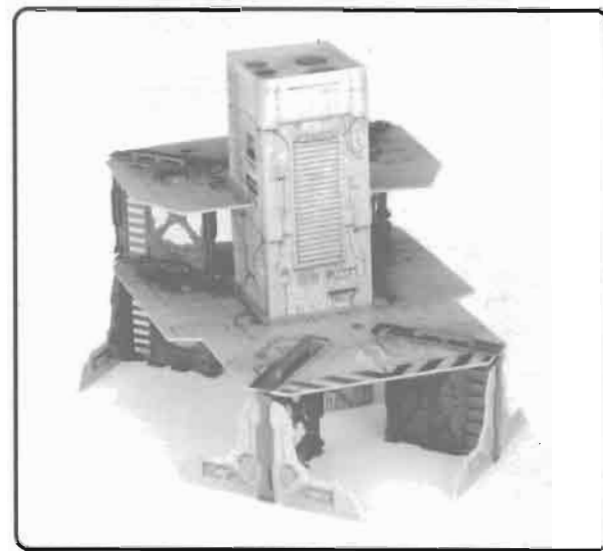
STAGE 3: Slide the second card floor into the slots provided as shown above.



STAGE 4: Join two plastic bulkheads together. Slide the two bulkheads into the two card floors. Repeat this step for the other side.



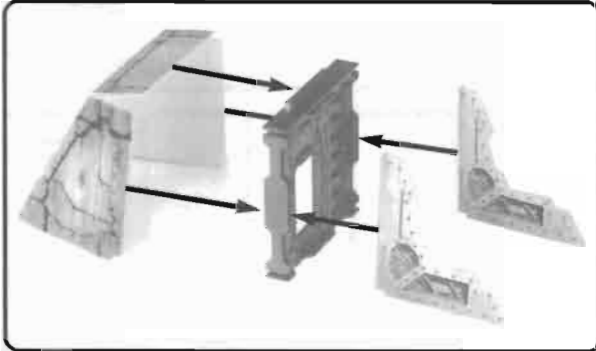
STAGE 5: Attach two more plastic bulkheads by sliding them into the first floor as shown above.



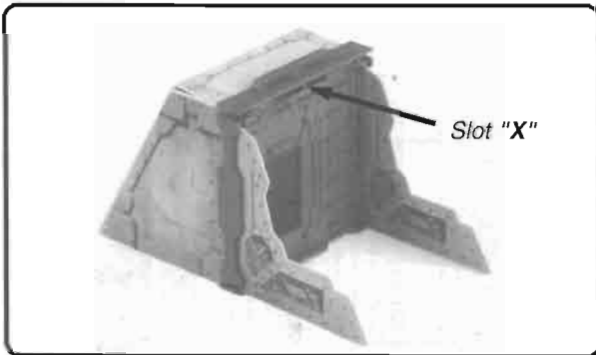
STAGE 6: This stage is optional. Up to eight of the small card buttresses may be attached to the plastic bulkheads as show.

TUNNEL ENTRANCE

The tunnel entrance comprises one plastic bulkhead, two small buttresses and the card tunnel. This piece of can be used as a stand alone item of terrain, or combined with card walkways.



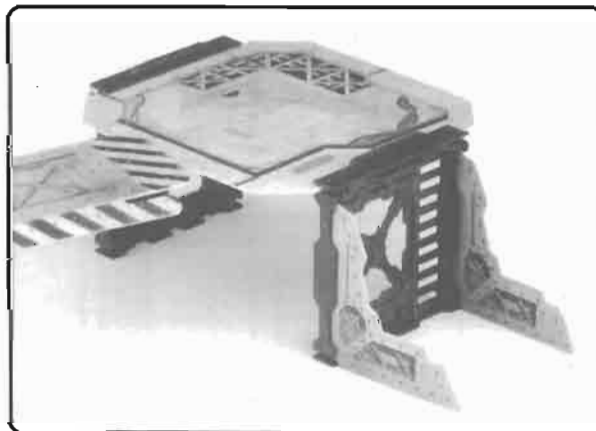
STAGE 1: Slot the card tunnel entrance and two small buttresses into the plastic bulkhead shown above.



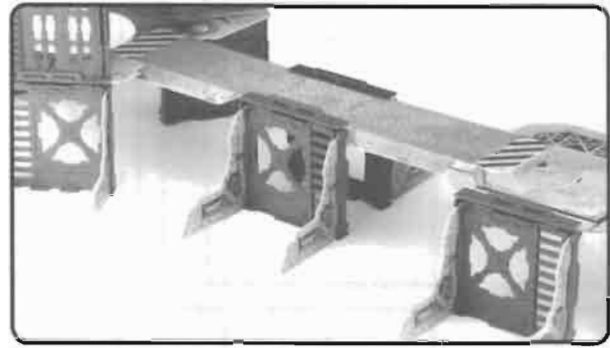
STAGE 2: The completed tunnel entrance, walkways can be positioned into the slot marked "X".

WALKWAYS

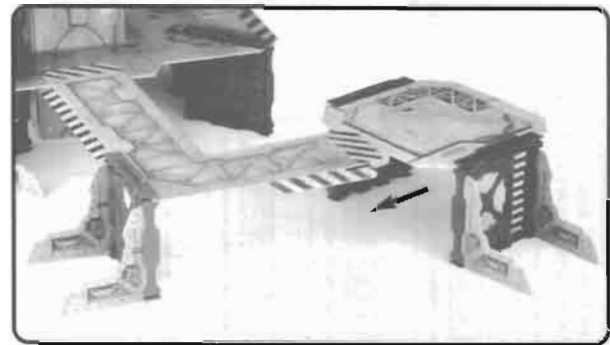
Necromunda contains several different types of walkways which can be used to connect your buildings. There are two different types of walkway; double ended walkways which slide onto floors, and single ended which terminate in a plastic bulkhead.



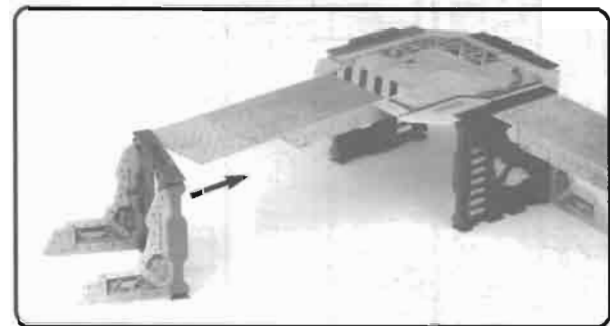
SQUARE PLATFORM: To assemble the square platform, slide two plastic bulkheads onto the building floor as shown in the diagram.



DOUBLE ENDED WALKWAY: These walkways slide onto the floors of the buildings as shown above. This long walkway requires two plastic bulkheads to support it.



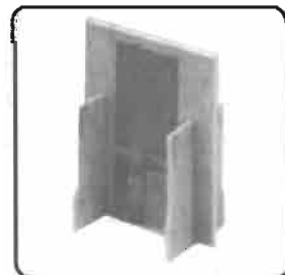
DOUBLE ENDED WALKWAY: This L shaped walkway which requires the support of one plastic bulkhead, and connects to buildings as shown above.



SINGLE ENDED WALKWAYS: These slide onto a building floor at one end and terminate in a plastic bulkhead at the other. Slide the open end of the walkway onto the building floor and then push a plastic bulkhead firmly into position at the other end. The card walkway will fit neatly into the top gap of the plastic bulkhead. Position the walkway so that the ladders on the bulkhead end are not blocked.

WATER STILL

The water still is a free standing game objective which can also be used as extra cover. To assemble, fold the large card in half and secure in place with the two smaller card supports.

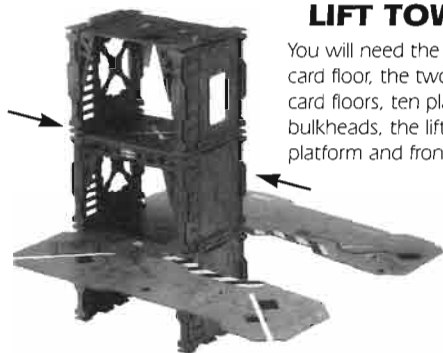


ASSEMBLY INSTRUCTIONS

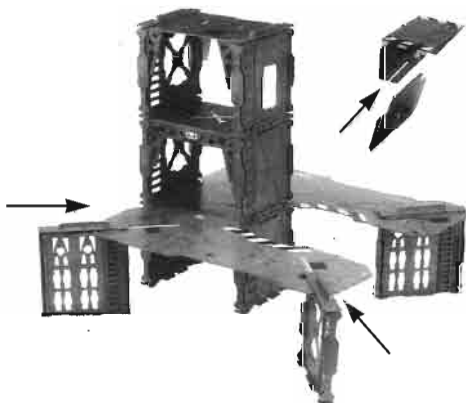
The card buildings in *Outlanders* can be used to expand the urban sprawl you already have from your copy of *Necromunda*. The lift tower and the watch-tower are designed so they can be clipped together with just the plastic bulkheads, though gluing them together is still a good idea.

LIFT TOWER

You will need the large card floor, the two small card floors, ten plastic bulkheads, the lift platform and front.



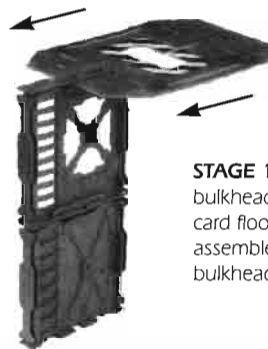
STAGE 1: Assemble two sets of three plastic bulkheads and join one set to the large card platform. Push the two small card floors onto the bulkheads and then attach the second set of bulkheads as shown.



STAGE 2: Push a plastic bulkhead into each of the slots as shown. Fold the lift platform and push the lift front into the slots provided. Once assembled, the lift can be attached to one of the plastic bulkheads in the same manner as a straight-ended walkway.

WATCH-TOWER

For this building you will need the watch-tower platform shown below, two plastic bulkheads, the two parapets and the four card buttresses.



STAGE 1: Join two plastic bulkheads together. Slide the card floor onto the assembled two storey bulkhead.



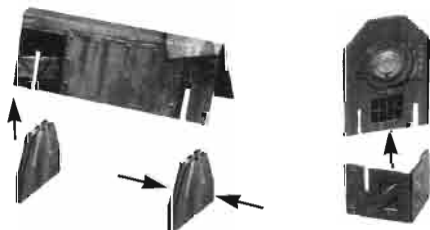
STAGE 2: Fold the tower walls and push them into the slots provided in the watch-tower platform. Push the buttresses onto the plastic bulkheads as illustrated.

FORTIFIED WALKWAY



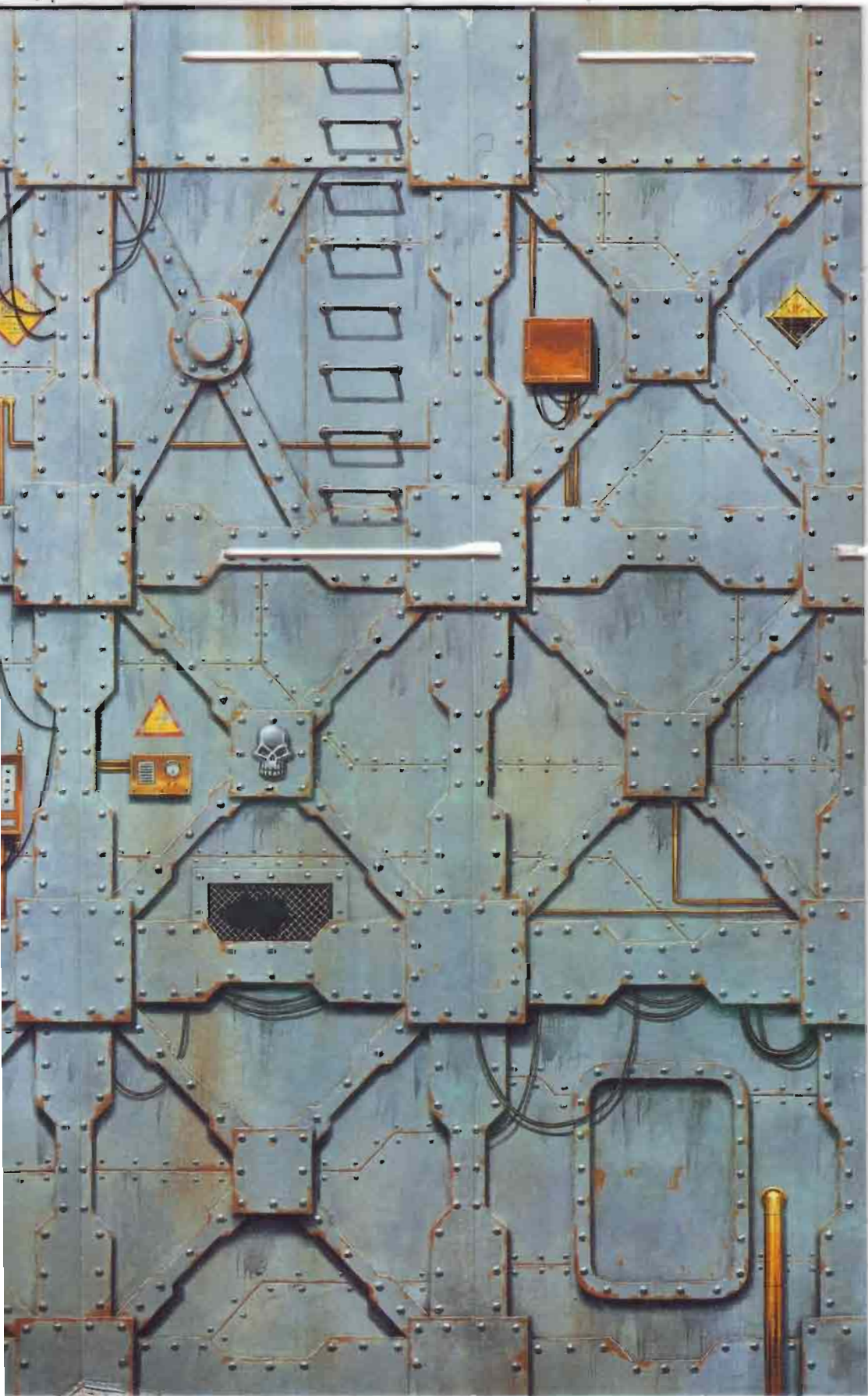
Once it has been folded, the fortified walkway can be attached to the plastic bulkheads as shown above.

BARRICADES AND MARKERS



You will need the five barricades and their supports plus the four markers and their stands. Fold the barricade supports together and then push into the slots provided in the barricade. Fold the marker stands and push the markers into the slots provided.

