



# Blakes'7

## DSV-1 Liberator

Model kit by Masterpiece Models: [www.masterpiecemodels.com](http://www.masterpiecemodels.com)

Pattern Maker: Alfred Wong

Casting: J&S Technologies LLC



### Parts List

Main body	3
Main body nose vanes	4
Main body detail parts	4
Main body antenna	1
Weapons pod	3
Weapons pod struts	3
Weapons pod detail discs	3
Weapons pod panels	30
Weapons pod nose vanes	24
Weapons pod antennae	3 long 24 short
Engine hemispheres	2

## DSV-1 Liberator Assembly guide:

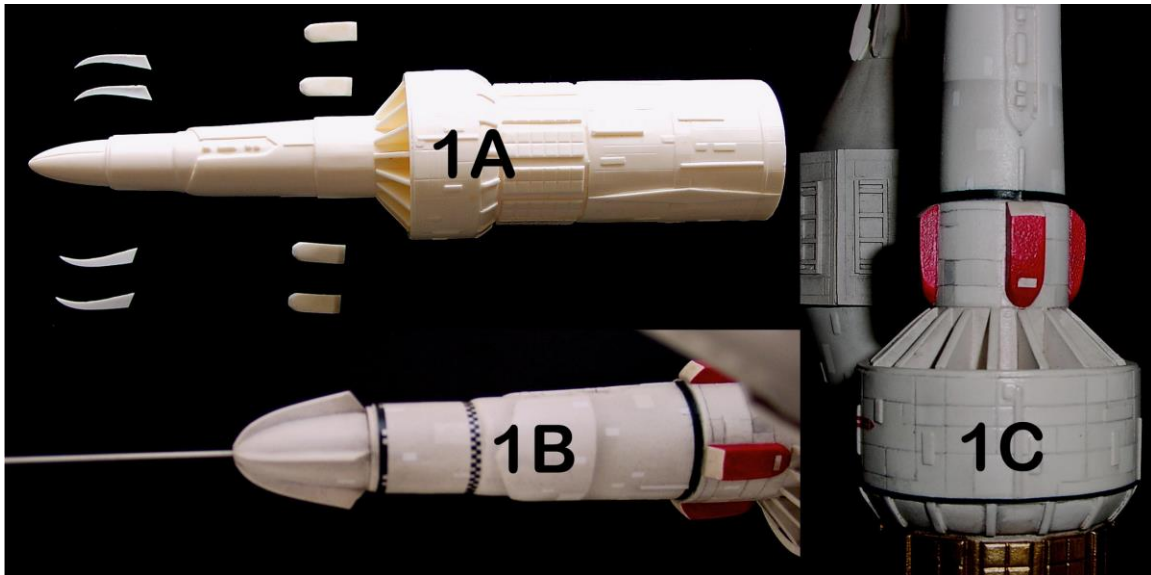
### General Instructions

Before beginning assembly please read the assembly instructions and check that all parts are present. While there is not any single correct way to assemble the Liberator, the assembly guide is based on how the prototype kit was put together. That experience should help you to successfully complete the kit

This kit is made of plastic resin. All parts should be thoroughly washed with soapy warm water in order to remove any mold release as this can affect gluing and painting. Use of superglue is required for assembly. Parts may have flash from the molding process which needs to be removed. Mold lines also need to be carefully removed so as not to destroy any detail.

