

Contents and Build Instructions

This PDF is entitled “GravArmor_Contents” for a reason: it is the main contents file for the game. The immediate next page is the license agreement. Please read the agreement in its entirety. On the following pages, you will find the unit counters and 6 map sheets. These should be printed at the same scaling. At 100% scaling, they will give you 1/2” counters and larger hexes. My personal copy is printed out at 95% scaling, and gives a very nice size - it fits into an ethernet card box.

The preference of many people who hand-build games now days is to print on full-size label paper. You will find this so much easier than fiddling with glue if you’ve never done this before - and possibly even if you have! So, the recommendation is print on label paper. Pin these sheets to something - I use pizza boxes - and spray them with a varnish or fixative, like Games Workshop’s Purity Seal. With spray varnishing, you have to be aware that cold and humidity will give a “snowy” effect, even to paper. After the varnish is dry, you can then apply to a backing material. 2mm is a good thickness, especially if you get a dense board. It will have heft and weight, be easy to move and yet still thin. I have found illustration board works nicely for this, although I do admit I haven’t experimented with much - and, while cheap for small amounts, it does still add up. This game cost me about 8\$ in illustration board.

Once printed, sprayed, and applied to the backing, you can now cut! If you cut the counters with a ruler and scalpel or rotary cutter, you can avoid cutting the edges of the paper, leaving “strips” of counters. Cutting just the interior of the page will be much faster, as the strips will stay intact until the counters fall out, allowing you to use full-length cuts the entire way, both orientations. For the maps, map 1 has cut guidelines and the rest do not: this is not because map 1 needed them and the rest didn’t, but rather the guidelines are only to give an idea of how to cut.

A note on the included images: All images originally came from the Dwarfstar site (where you may have got this PDF). The counters are the “Remastered Counters” image. The maps were cropped out of the map images, and some rudimentary image manipulation done in order to try to square up the maps as much as possible. Since I am new to image manipulation, this effort is not as good as it could be. If anyone can provide better squared up, cropped images, a revised version of this PDF can be created to incorporate those.

Enjoy building Grav Armor, and enjoy playing it!

Mike MacMartin

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Dated: April 21, 2003

(SIGNED) Ed Pugh, CEO, Reaper Miniatures

Grav Armor Remastered Counters.

4 6:: 2	3 6A 3	3 6A 3	3 6A 3	4 8A 4	4 8A 4	5 7A 3	5 7A 3
4 Chi2 4	2 Omi2 4	2 Omi2 4	2 Omi2 4	2 Omi9 3	2 Omi9 3	5 Silon4 2	5 Silon6 2
5 7= 4	5 7= 4	5 7= 4	5 7= 4	4 6A 3	4 6A 3	4 6A 3	4 5= 4
5 Silon5 2	5 Silon5 2	5 Silon5 2	5 Silon5 2	3 Siga3 5	3 Siga3 5	3 Siga3 5	3 Lia5 4
3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2
3 Aza3 5	3 Aza3 5	3 Aza3 5	3 Aza3 5	3 Aza3 5	3 Aza3 5	3 Aza3 5	3 Aza3 5
3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2
3 Eta5 4	3 Eta5 4	3 Eta5 4	3 Eta5 4	3 Eta5 4	3 Eta5 4	3 Eta5 4	3 Eta5 4