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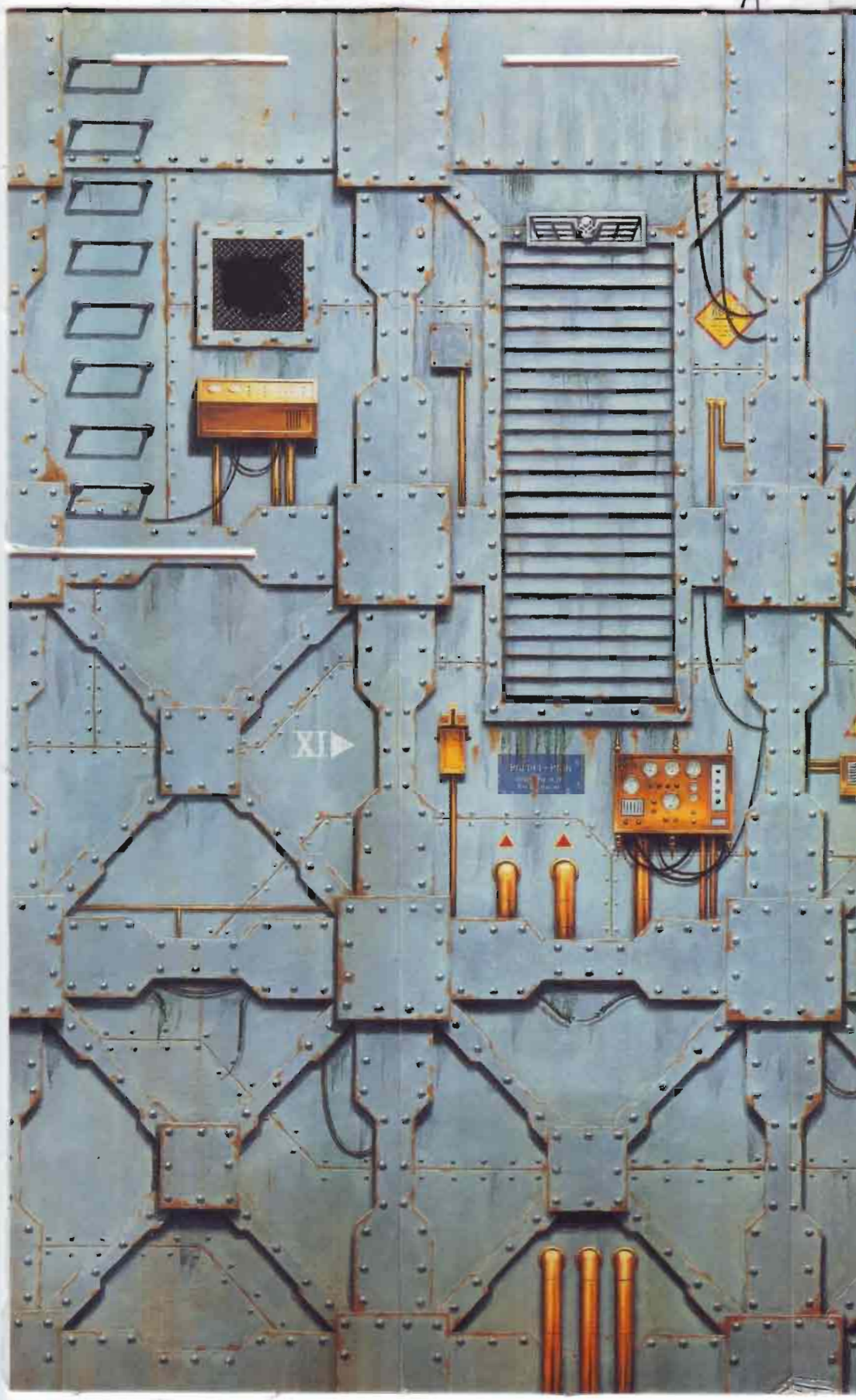
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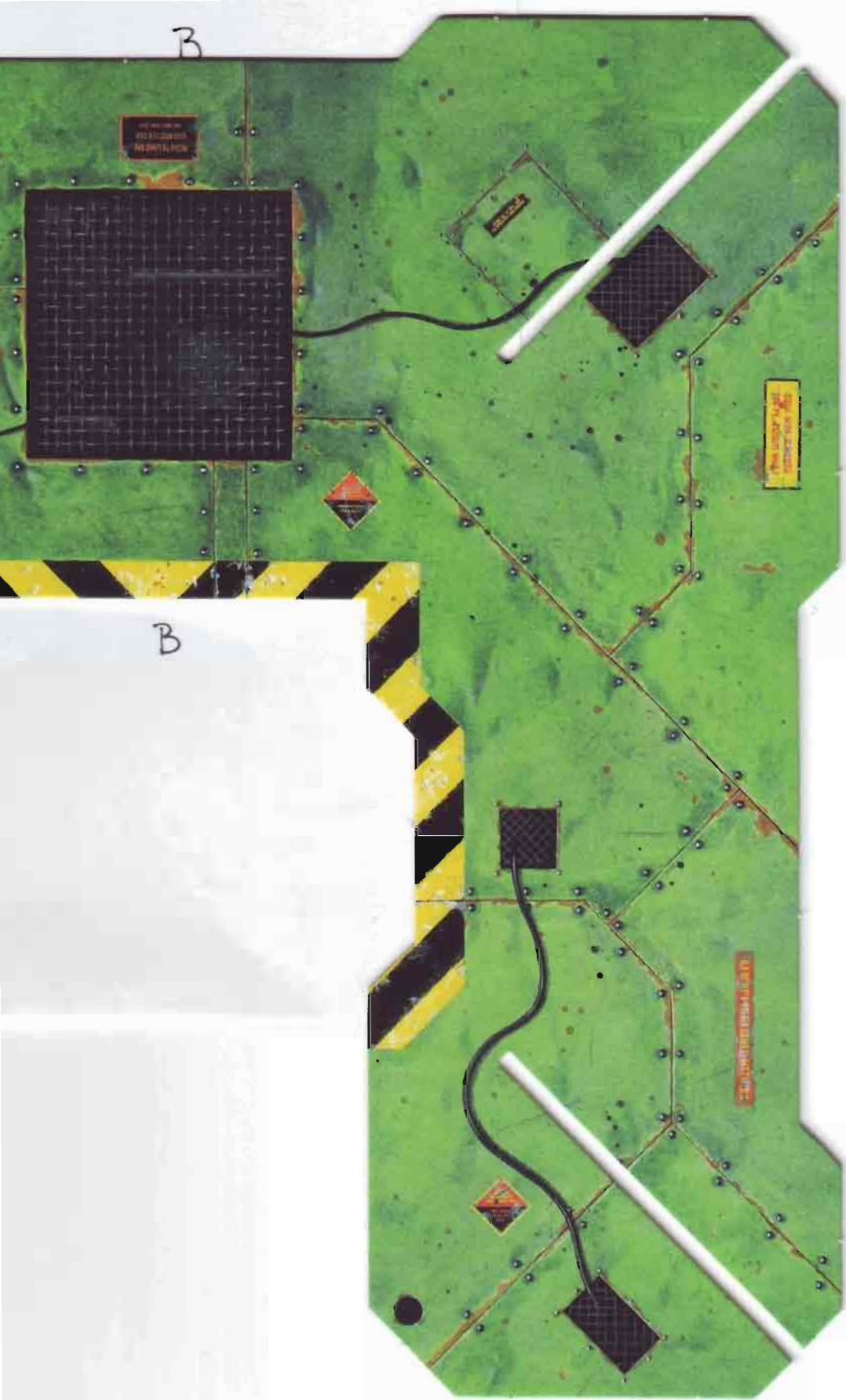


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PROTECTIVE
ELECTRICAL
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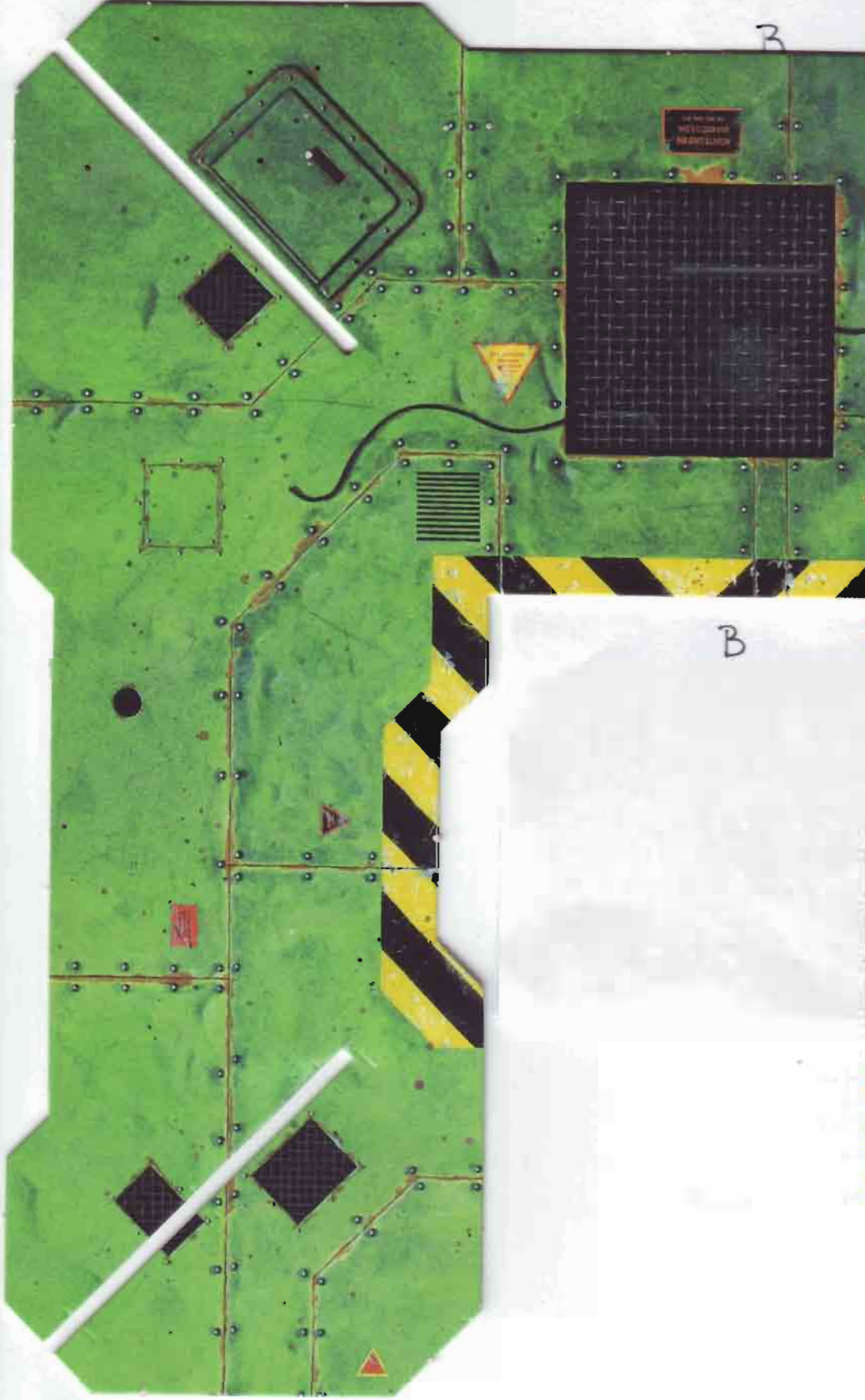
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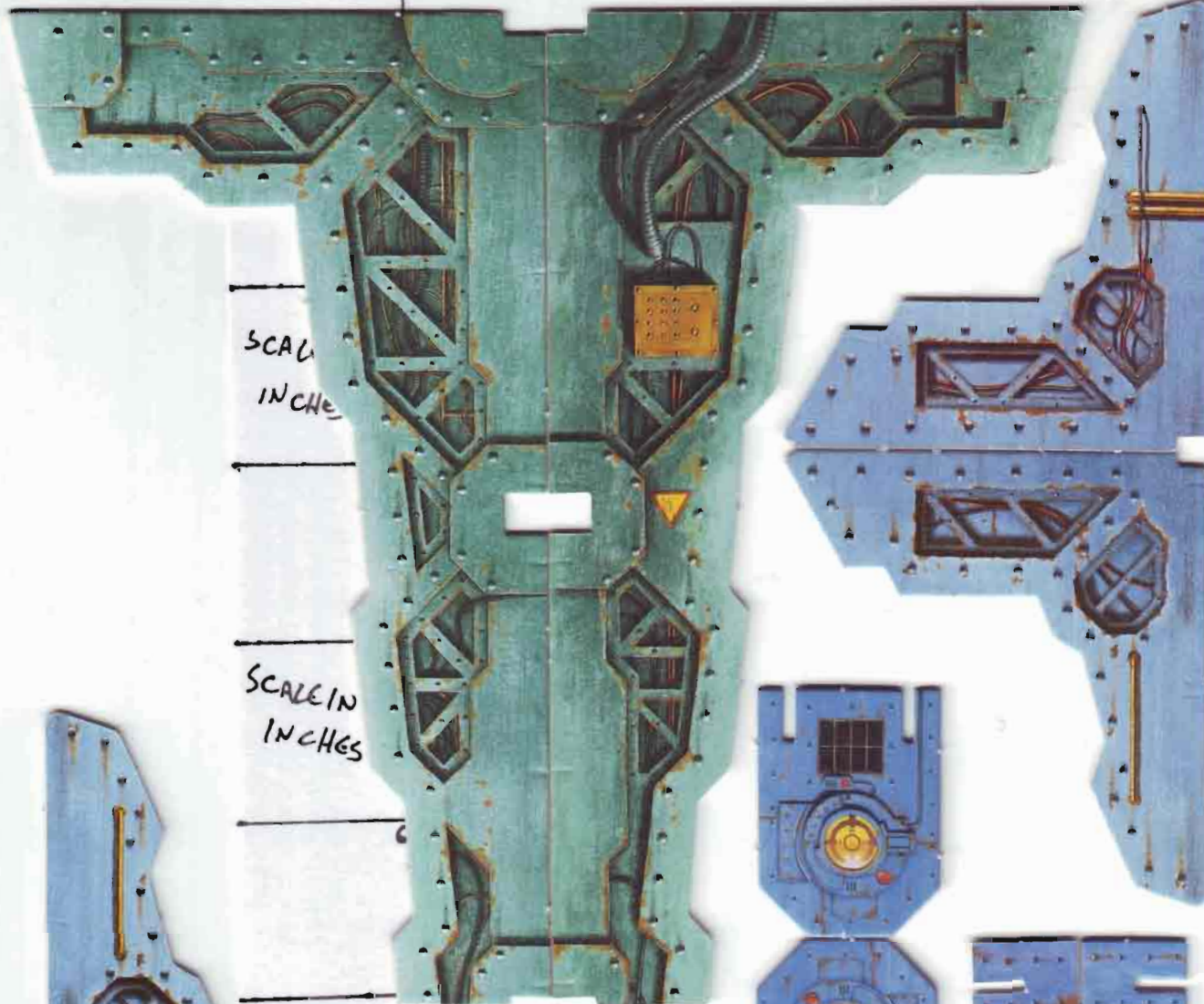
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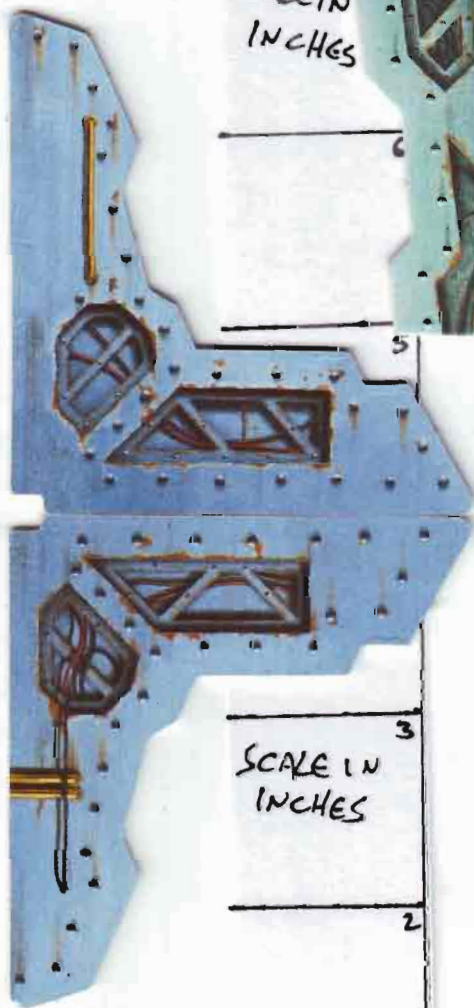
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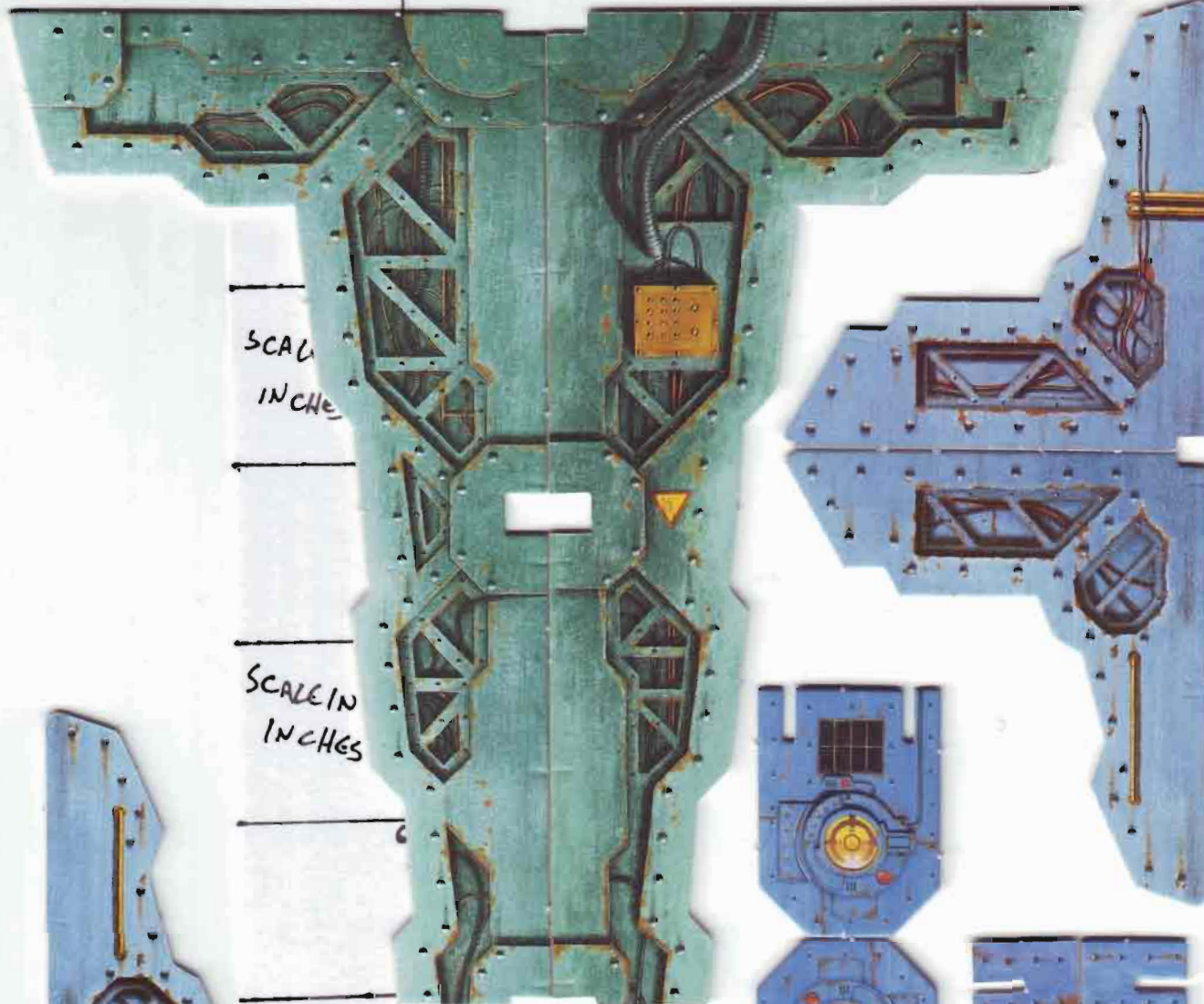
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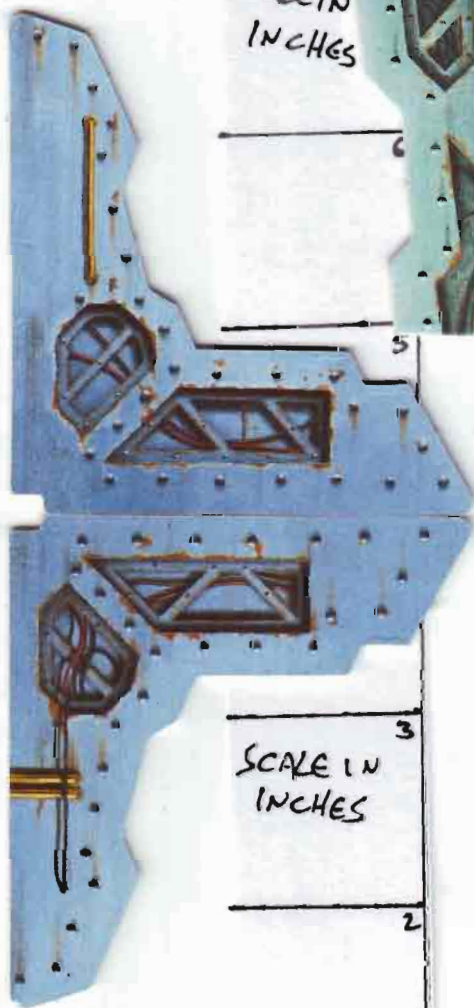
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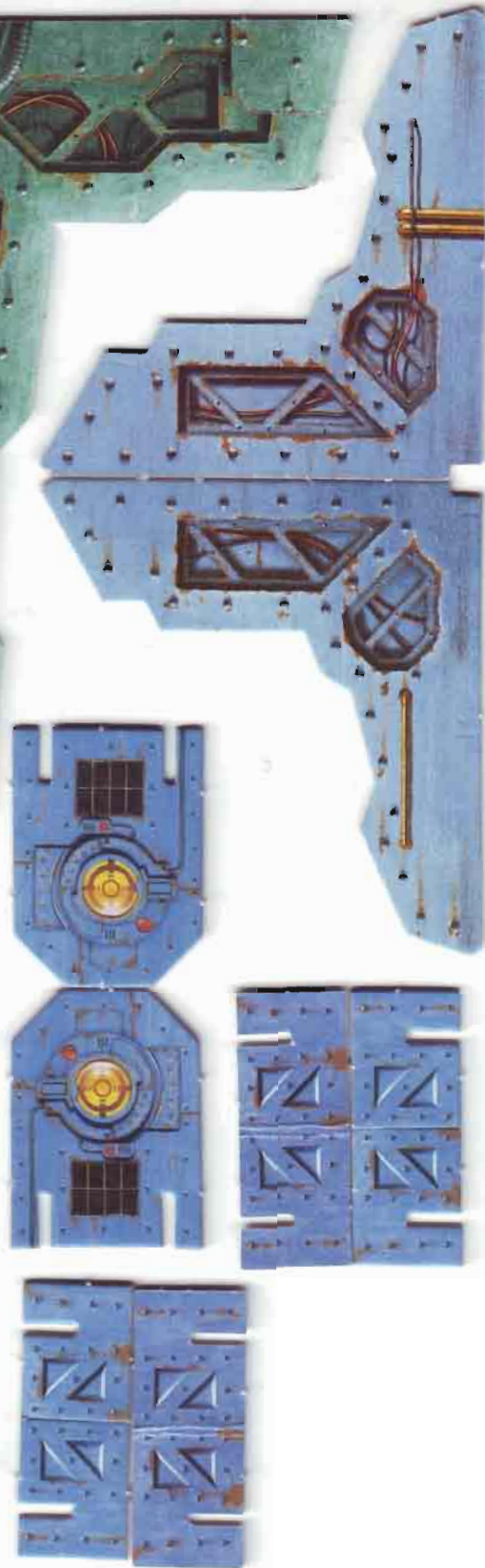