### The Main Body

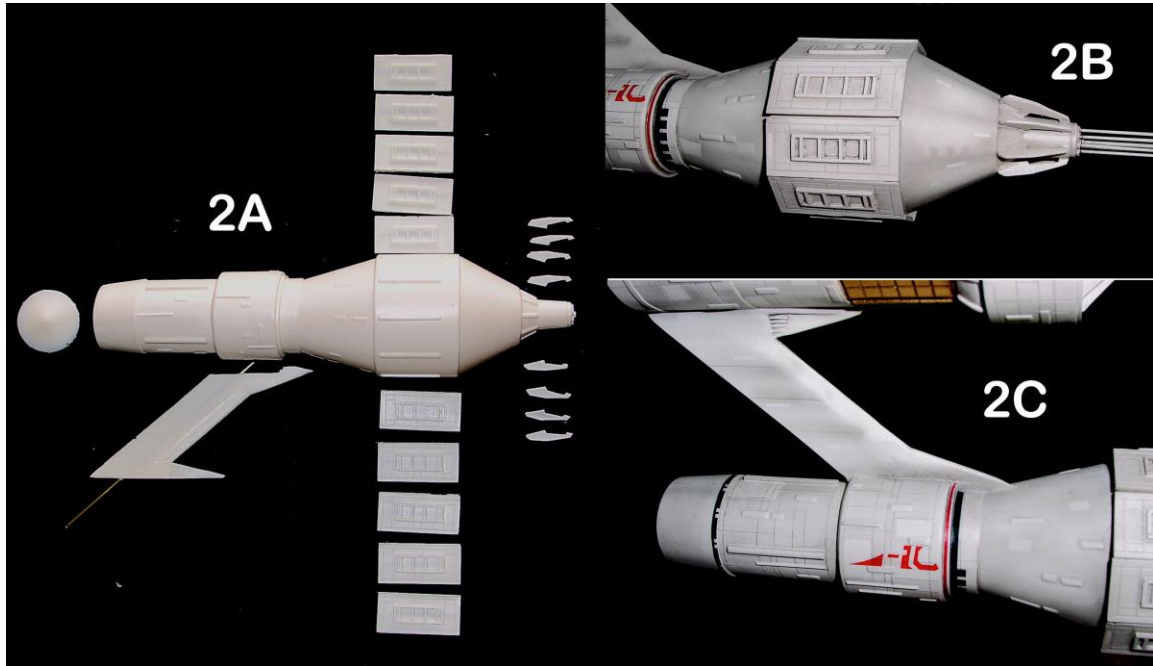
The main body has 3 parts consisting of the nose, mid “intake” section and rear cylinder section. These are easily fitted together to look like Pic 1A. The main body has several detail parts that need to be attached, Pic 1A. The four nose vanes are attached to the tip of the main body. Alignment grooves will help locate the vanes so they can be positioned correctly. Pic. 1B shows the nose vanes on the finished model. Pic. 1C shows the nose vanes on the finished model.



There are four other detail parts that need to be attached midway on the main body as shown in Pic. 1C.

## Weapons Pods

The Liberator has three weapons pods. Each Pod requires subassembly. Ten panels need to be added around the top of each Pod, Pic 2A & 2B. There are registration slots to help with placement.



There are 8 small detail pieces that need to be glued to the nose of each Pod, Pic 2B. These pieces also have registration marks to help with placement. As these pieces are small it is recommended that a tweezers be used to place the parts.

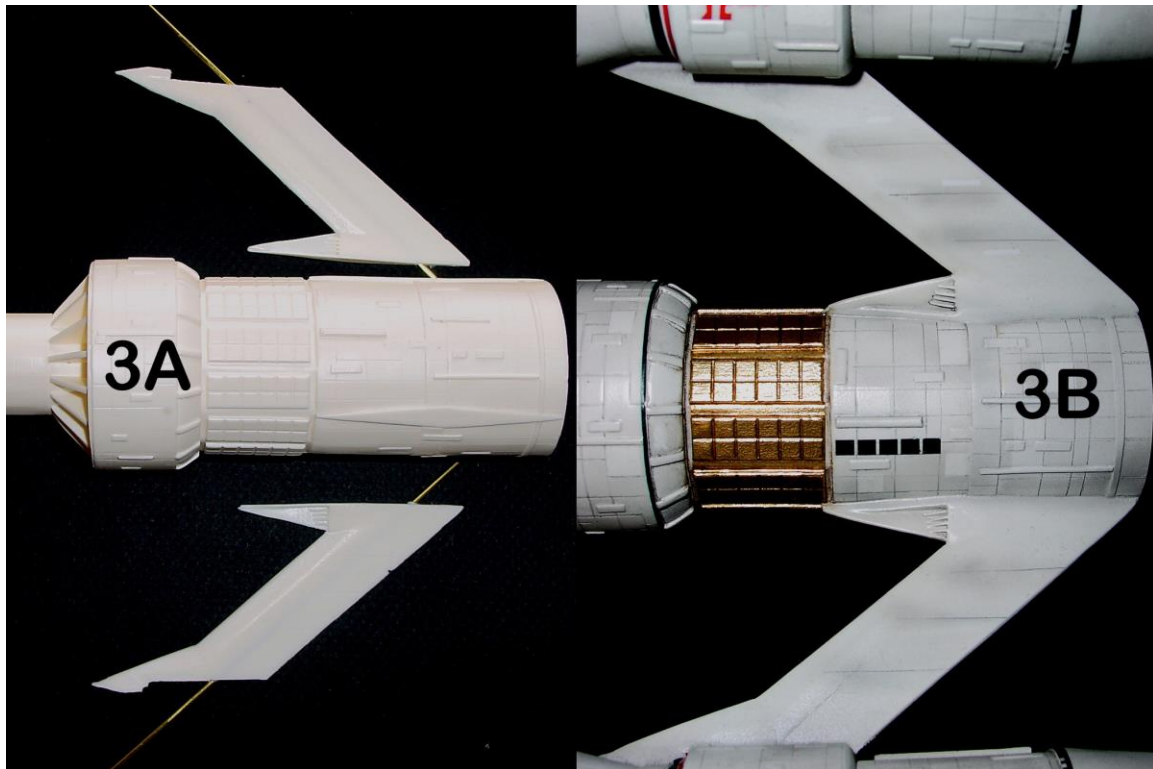
The rear of the Pod has a disc that needs to be glued on. Some sanding may be necessary to remove any excess resin at the end of the Pod. This is the remains of the pour spout.

