



**SMT**  
SCALE MODEL TECHNOLOGIES



## 1/72<sup>scale</sup> Troop Transport

Model Kit by SMT: <http://smt.theshoppe.com>

Pattern Maker: Zarkus Model Kits: <http://www.angelfire.com/art/zarkus/zarkusmodelkits.html>

Type: Heavy Assault/Capture Vehicle

Operators: Imperial

Armament: 4 Main laser cannons, 4 Ion Cannon,  
10 Proton torpedoes and two heavy space bombs

The Ion Cannons are unique in that they only disrupt a ship's shield and power systems, leaving it helpless but intact. The Transport has a universal docking hatch as well as plasma boring torches to penetrate an enemy vessel's hull. A boarding party is then inserted via a telescoping lift. Once onboard the complement of 30 soldiers and technicians take possession of the craft. The DX-9 has a surgical bay to treat injured soldiers and a holding cell for prisoners. The heavy power consumption of weapons and shields results in reduced speeds, making the DX-9 vulnerable to fighter attack when alone.

# 1:72 Troop Transport

Before you begin to assemble your model kit, study the instructions carefully. This will help familiarize you with the location and parts required for assembly. If you wish to paint your model, various components should be painted before the parts are attached. The appropriate color is stated in the paint guide at the end of the instructions. This kit is molded from a plastic resin. Use of a superglue is required for assembly.

For the best finish your model should be painted even if molded in color. Paint should be applied in several light coats rather than one heavy one (the first coat should not completely cover the surface). Each layer should dry thoroughly before sanding with #1200 wet or dry sandpaper that is slightly damp, except for the final coat.

**\*\* Be careful not to remove any detail while sanding \*\***

Keep your hands clean when working with the model prior to painting. Always thoroughly wash parts to remove any trace of mold release agents, body oils from your hands and sanding residue. A solution of dish washer detergent and water is recommended. Use a tack cloth to dry.

Parting lines and glue joints should be filled and sanded before painting. A filler putty designed for use on plastics should be used to blend and fill contours. This should be applied only after the first primer coat.

Prior to cementing any parts together "test fit" them in order to be assure alignment. Also check for excess flash which may be present, use a sharp hobby knife or file if necessary.

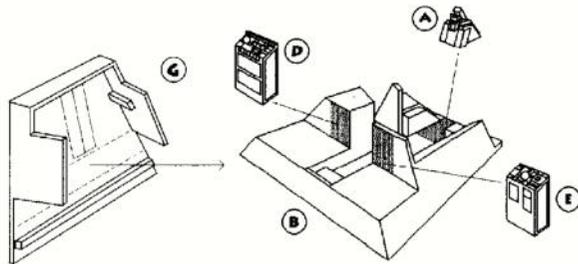
If any parts are warped, apply a small amount of heat (such as a hair dryer or hot water) until you feel the resin soften. Gently bend back to shape.

We take pride in providing kits which are easy to assemble and give attention to detail and workmanship. Should you have any difficulty with missing/broken pieces or assembly please e-mail the address below:

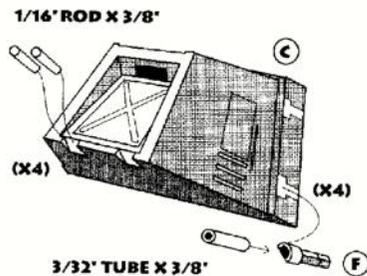
**[zarkus@iwon.com](mailto:zarkus@iwon.com) OR  
[smtemail@telusplanet.net](mailto:smtemail@telusplanet.net)**

### COMMAND MODULE

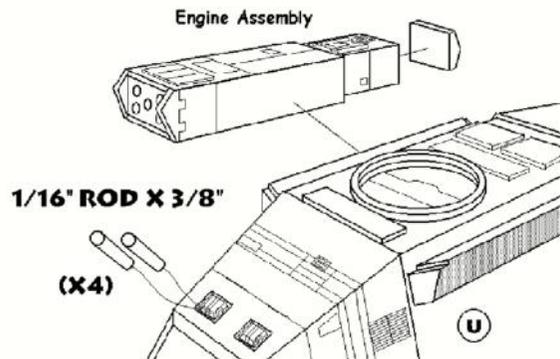
1. Glue Commander's Console (A), Pilot's Console (D) and Weapons Console (E) to the Command Module Interior (B).
2. Glue Rear Wall (G) to Part (B) as shown.



3. Glue (4x) Ion Cannons (F) to sides of Command Module (C).
4. Cut to 3/8" length the 3/32" TUBE provided and attach to front of (F). (4x)
5. Cut to 3/8" length the 1/16" ROD provided and attach to front of Command Module (C). (4x)

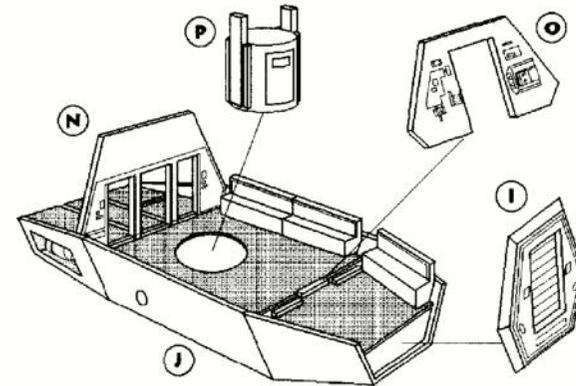


3. Glue the completed engine assemblies to the pylons of Upper Troop Module (U).
4. Cut to 3/8" length the 1/16" Rod provided and attach to Upper Troop Module (U) as shown. (4x)

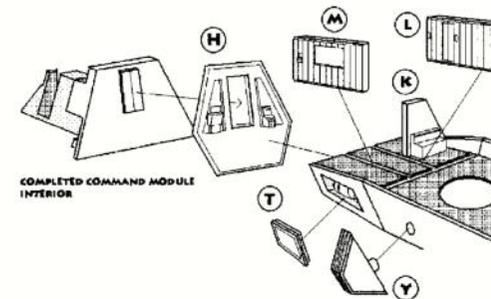


### TROOP MODULE

1. Glue Bulkheads (I), (N) & (O), and Assault Lift (P) to the interior floor of Lower Troop Module (J).



3. Glue Interior Walls (K), (L), and (M) into slots as shown.
4. Glue Forward Bulkhead (H) to Lower Troop Module (J).
5. Glue completed Command Module Interior onto Bulkhead (H).
6. Insert (Do NOT Glue) Space Bomb Door (T) over opening of Lower Troop Module (J).



7. Insert (Do NOT Glue) Maneuvering Fins (Y) into peg holes of Lower Troop Module (J). If fit becomes loose, wrap pegs with scotch tape. Position Vertical for Take off/Landing and Horizontal for Flight.
8. Place (Do NOT Glue) completed Command Module over Command Module Interior; and Upper Troop Module onto Lower Troop Module.

## Painting Suggestions

Exterior Panels: Dark Ghost Grey.

Use a Flat Black wash to accent details.

Engine Exhaust: Flat Black. For ignited engines use Flat Sky Blue.

Bomb Bay: Flat Black mixed with Silver  
Space Bomb: Medium Grey.

Interior Floor: Black mixed with Steel.  
Lightly dry brush the Steel to simulate wear and highlight details.

Ceiling, walls and lift: Flat Light Grey.

Control Panels: Flat Black. Paint details on the controls Silver, Red and White.