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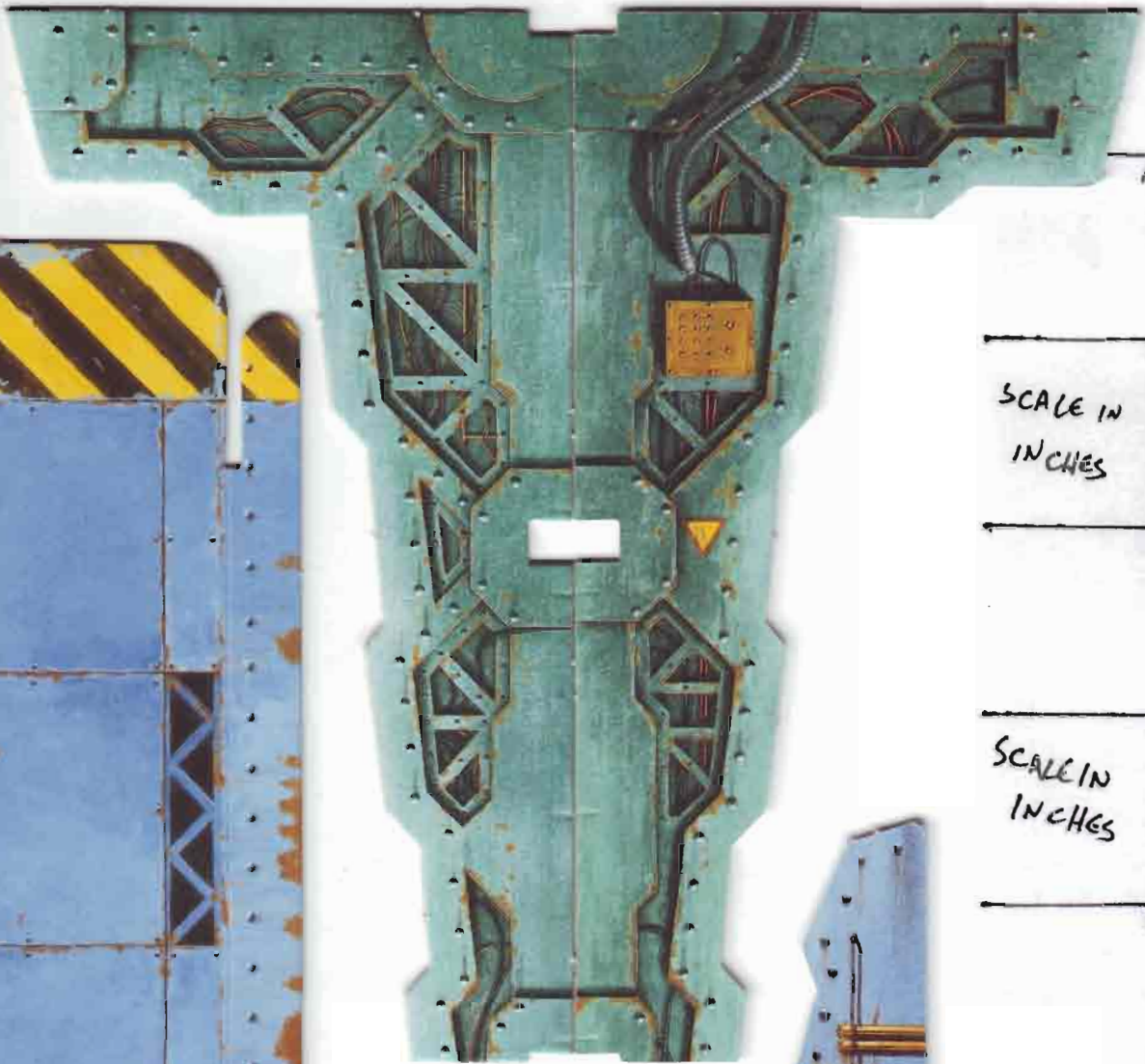
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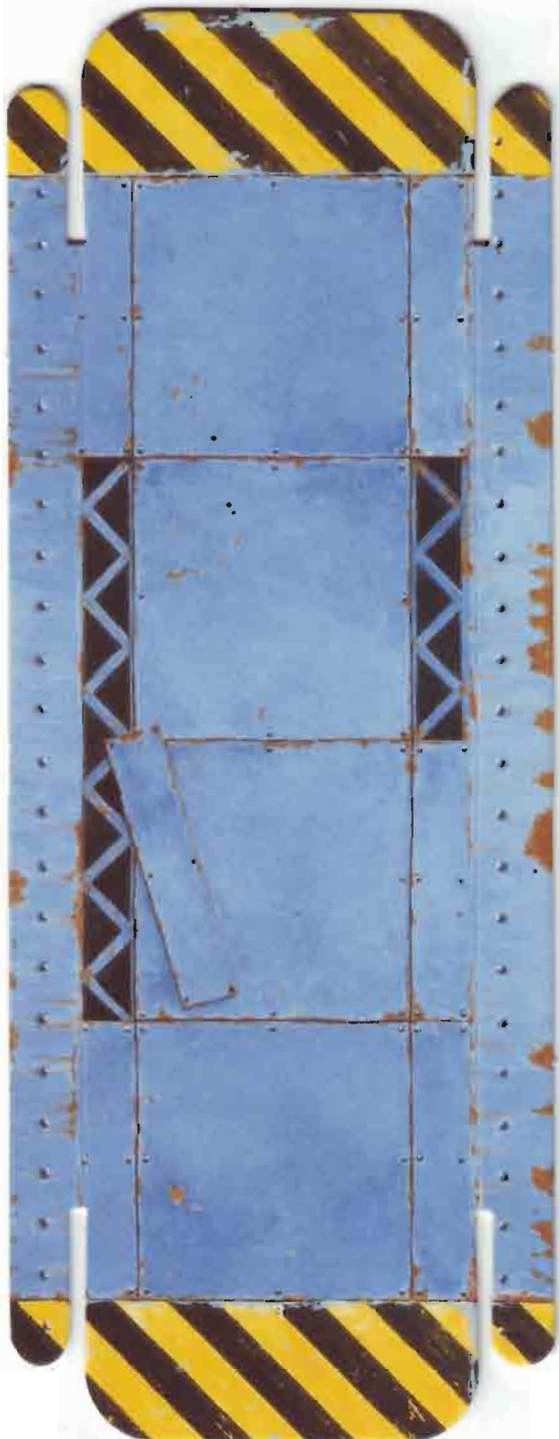
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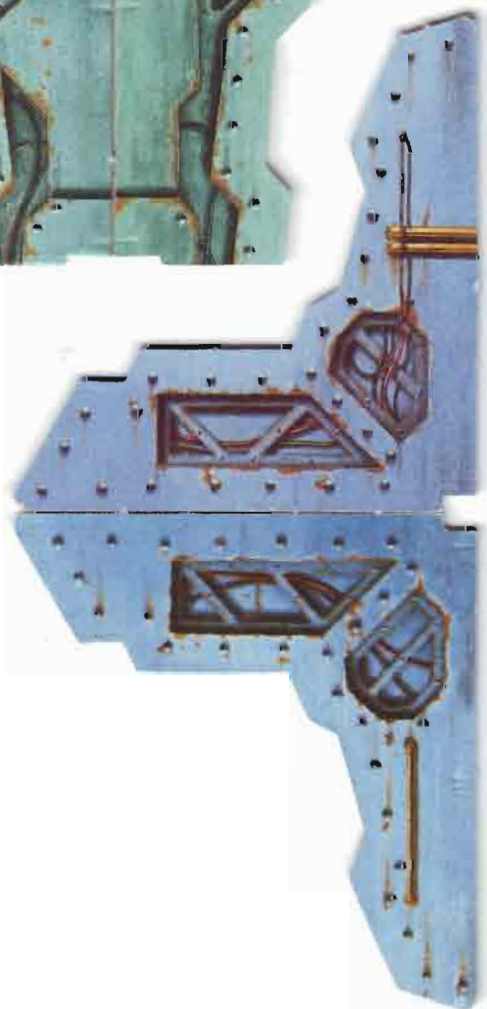
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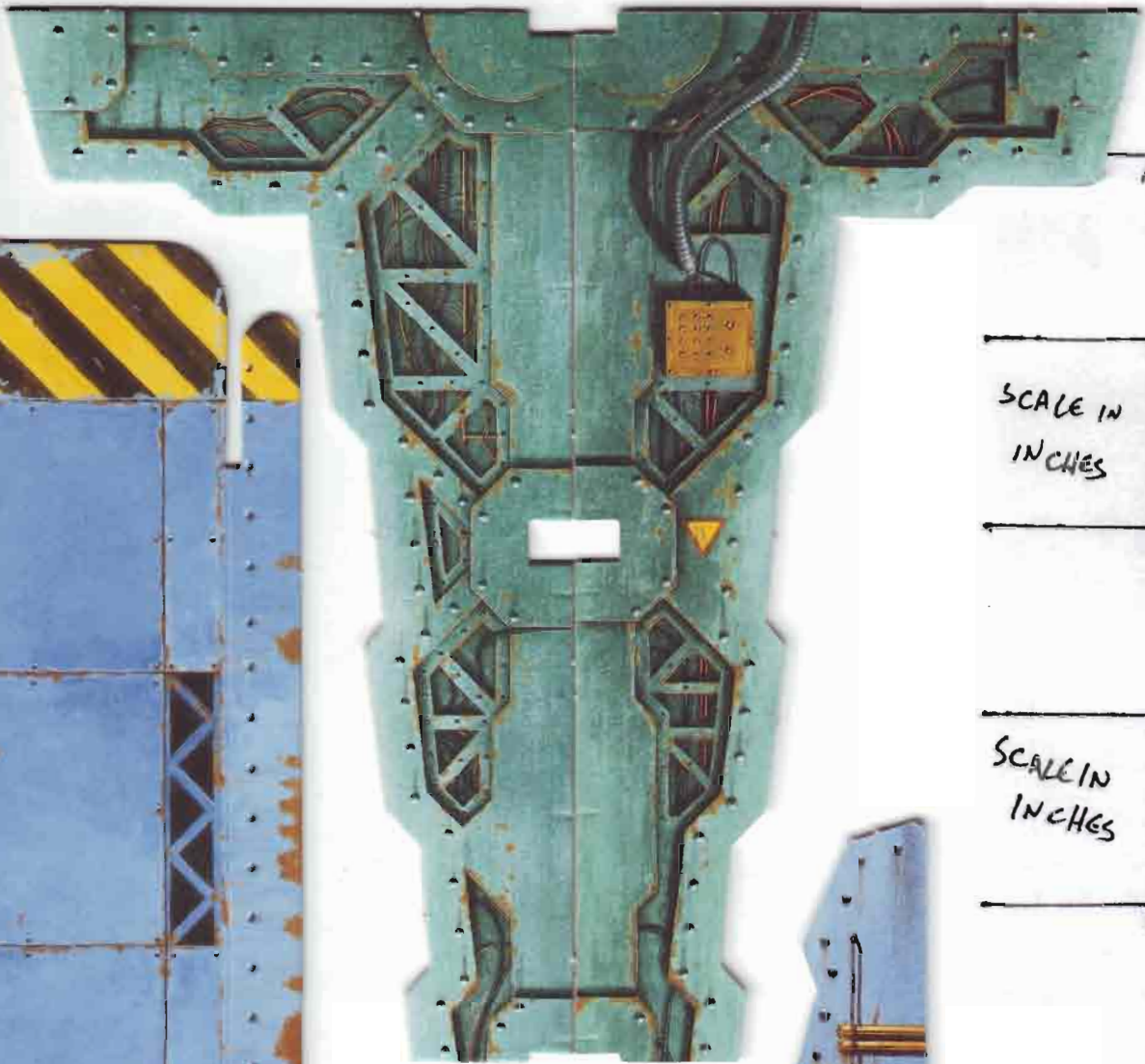
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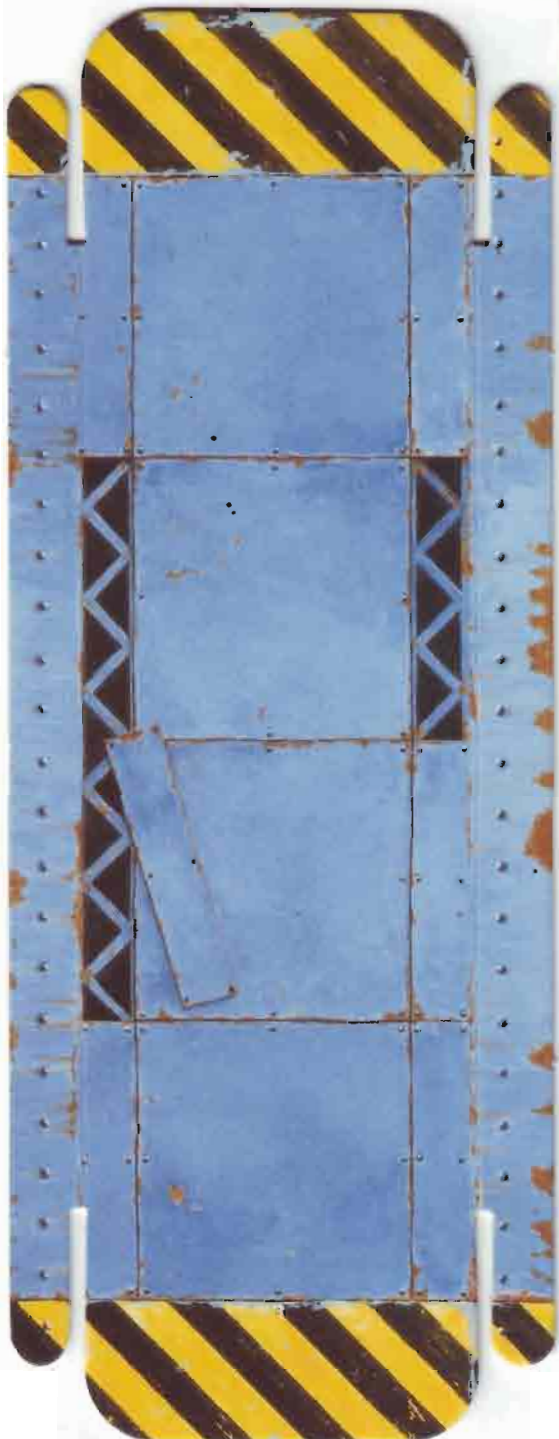
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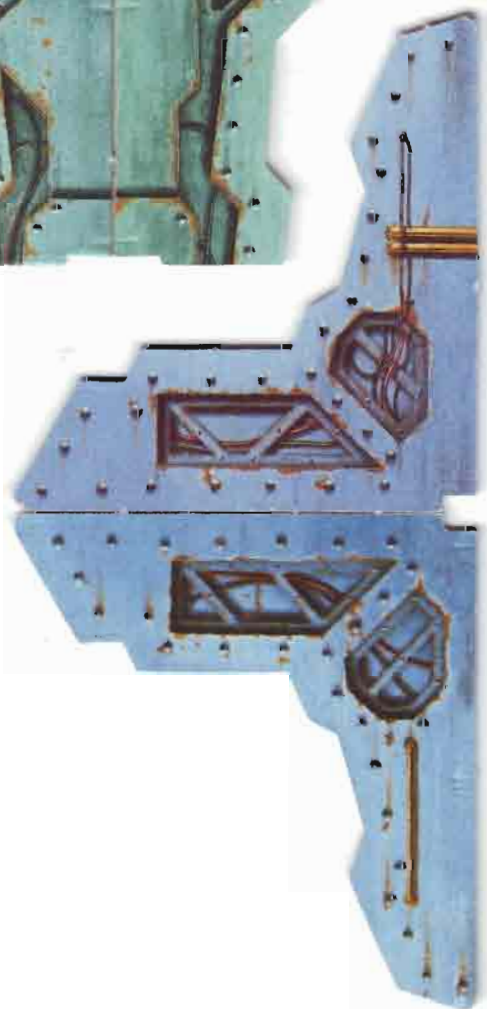
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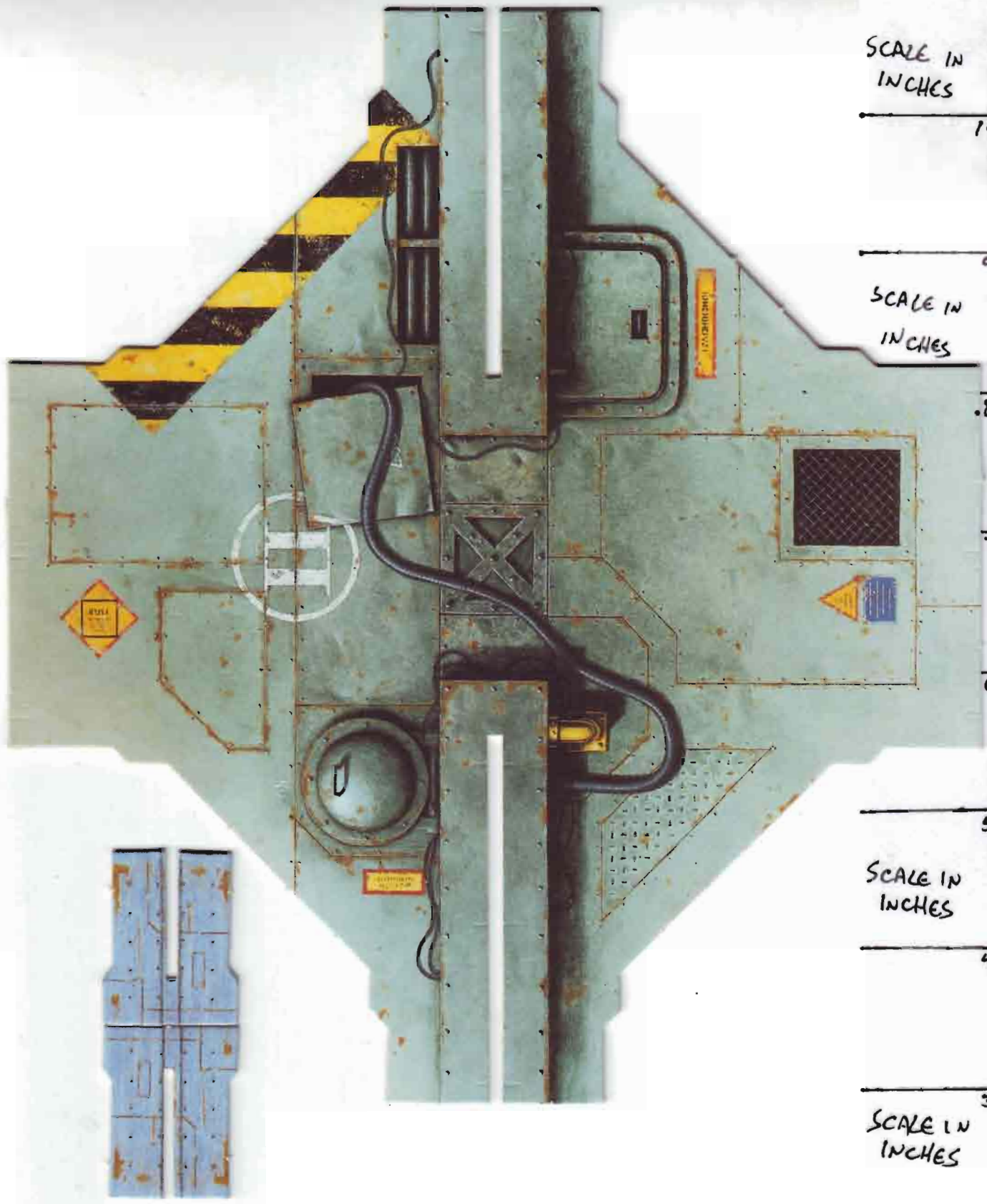
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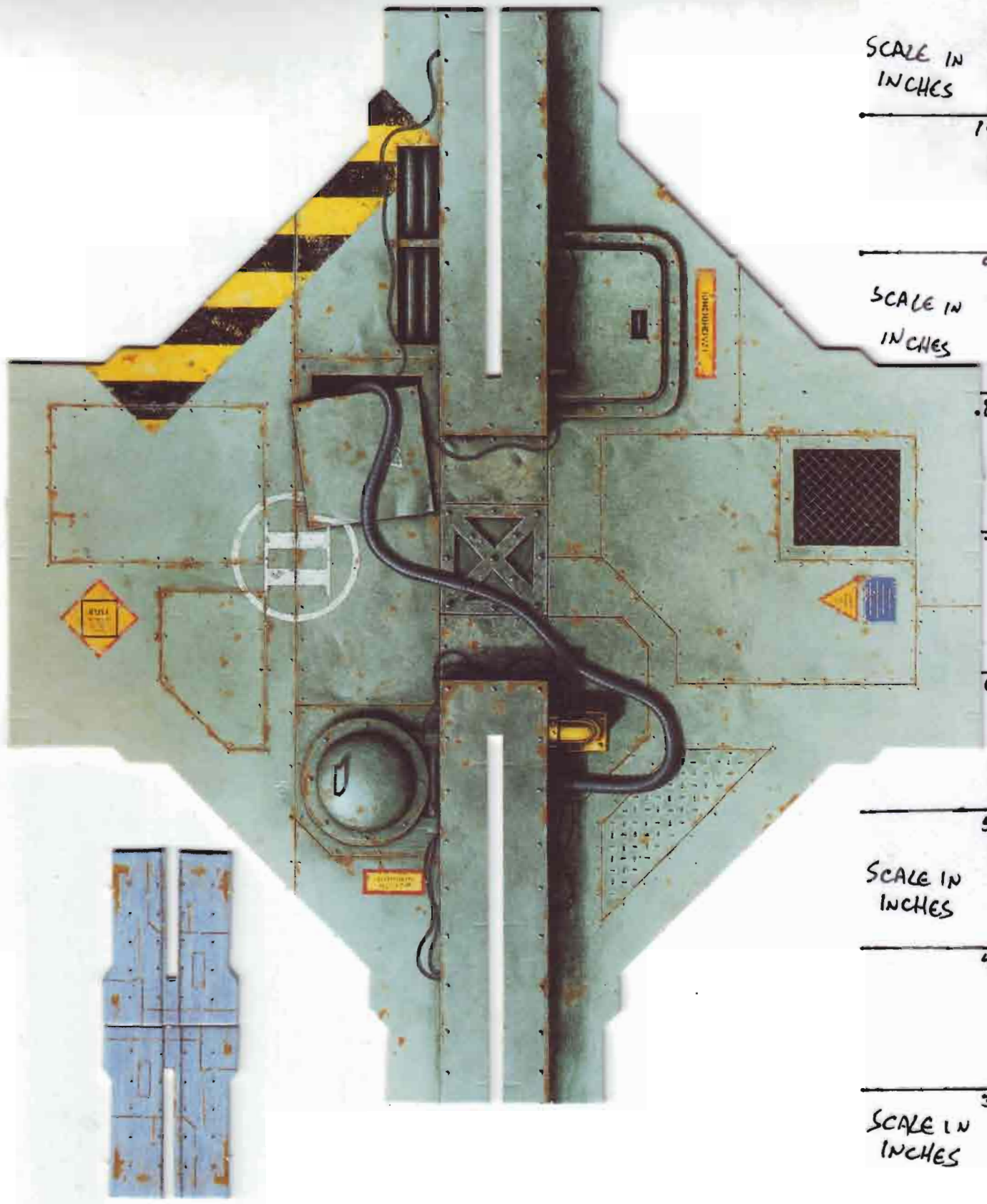