The most difficult part of the Pod assembly is the addition of the strut that will ultimately join the Pod to the Main Body. I recommend attaching the strut to the Pod rather than the Main Body first. The strut is cast with a brass rod support so that the strut can support the weight of the Pod. Please inspect the Pod closely to locate where the strut is to be attached. It is a “rough” area on the pod where the strut was originally attached in the masters. The brass rod needs to be trimmed to approximately 3/8 inch on each end. A hole needs to be drilled into the body of the Pod, at an angle to allow the strut end to sit flush with the Pod body. Please take care at this step. With the prototype kit I drilled a hole that was slightly larger than the brass rod. This allowed for some forgiveness if the angle the hole was drilled at was not exactly correct. The excess space in the hole was filled with superglue when the strut was attached and hit with a superglue kicker

to set the part instantly. Prior to setting the superglue please ensure that the strut is positioned correctly as changing it afterwards is not easy.

### **Attaching the Weapons Pod subassembly to the Main Body**

The attachment of the Pod strut to the Main Body is essentially the same process as attaching the strut to the Pod. Again a hole needs to be drilled into the Main Body, at an angle to allow the strut end to sit flush with the Main Body. There are three “elongated diamonds” on the rear of the Main Body to help with spacing the Pods correctly. The holes for the struts need to be drilled into the diamonds, Pic 3A & 3B.



### **The Engine assembly**

The Engine assembly is the most difficult part of the kit and should you want to add lighting it is even more challenging. Having said that with some patience and care you will end up with a great display piece. At this point you will need to decide on whether you want to light the kit or not as it will significantly affect how you prepare the engine sections. As the prototype was lit I will go through the process I followed. This was that worked for me but it by no means the only way to light the kit.

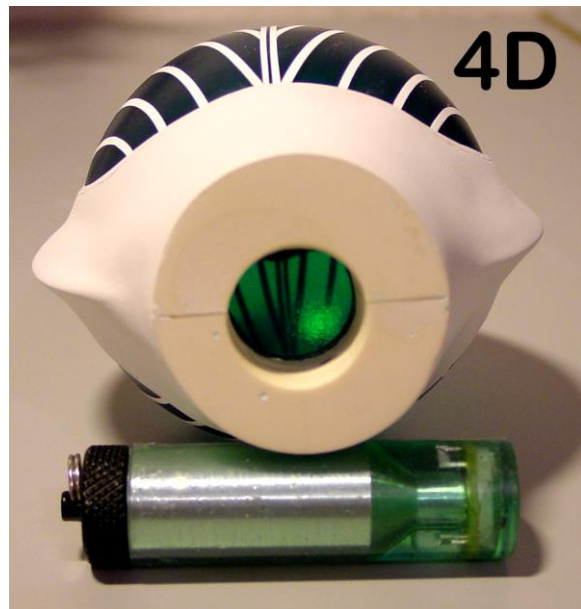
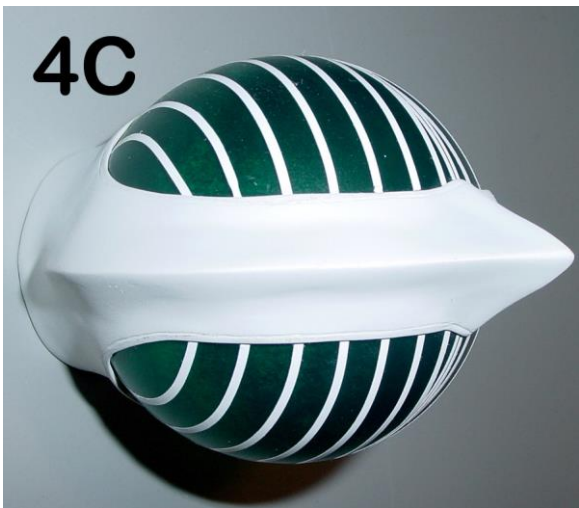
There are two transparent green resin hemispheres supplied with the kit. The white striping engine detail should be added to the hemispheres first, Pic 4. For the striping I used narrow strips of tape in the pattern shown in Pic 4B. It is also possible to paint these lines on but in my opinion this would be extremely difficult.