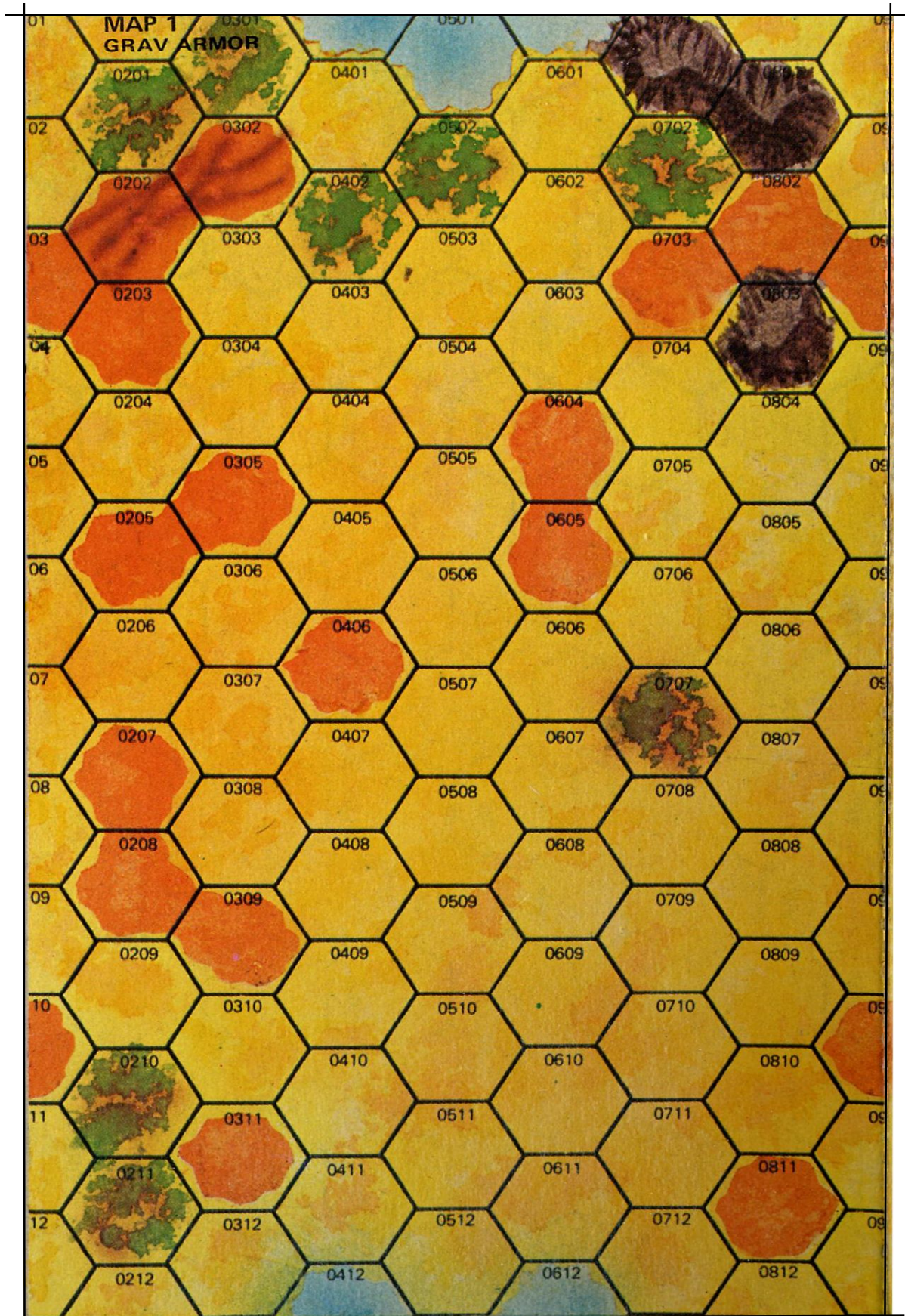
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4 4:: 2	3 6A 3	3 6A 3	3 6A 3	4 5:: 3	4 5:: 3	4 5:: 3	4 5:: 3
8 DS8 D	8 FM3 F	8 FM3 F	8 FM3 F	8 FL6 F	8 FL6 F	8 FL6 F	8 FL6 F
3 5:: 2	3 5:: 2	3 5:: 2	3 5:: 2	3 5:: 2	3 5:: 2	3 5:: 2	3 5:: 2
4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4
4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4	4 Del1 4
6 Titan2 2	6 Titan2 2	6 Titan2 2	6 Titan2 2	6 Titan2 2	6 Titan2 2	6 Titan2 2	6 Titan2 2