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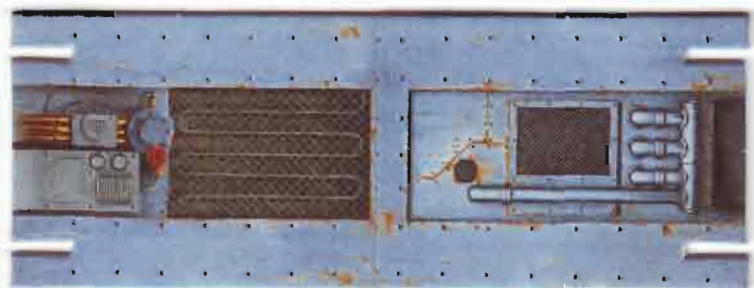
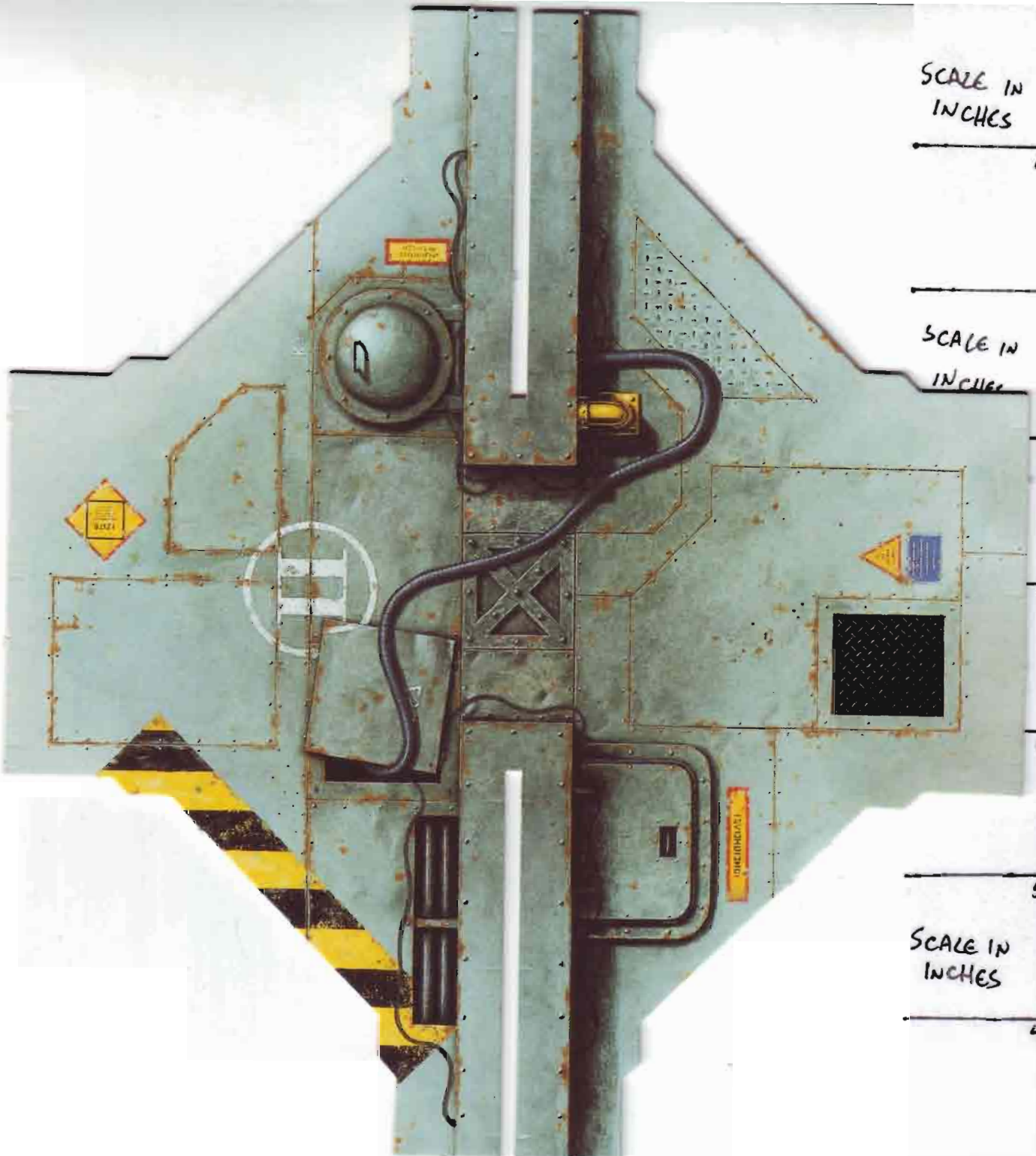