The engine collars should be painted prior to adding the hemispheres. As the Liberator is essentially white I simply used white primer. The hemispheres now need to be added to the painted Engine collar and glued in place. Please take care not to get glue on the portion of the hemispheres that will be exposed Pic 4B.



At this point it will probably be necessary to sand the surfaces of the Engine halves that will be glued together to get as smooth a finish as possible. Once the engine halves are glued together it is necessary to fill the joint where the parts meet. This was done in several stages of adding putty followed by sanding. By repeating this process a very nice finish can be achieved, Pic 4C.

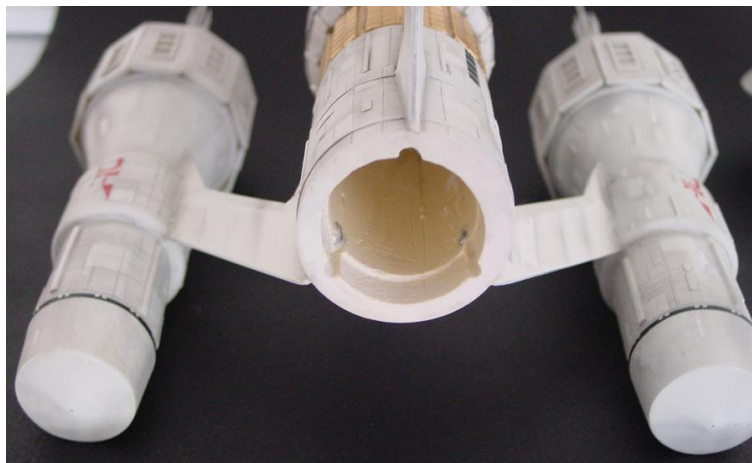


If you decide not to light the model then the Engine section can simply be glued to the Main Body. However if you are planning to light the model then the following section may prove useful. For the prototype model I used a “Glo-Toob” to light the Engine, Pic 4D. The Glo-Toob has several different lighting effects one of which is a pulsating effect that closely matches the lighting used in the TV show. In order to fit this to the Engine a hole, matching the diameter of the Glo-Toob had to be bored out. Pic 4D.

As the Engine section will need to be accessible (to change batteries, etc) it cannot be glued to the Main Body. Therefore an alternate form of attachment was required, Pic 4E-G.



I cut a short length of one inch (inside diameter) PVC pipe and glued it to the Engine collar. This becomes the “male” part of the fitting. Then I drilled a hole in the main body large enough to accept the PVC pipe, Pic 4H.



I added three short pieces of brass tubing to the PVC to use as registration points. Corresponding grooves were cut into the wall of the Main Body. Along the way I ensured that the fit was tight so that the parts would stay in place.

### **Antennae:**

Each Weapon Pod has 8 short antennae and one long antenna in the center. Brass rod is supplied with the kit and is cut to the correct length. You will need to drill small holes in the Pod nose so the brass rods can be inserted. I recommend using a handheld pin vise drill as you have more control than with an electric drill (like a Dremel). There are registration marks provided to help with the correct location of the rods. One long antenna goes into the nose of the Main Body. Carefully drill the hole for this.

Place a drop of superglue on the end of the end of the brass rods and insert them in the holes.