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4 Del2 4	4 Del3 4	4 L-Mil 0	4 L-Mil 0	6 J-INF 3	6 J-INF 3	6 J-INF 3	6 J-INF 3
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2 DS3 D	2 DS3 D	2 DS3 D	2 DS3 D	6 J-INF 3	6 J-INF 3	6 J-INF 3	6 J-INF 3
4 Del2 4	4 Del3 4	4 L-Mil 0	4 L-Mil 0	6 J-INF 3	6 J-INF 3	6 J-INF 3	6 J-INF 3
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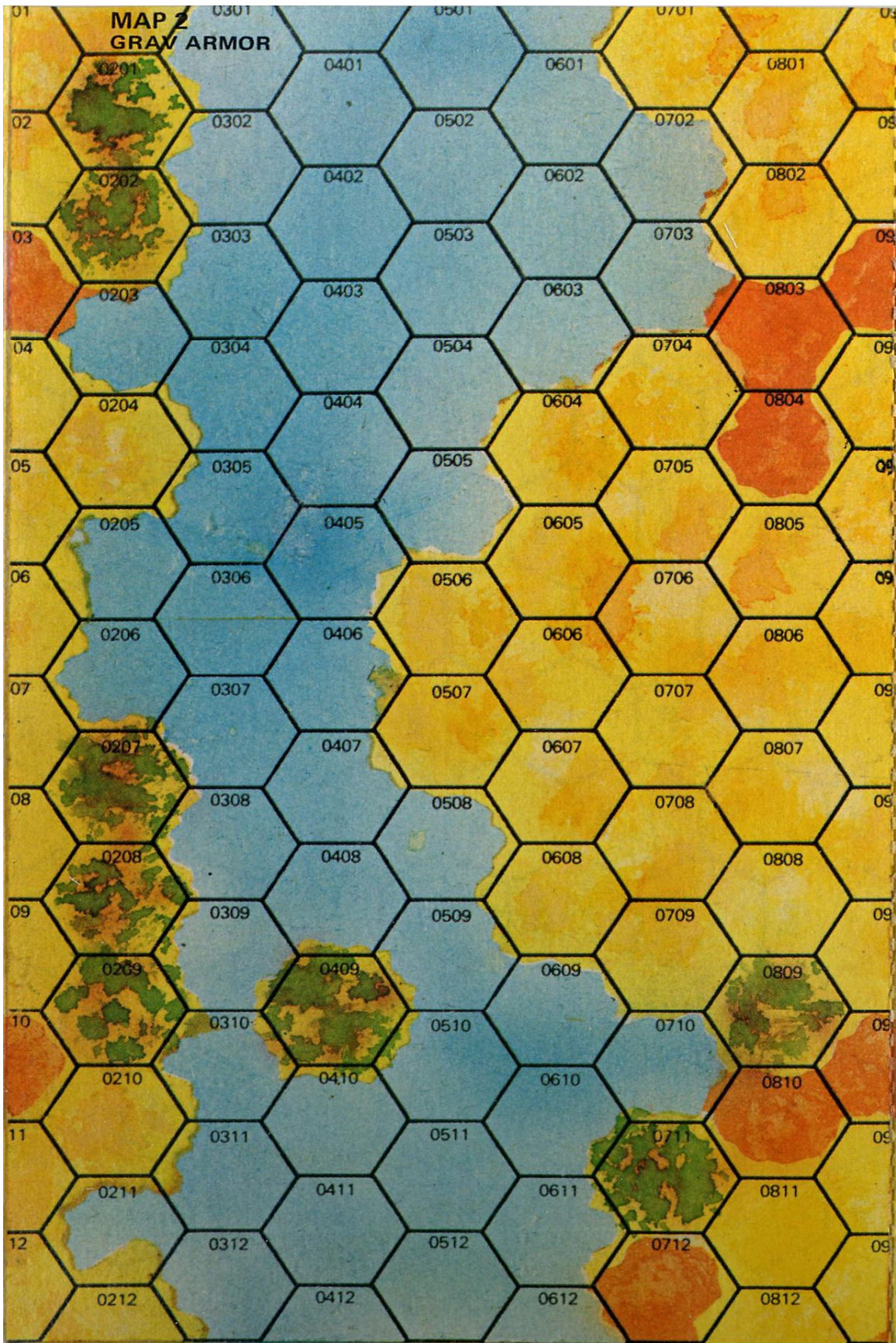
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5 Xi2 3	5 Xi2 3	5 Xi2 3	5 Xi2 3	4 Zeta6 4	4 Zeta6 4	4 Zeta6 4	4 Zeta6 4
5 6A 4	4 6= 4	4 6= 4	4 6= 4	4 6= 4	4 6= 4	4 6= 4	4 6= 4
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4 7:: 2	4 7:: 2	4 7:: 2	4 7:: 2	4 6:: 2	4 6:: 2	4 6:: 2	4 6:: 2
6 Zho1 3	6 Zho1 3	6 Zho1 3	6 Zho1 3	4 Chi2 4	4 Chi2 4	4 Chi2 4	4 Chi2 4