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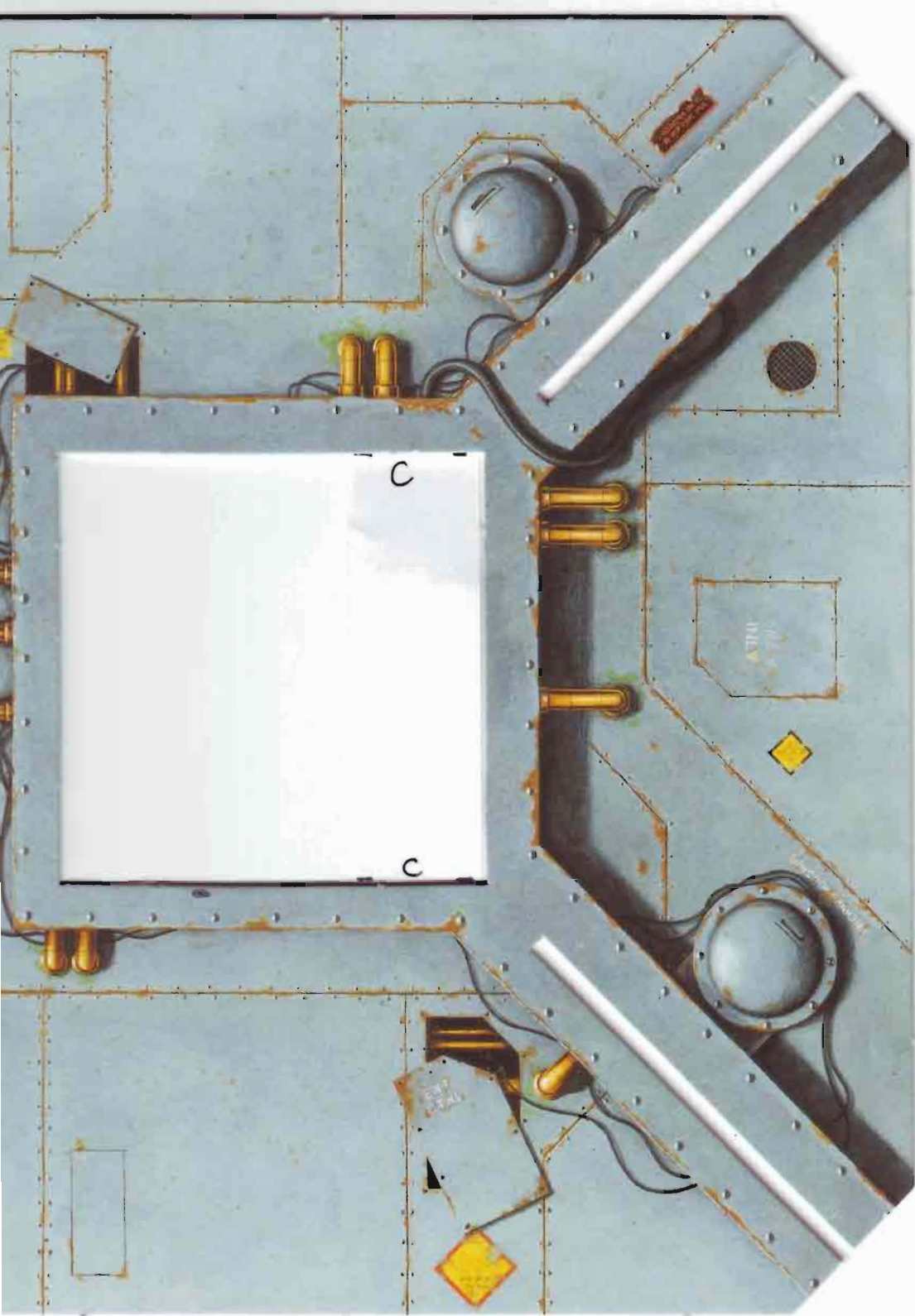
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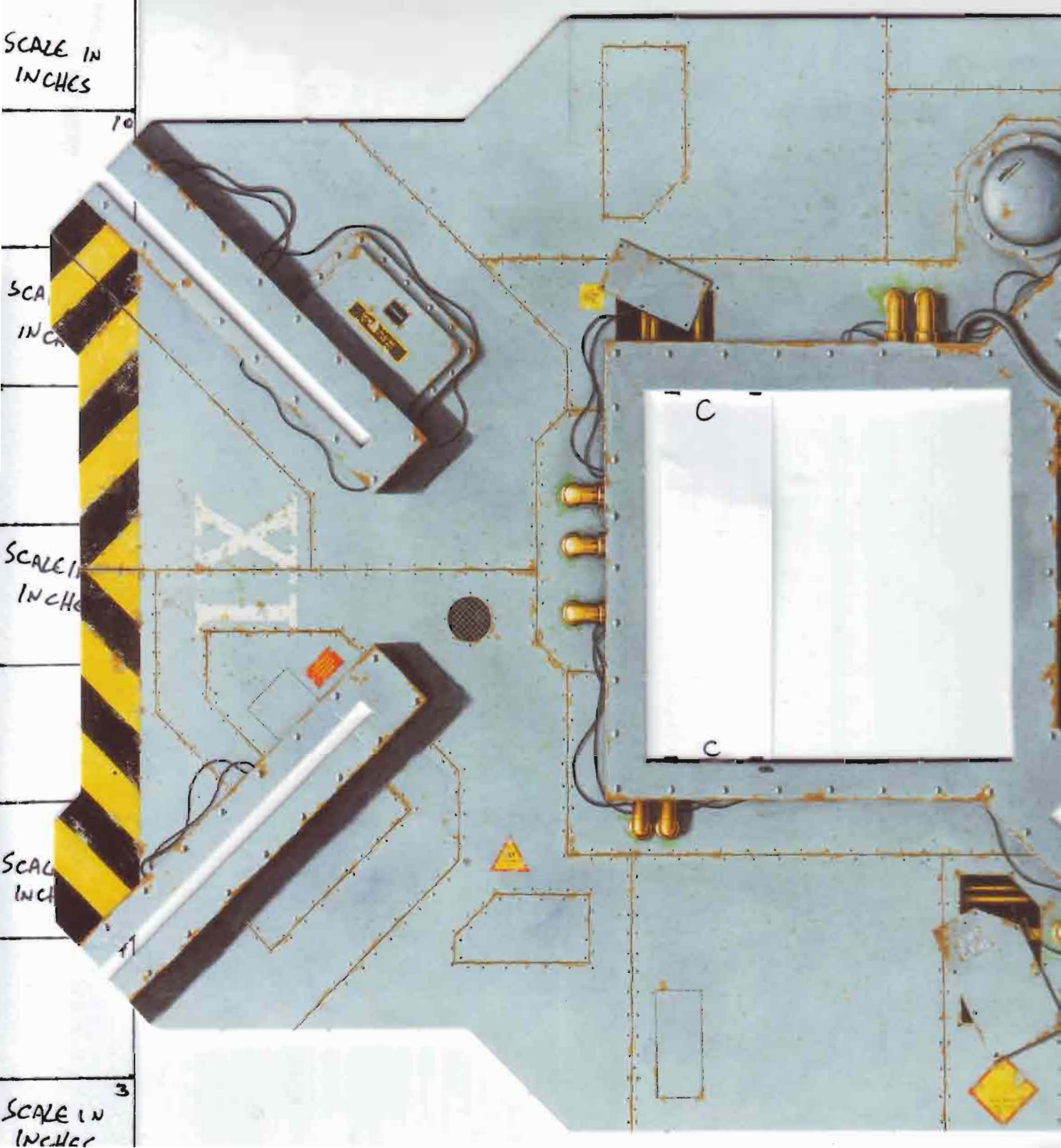
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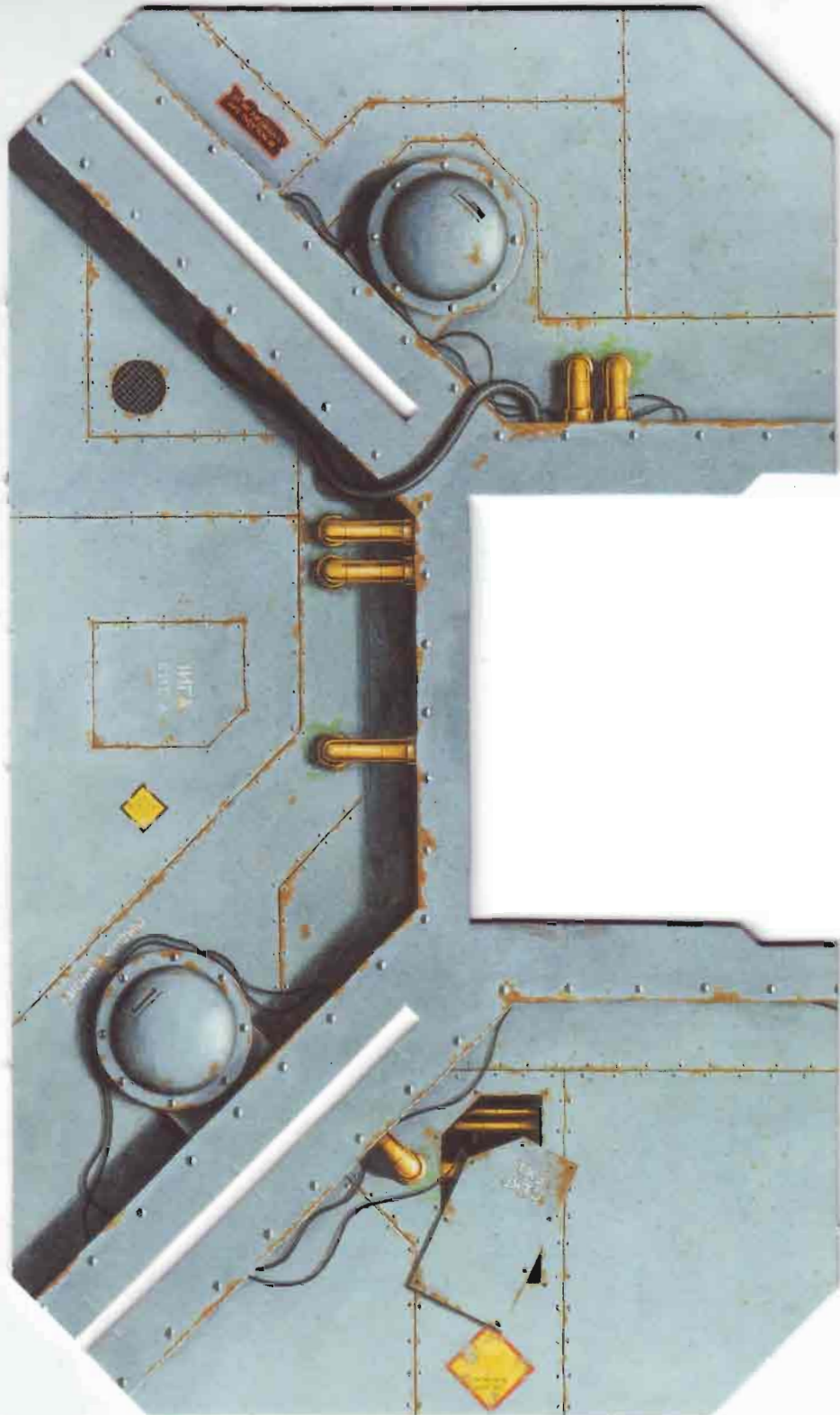
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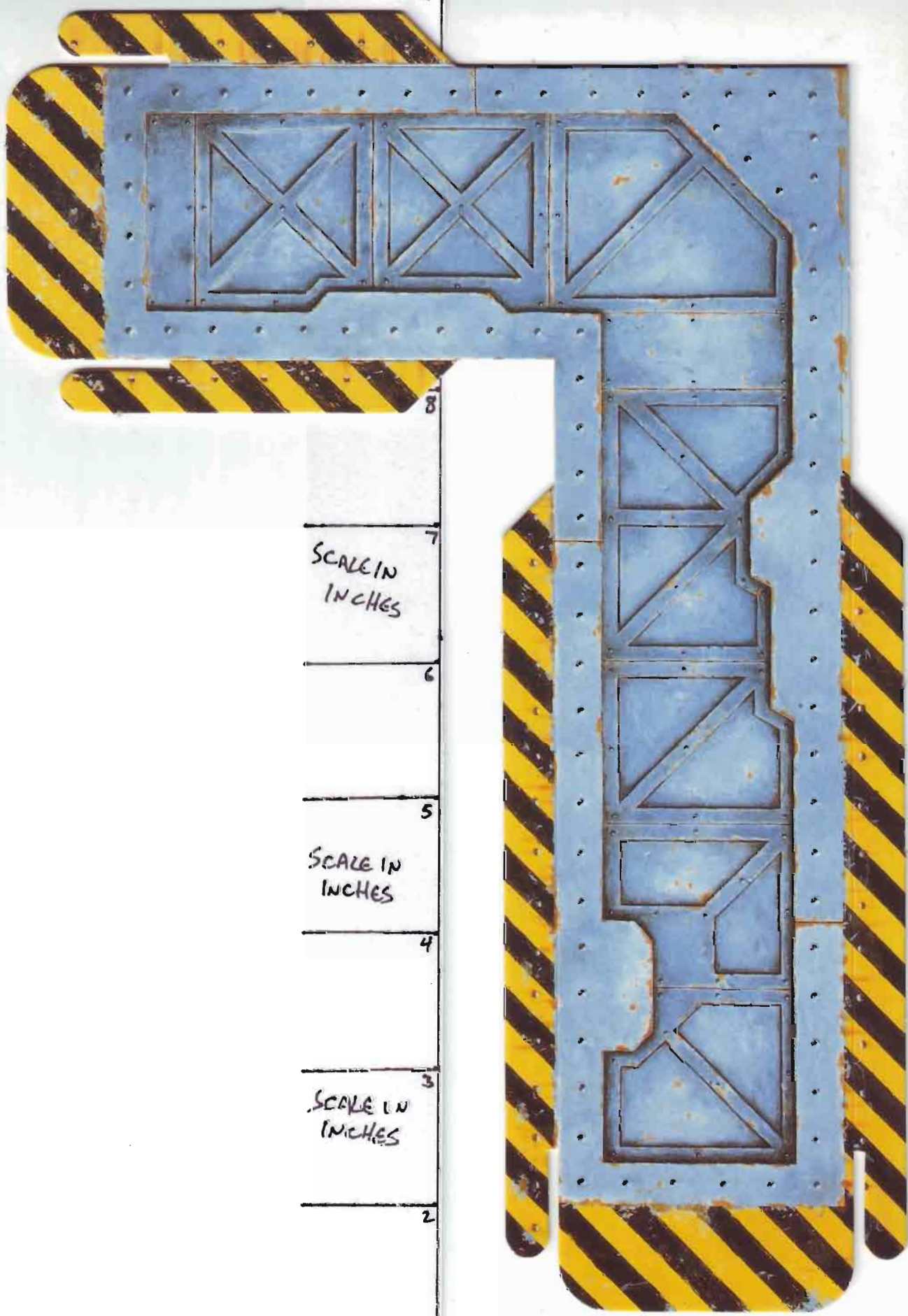
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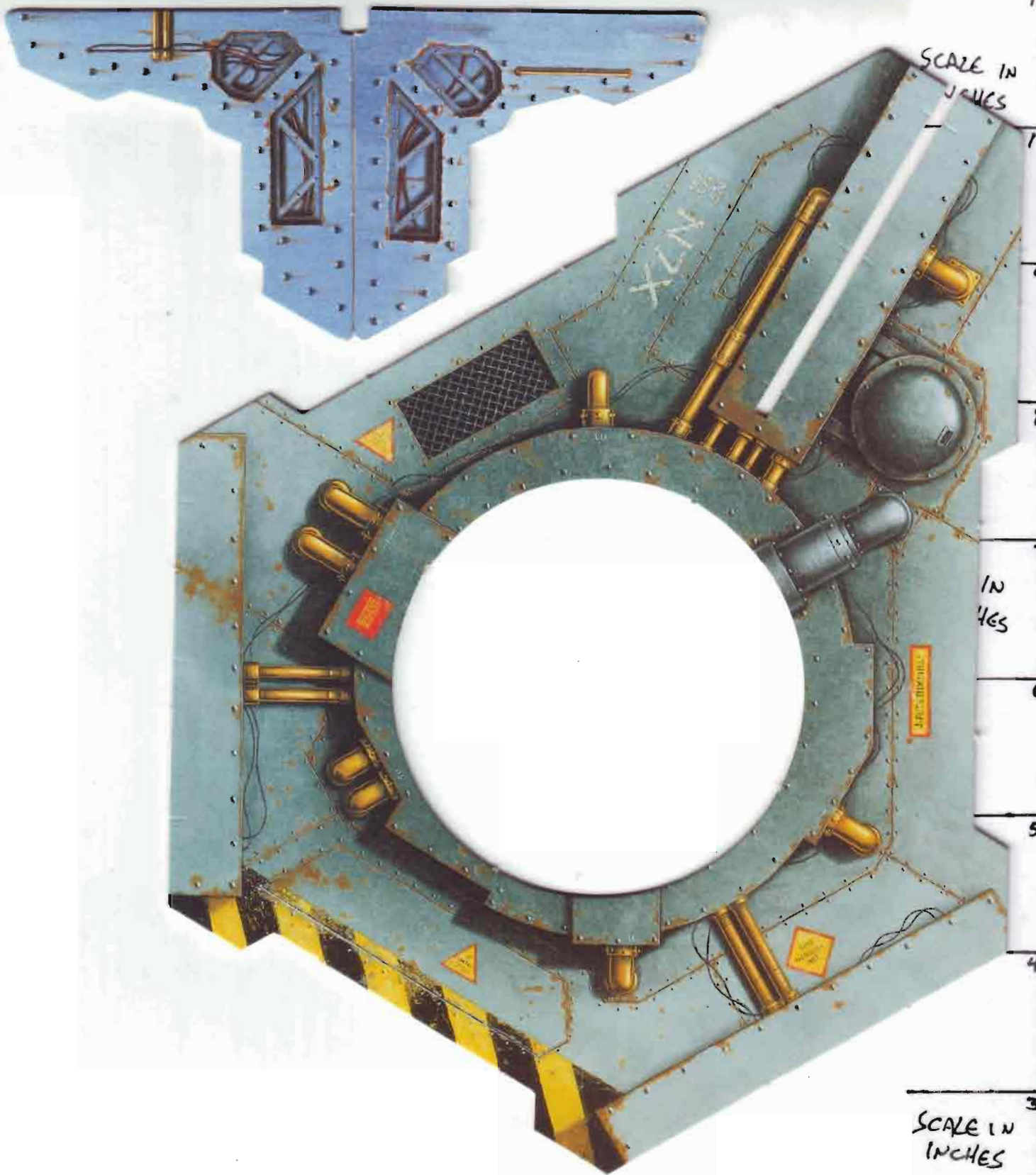
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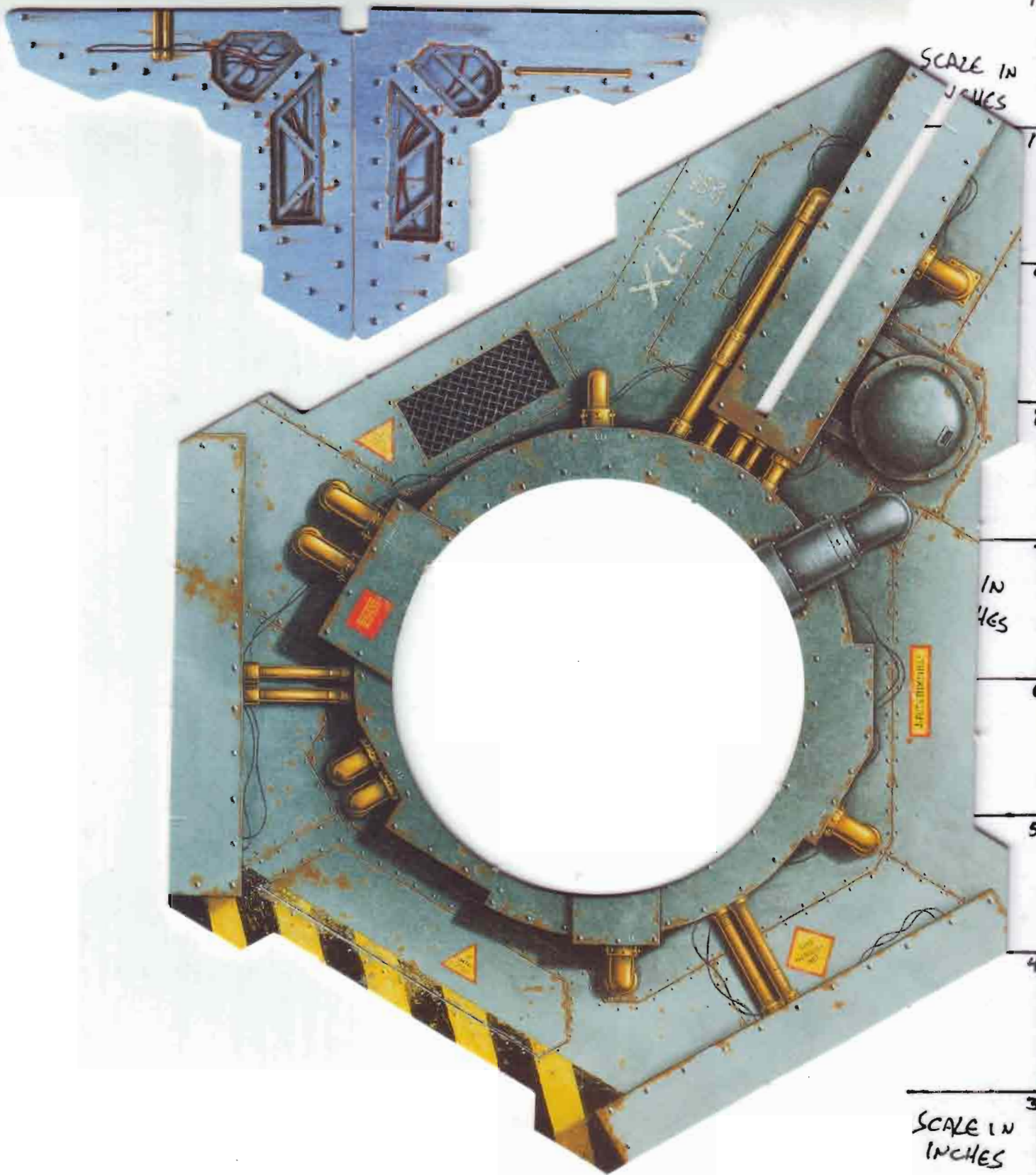
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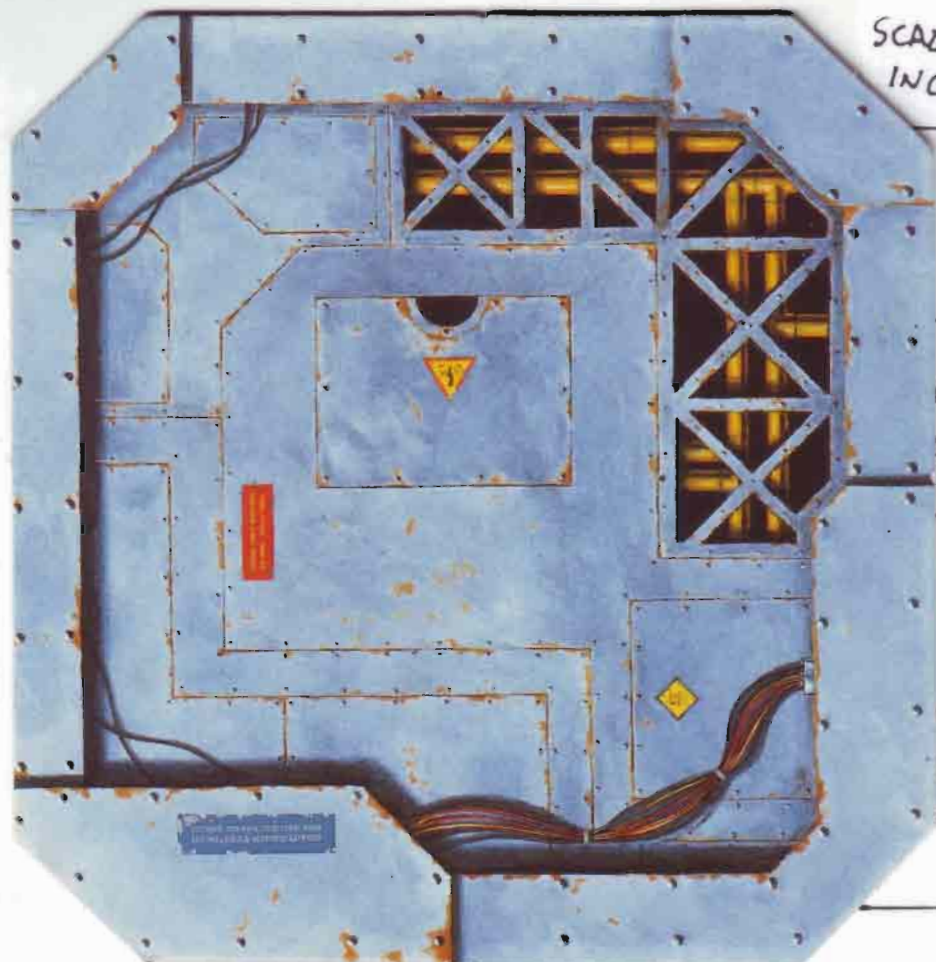
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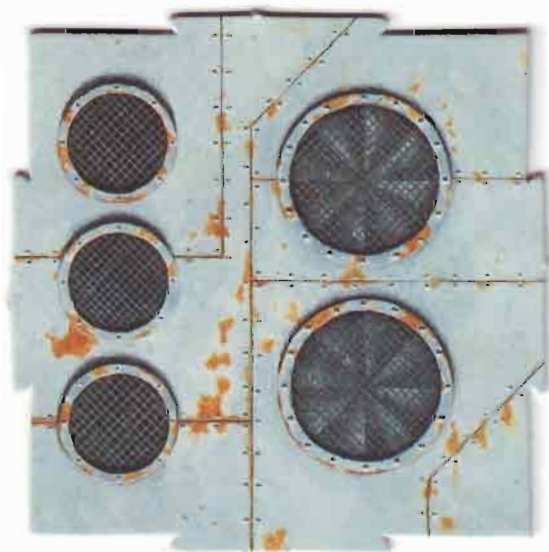
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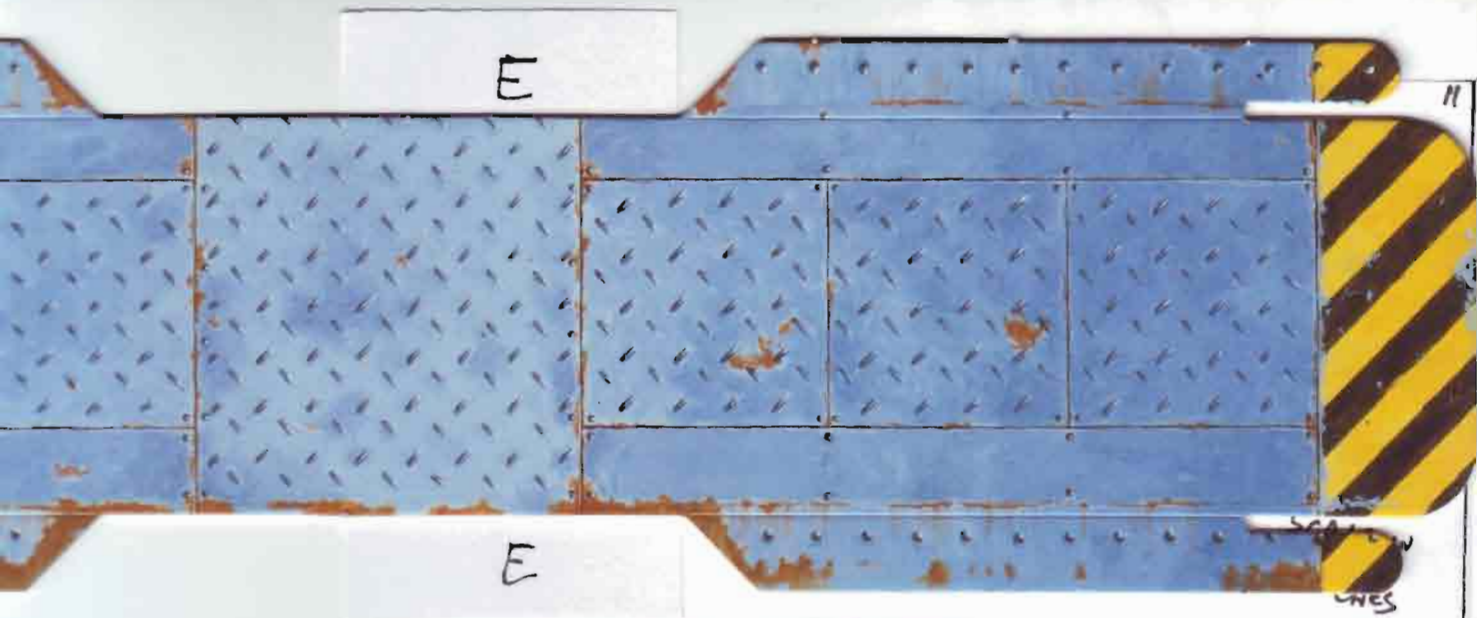