### **Painting:**

As the Liberator is mainly white, I used a Rust-Oleum white clean primer #7780. This does a great job of both priming and painting making life easier. Please make sure to work in a well ventilated area when using spray cans. Touch ups were needed on the Engine collar, especially after filling the seams and sanding them. Be sure to mask off the green engine dome so as to avoid any over spray. The spray from a can of primer is pretty difficult to control. It certainly is not an airbrush!

Then comes the fun part. Taking that pristine white model and weathering the hell out of it. To help with the paneled look I cut a bunch of squares and rectangles from Masking tape and place them carefully all over the model. I then started with some very light grey, barely off white and painted around the masked areas. Once dry, I removed the masking tape and, hey presto, instant panels. Another trick is to use small pieces of white decals to simulate panels. Its important to seal your work. I use Deft Satin clear wood finish. I love this stuff but there are many different products you can use. Just make sure they are compatible with your paint and decals.

I also used a lot of pastels and dry brushed them into strategic areas. Again the pastels were sealed with a coat of Deft. The final weathering step I used was an oil wash. I used a mix of black and burnt umber and thinned it way down with Turpenoid. I applied this in sections. Once dry I took a very fine steel wool and gently rubbed the kit all over so as to remove any oil wash from the raised areas. This really brings out the detail.

There are not too many other details to paint in the kit. The four detail parts on the Main Body were painted a maroon color, Pic 1C. The solar panels on the Main Body were carefully covered with a strip of gold Bare Metal Foil, Pic 3B. The foil was very carefully burnished to bring out all the detail underneath. The gold foil was weathered with a light burnt umber oil wash. Once everything is to

your satisfaction be sure to clear coat the model again to seal you paintwork. Last but not least, its time to apply the decals. Please use the guide provided for placement of the decals.

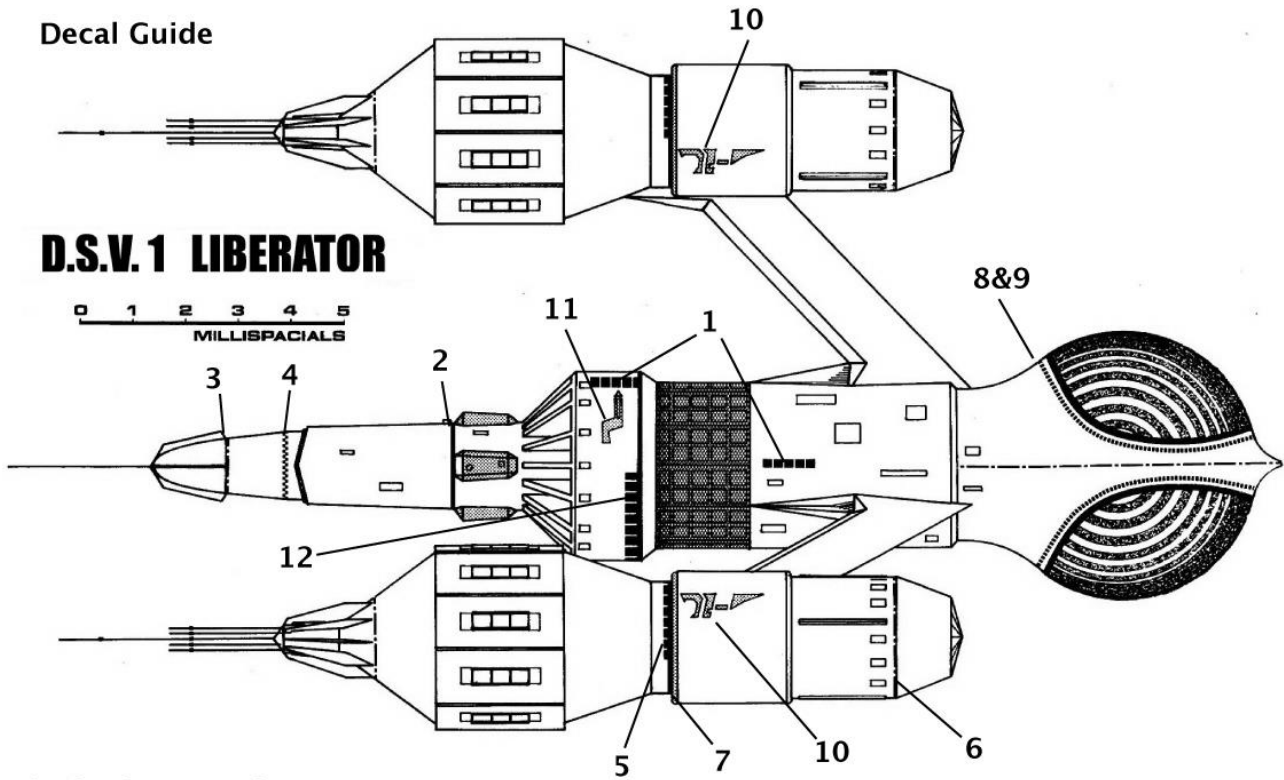
Please note that the decal that goes around the Engine housing is split in half (decals 8 & 9) for ease of handling. You will find that these decals will overlap as they are longer than necessary. You may need to trim the ends for a proper fit.