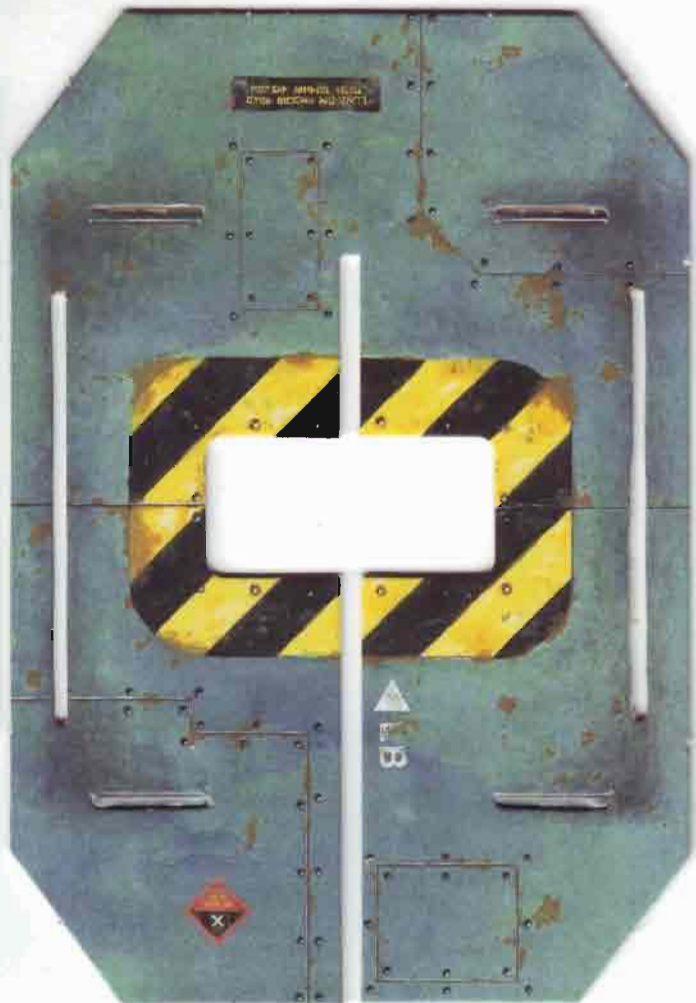
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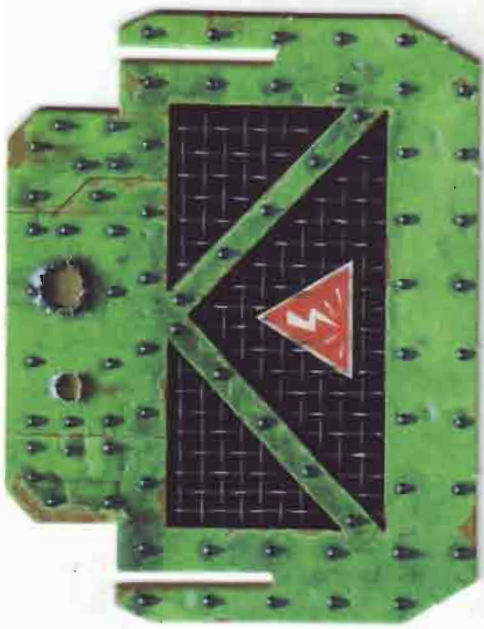




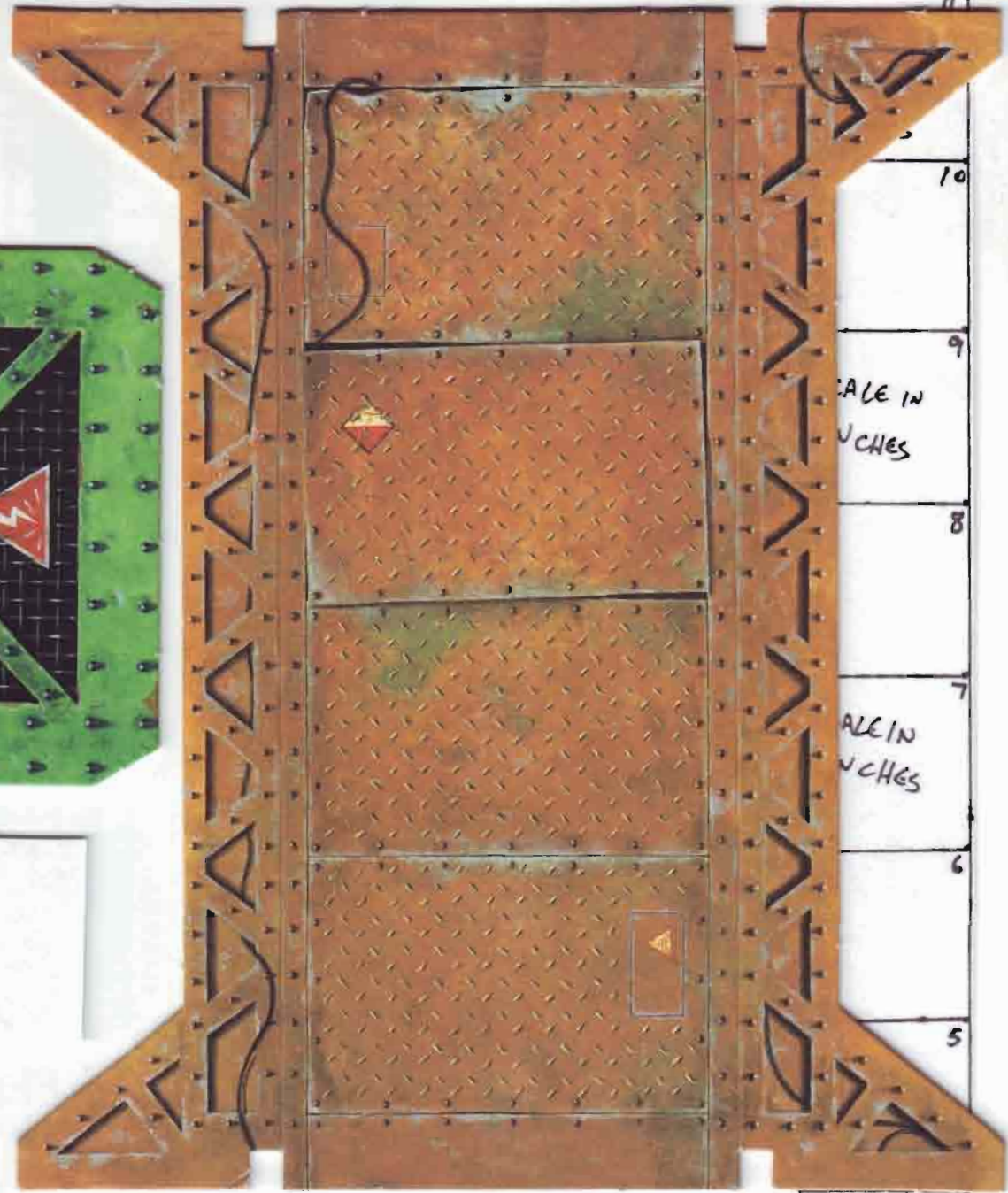
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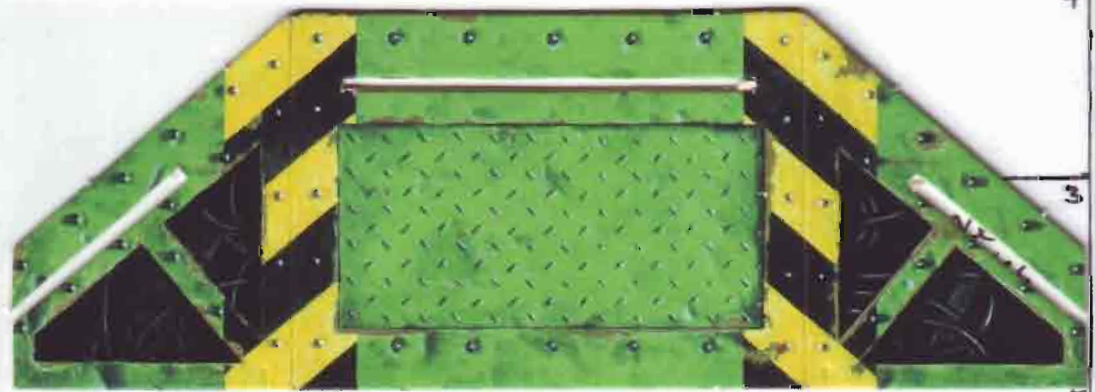
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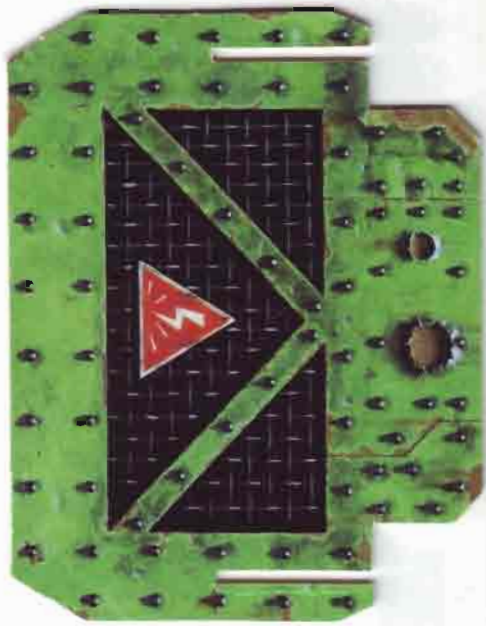
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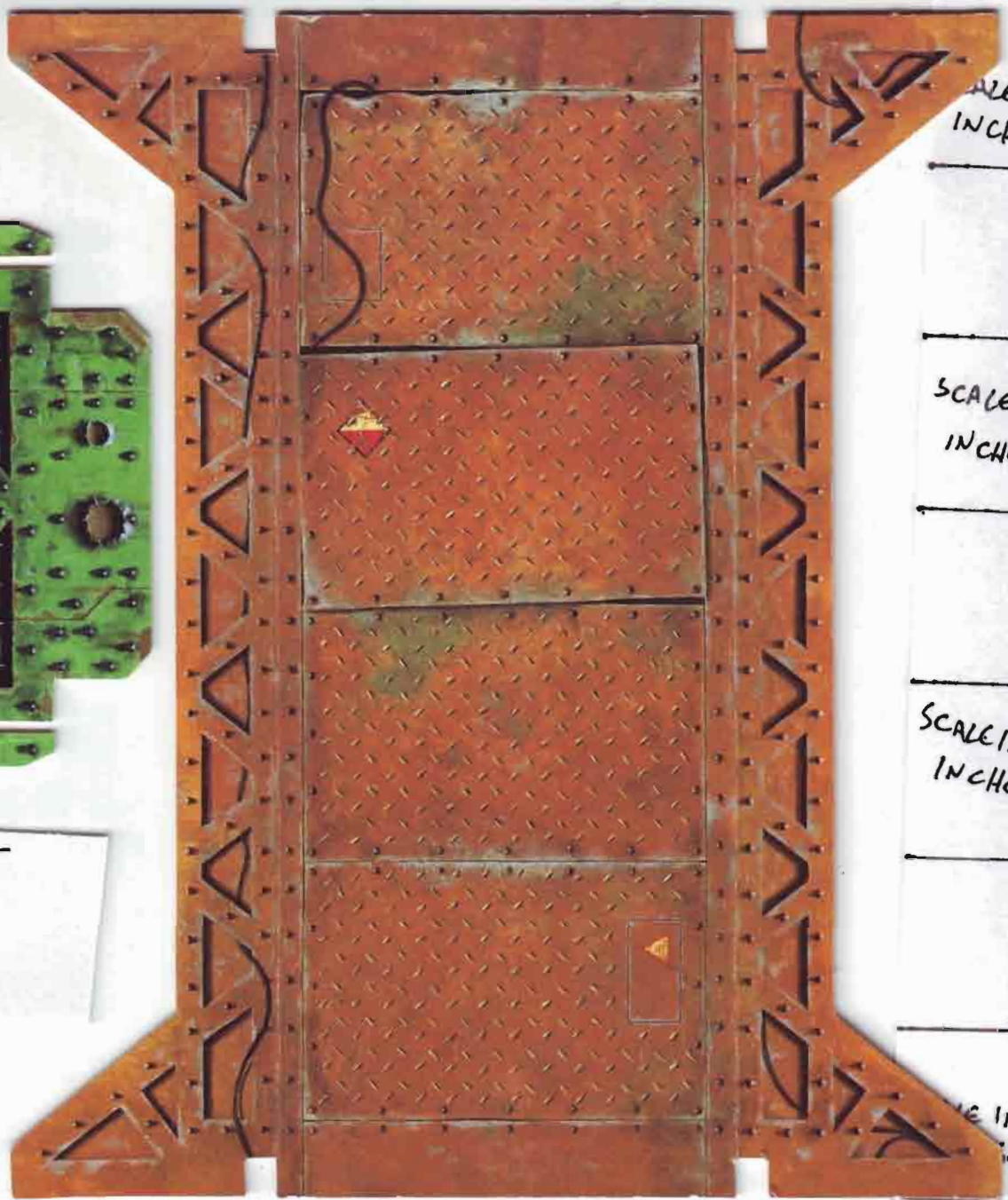


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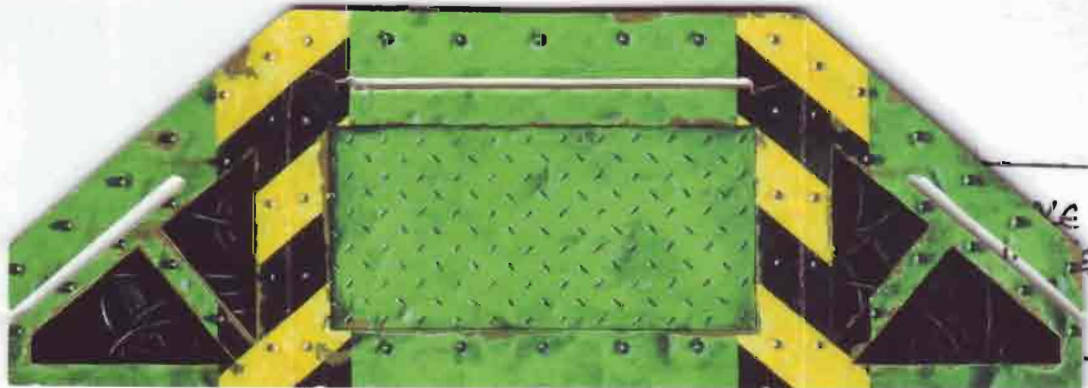


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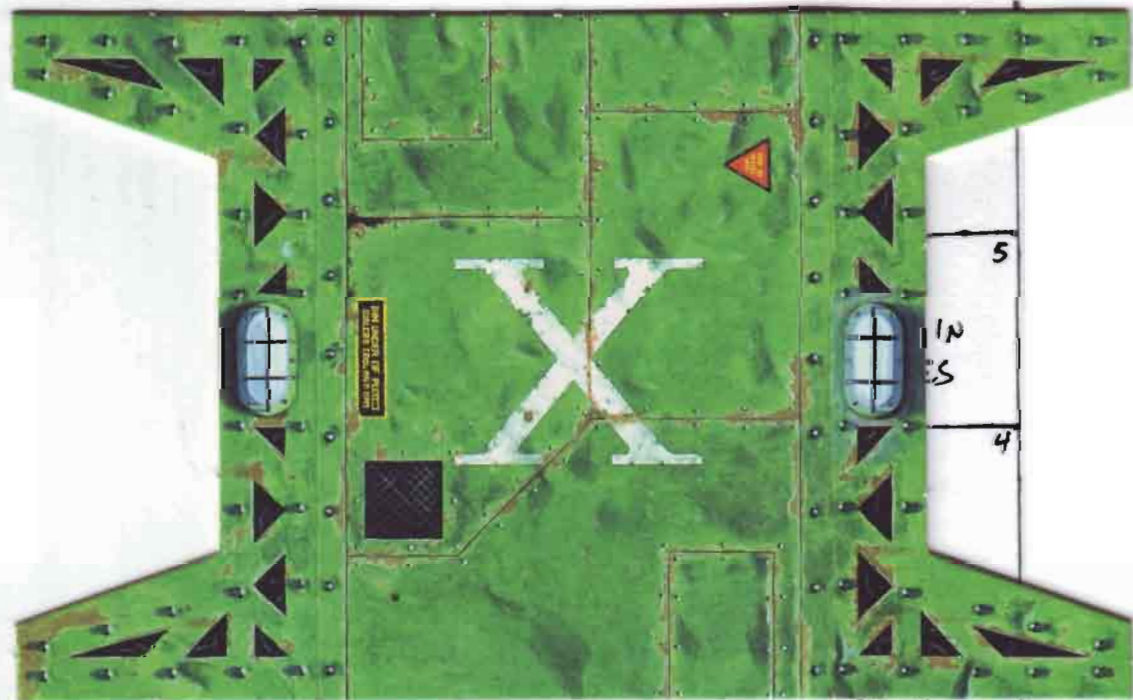
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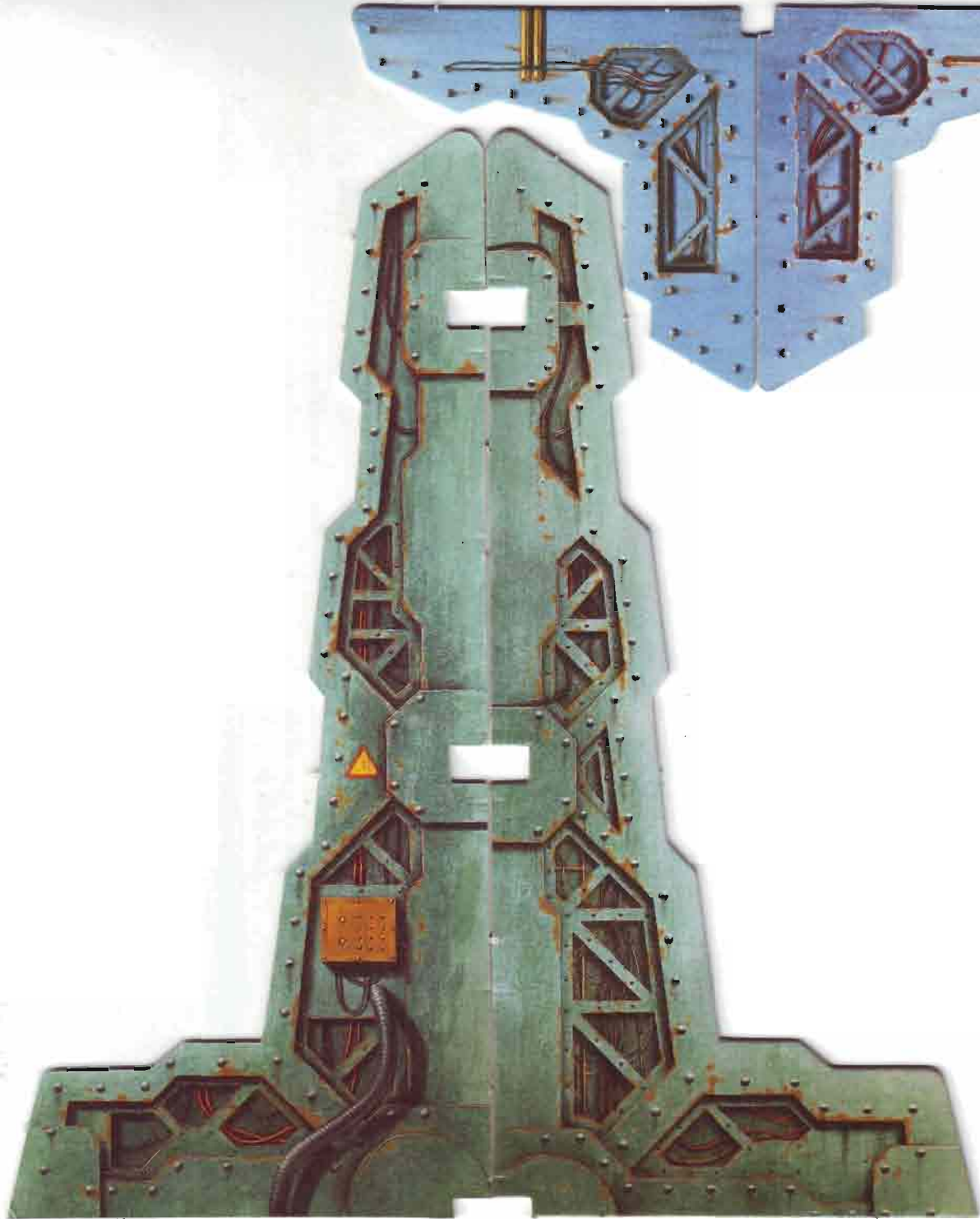
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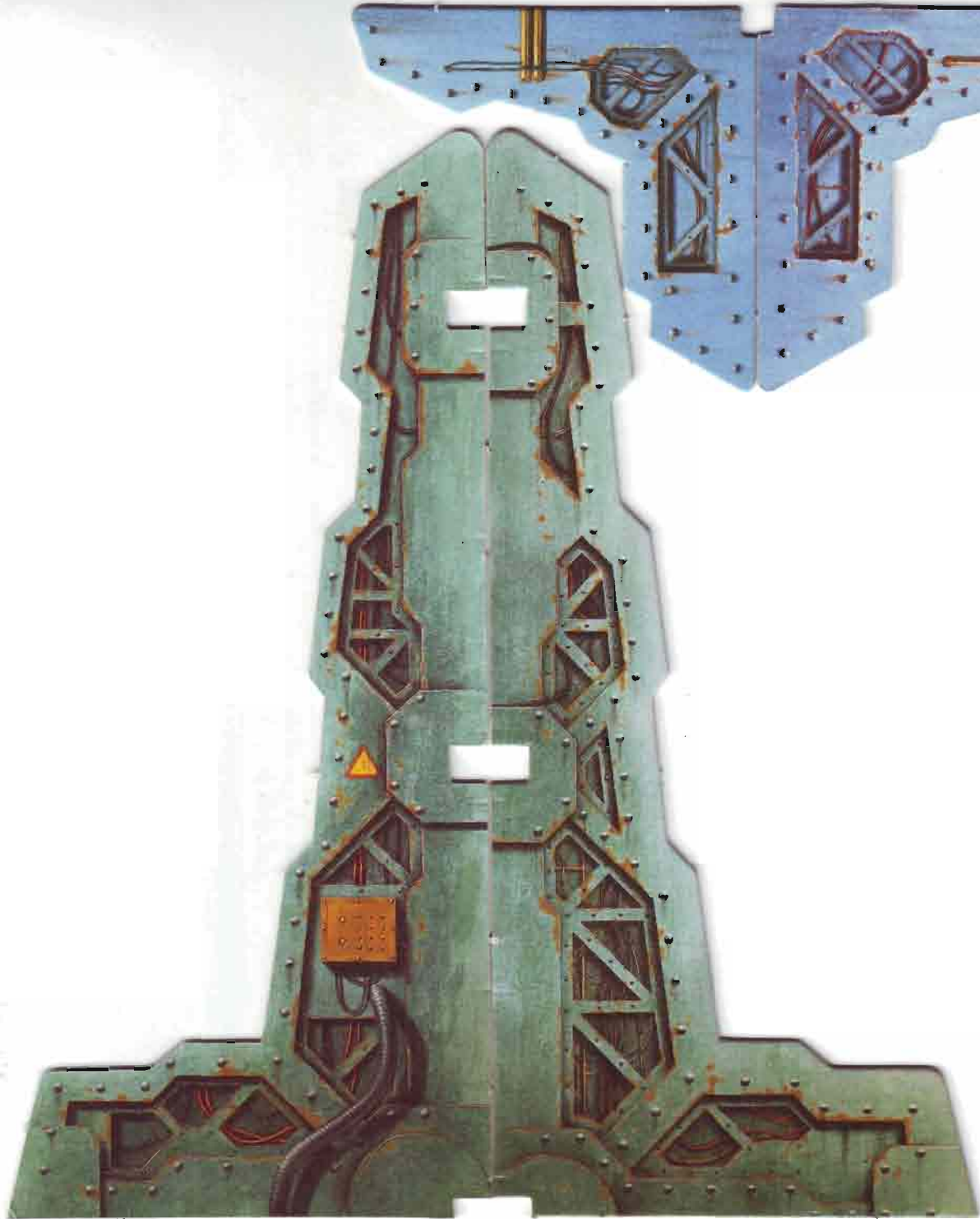


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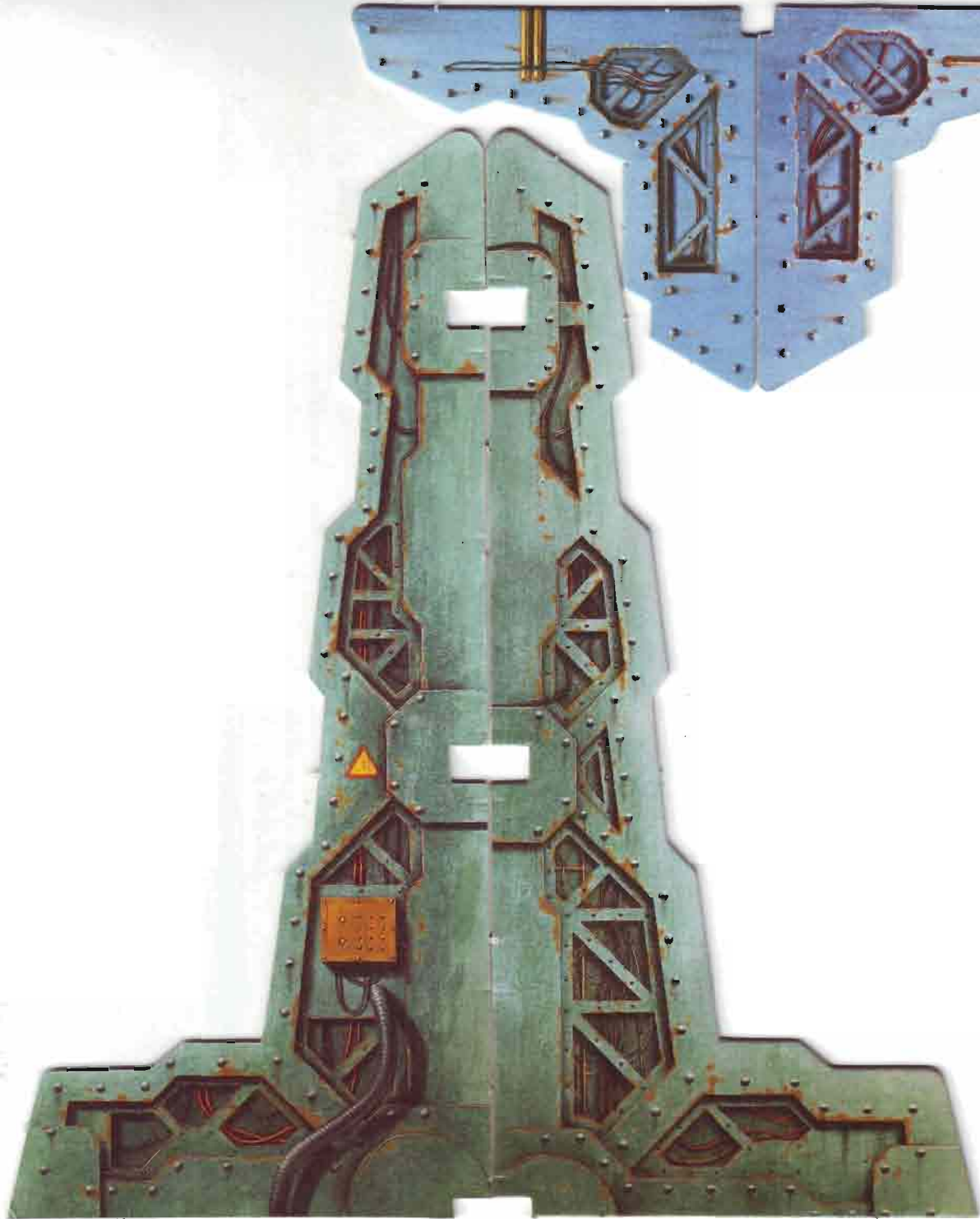