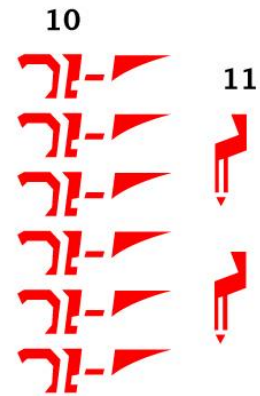
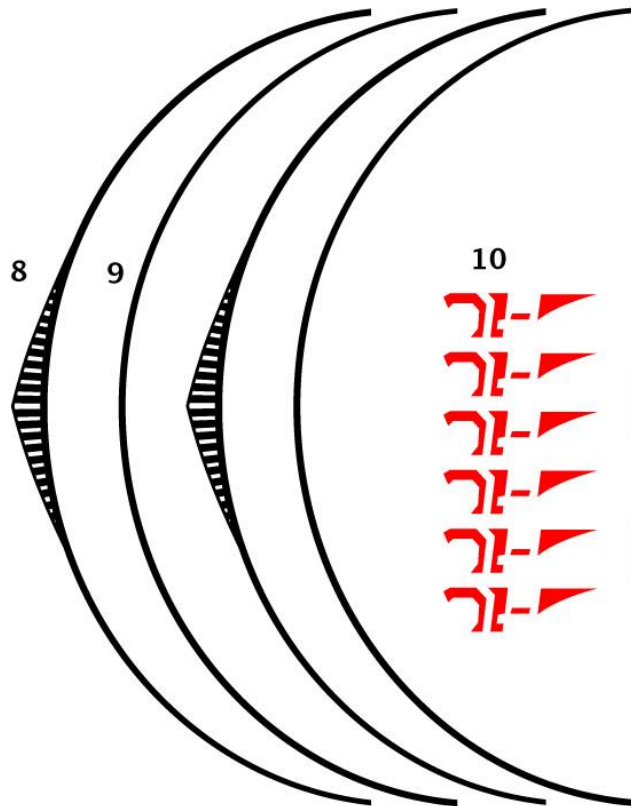
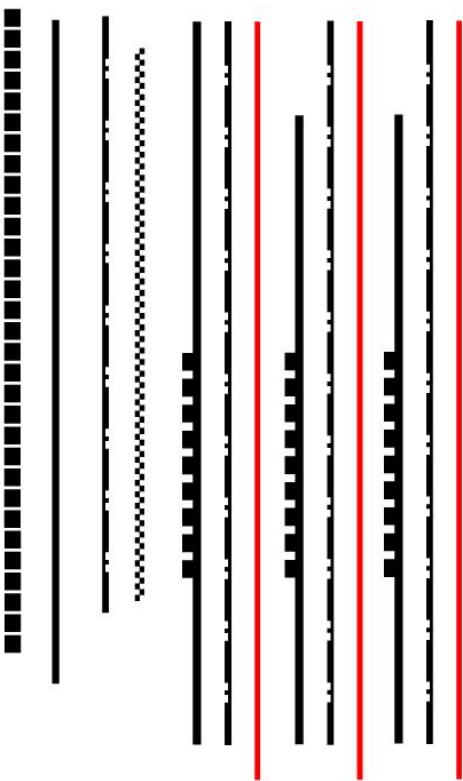
Decal Guide

# **D.S.V. 1 LIBERATOR**

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MILLISPACIALS



1 2 3 4 5 6 7



**DSV-1 LIBERATOR**

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