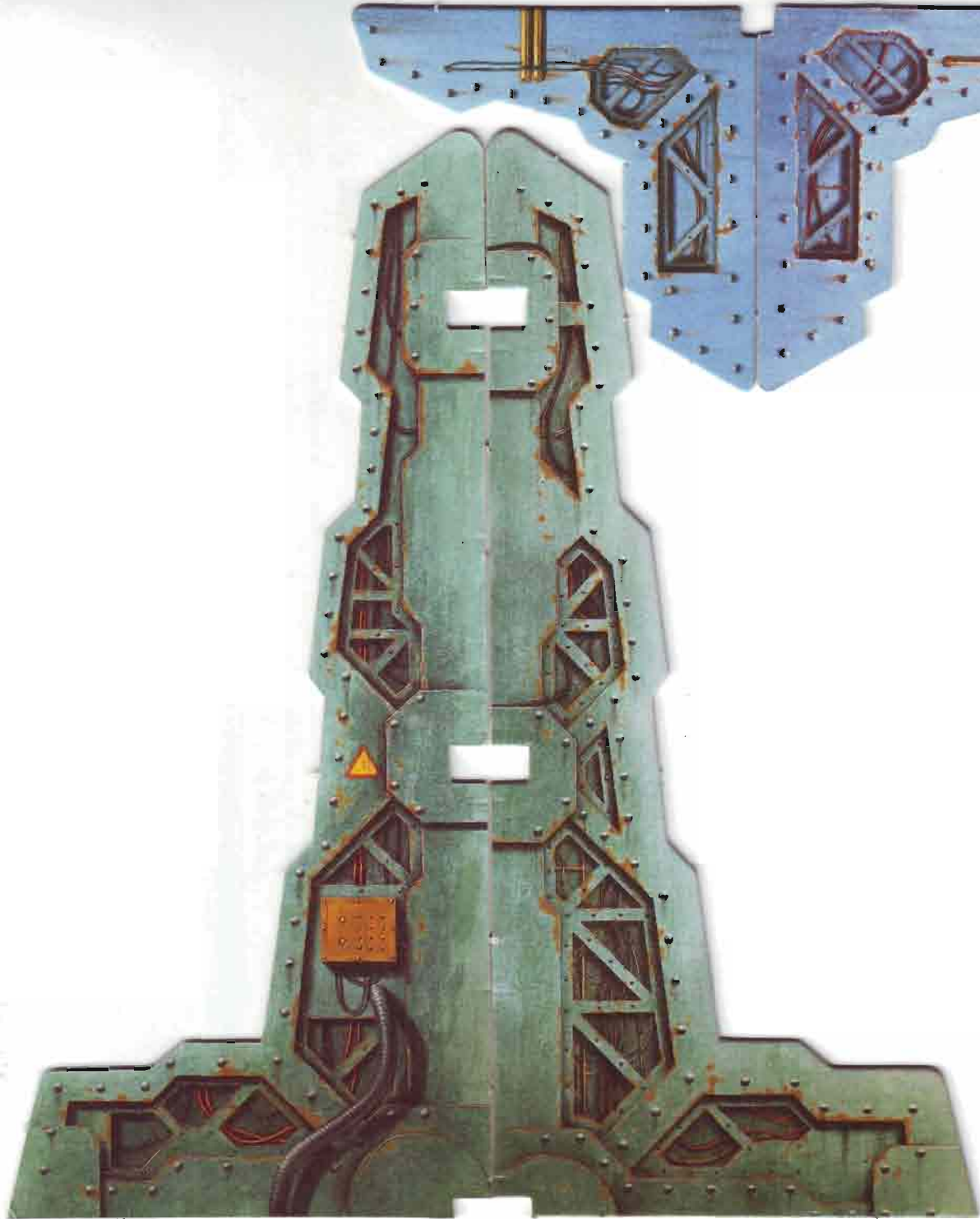
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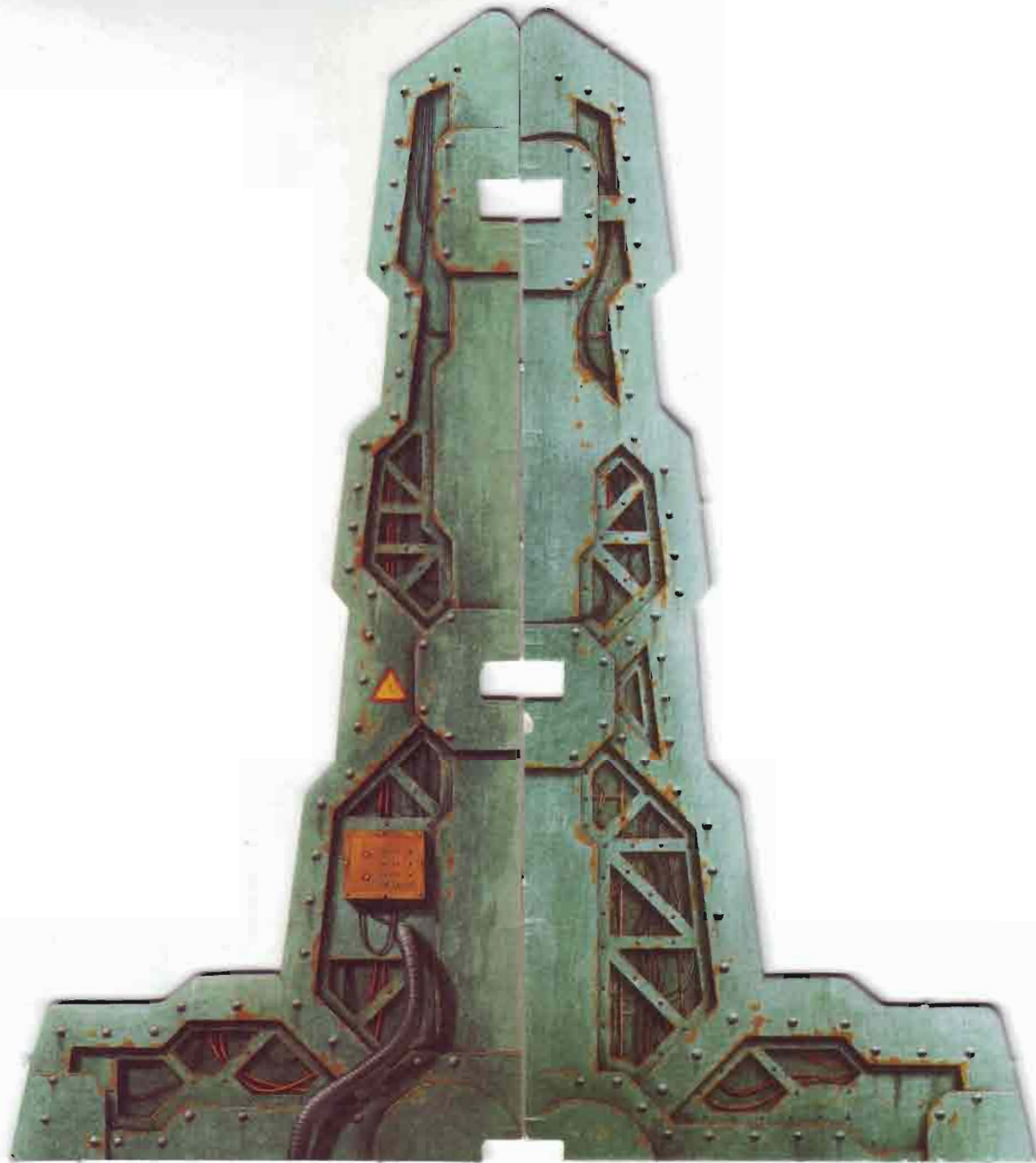
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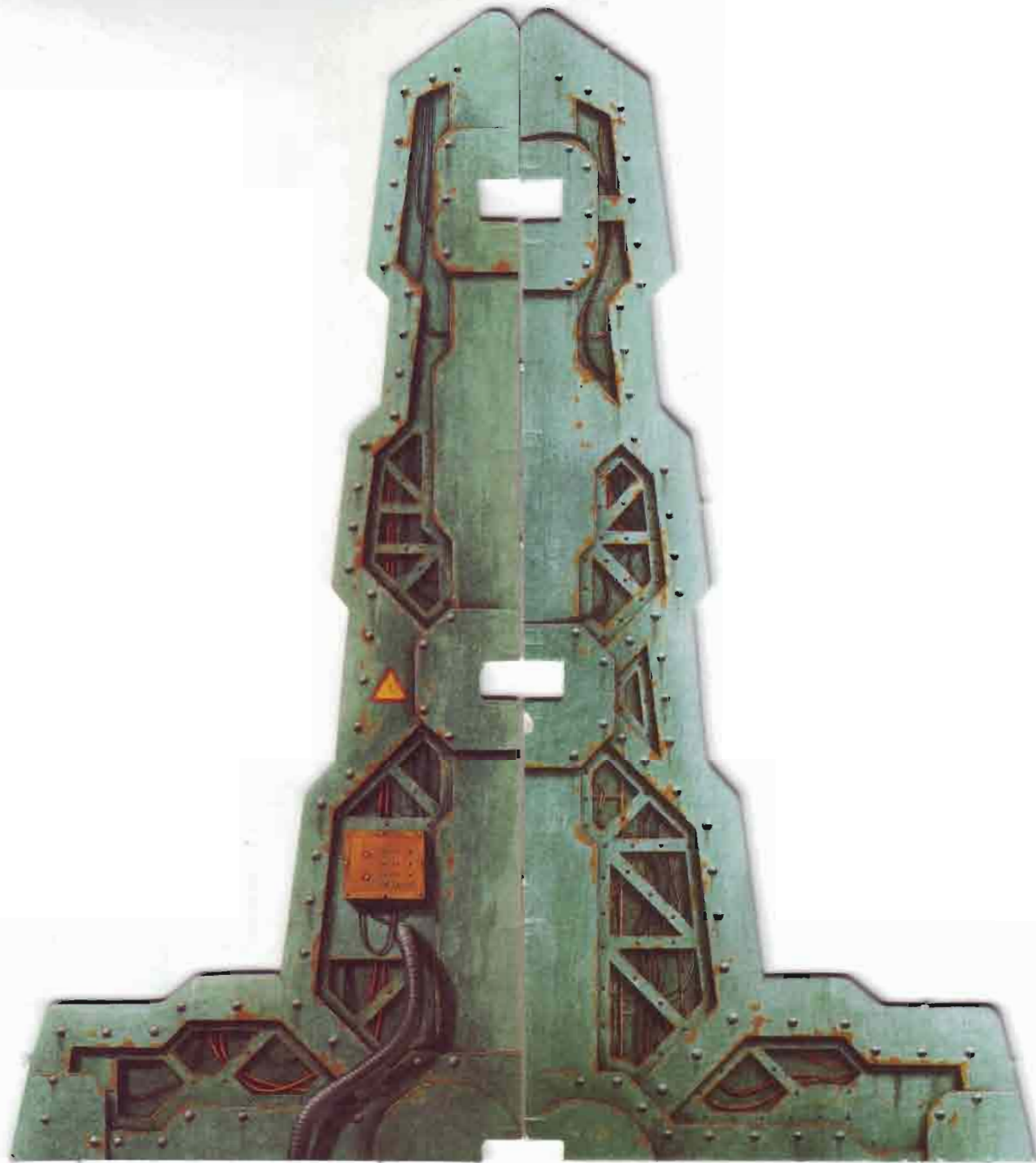


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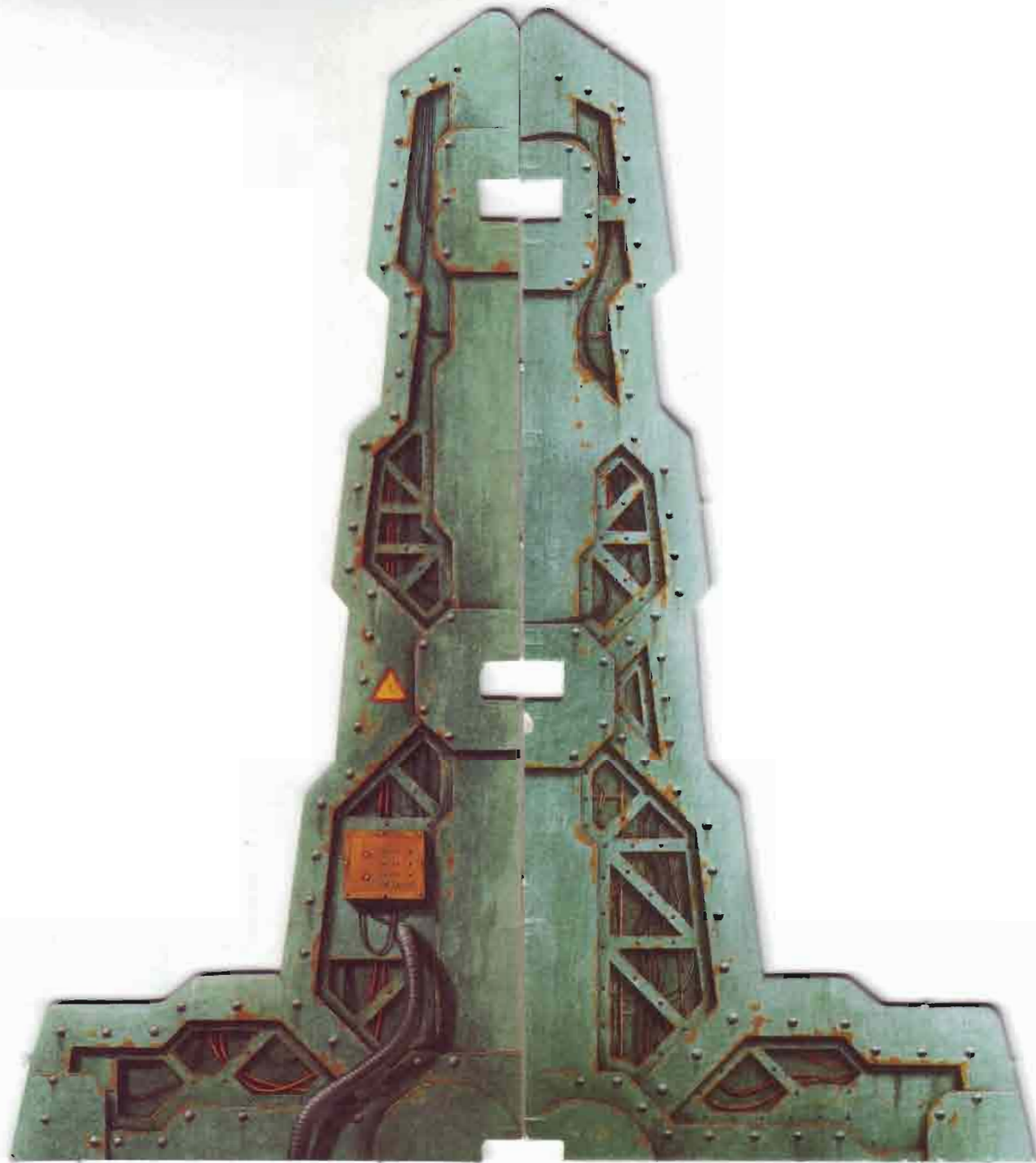


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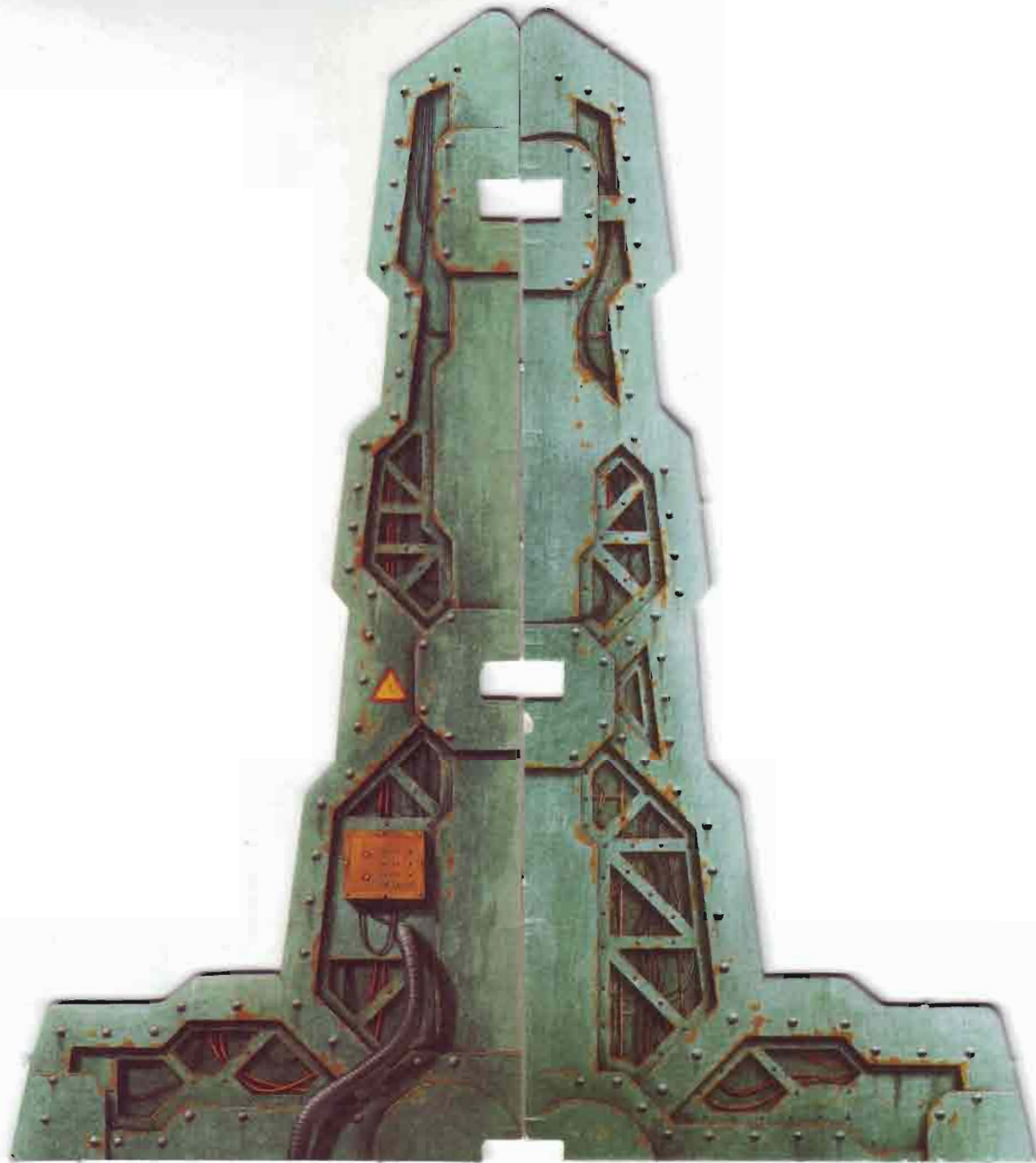


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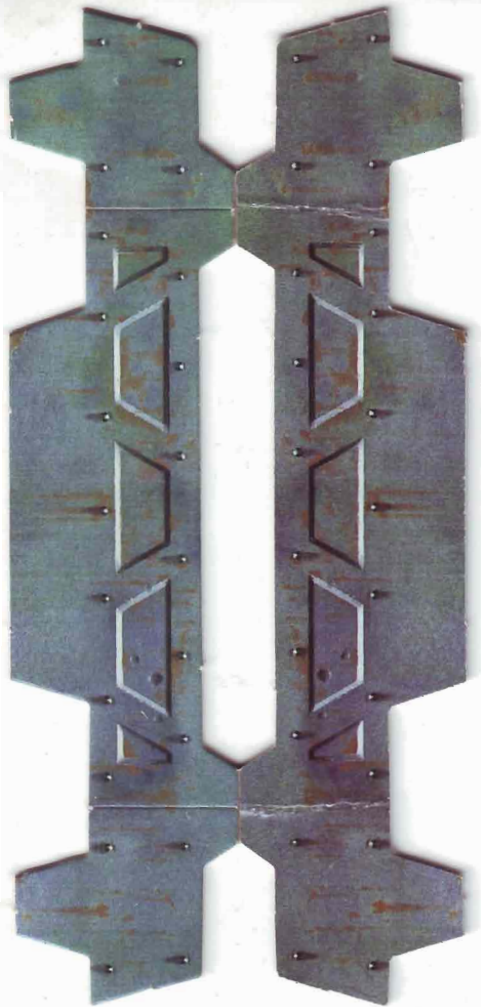
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