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3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2
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3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2	3 3:: 2
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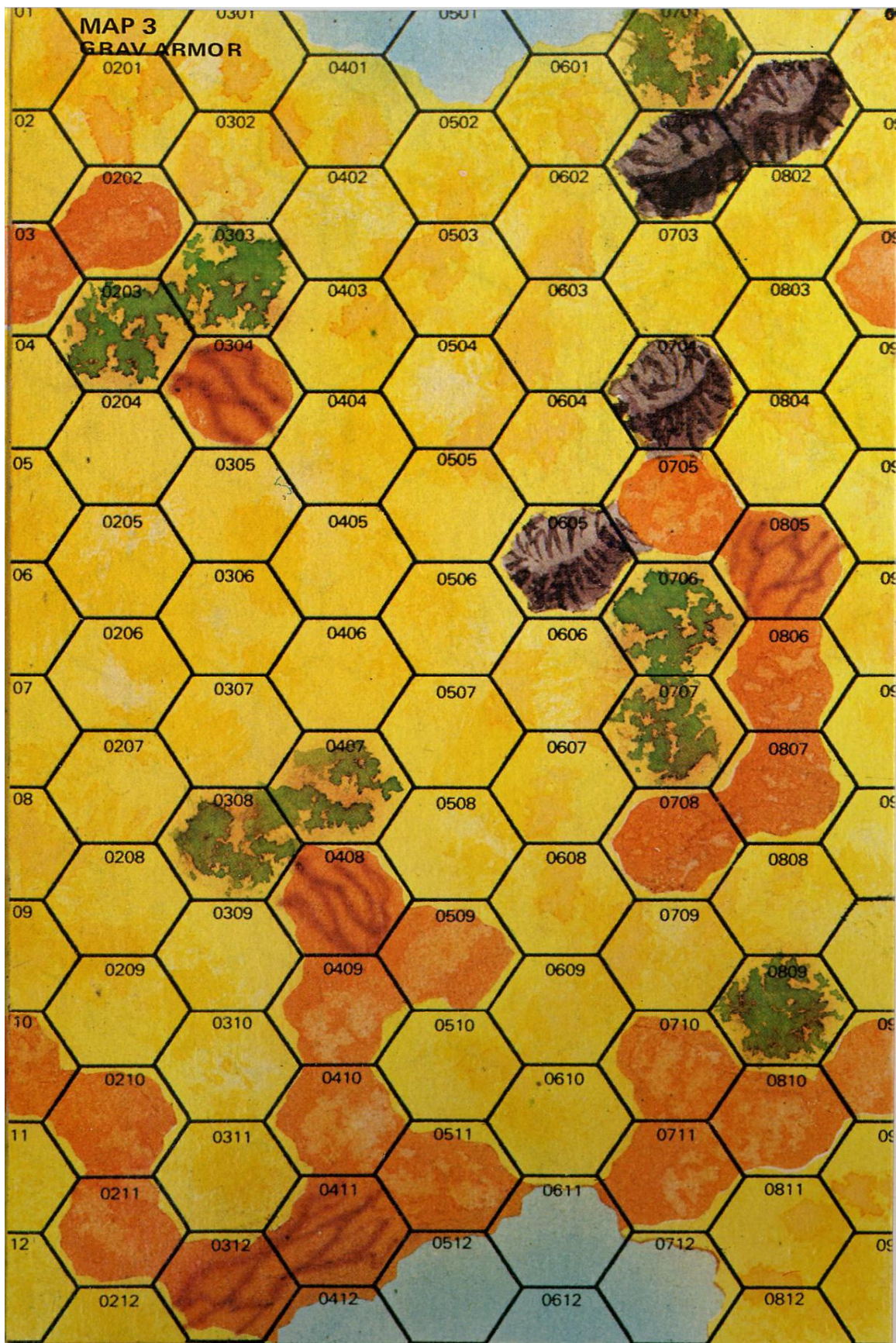
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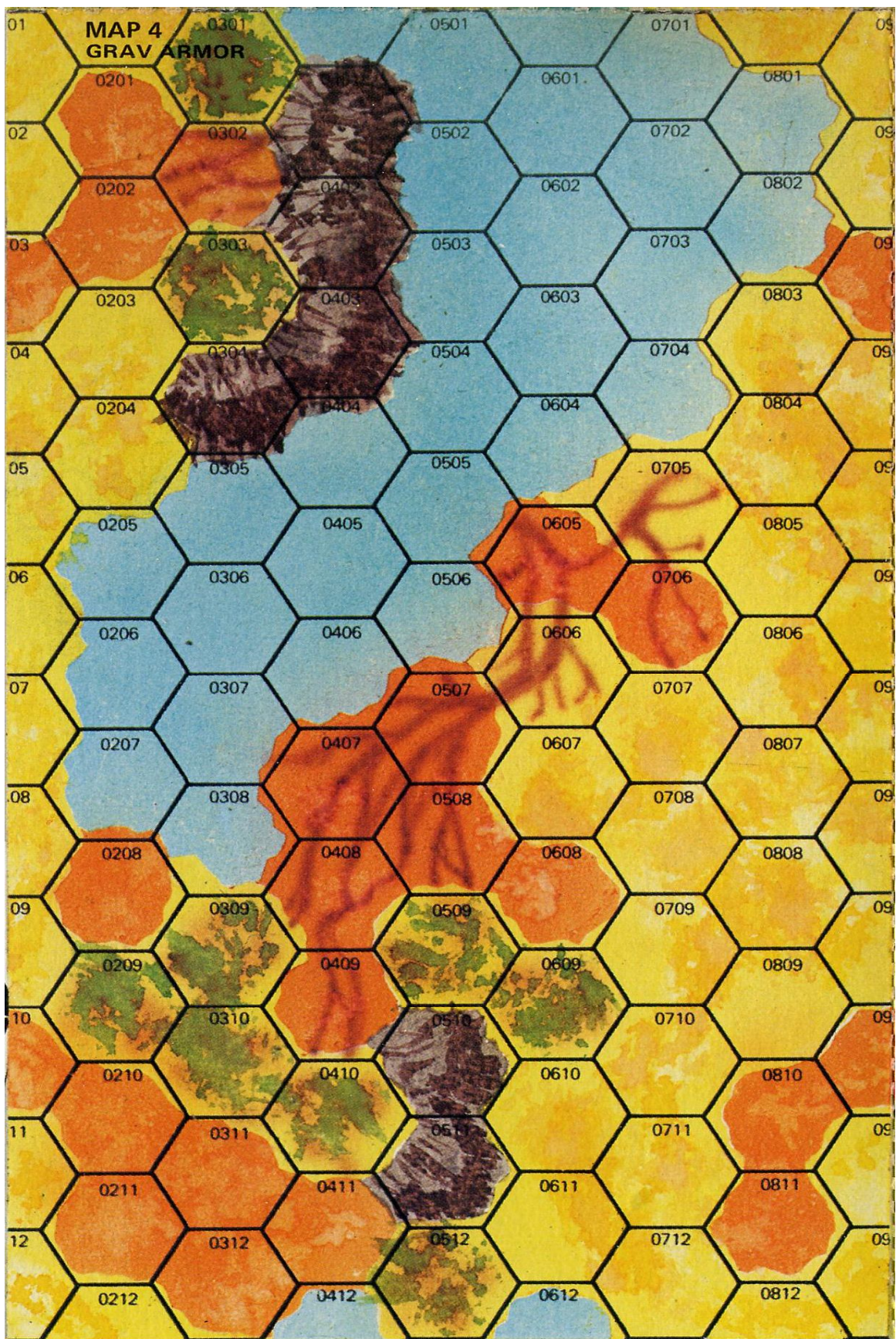
Grav Armor Map 1



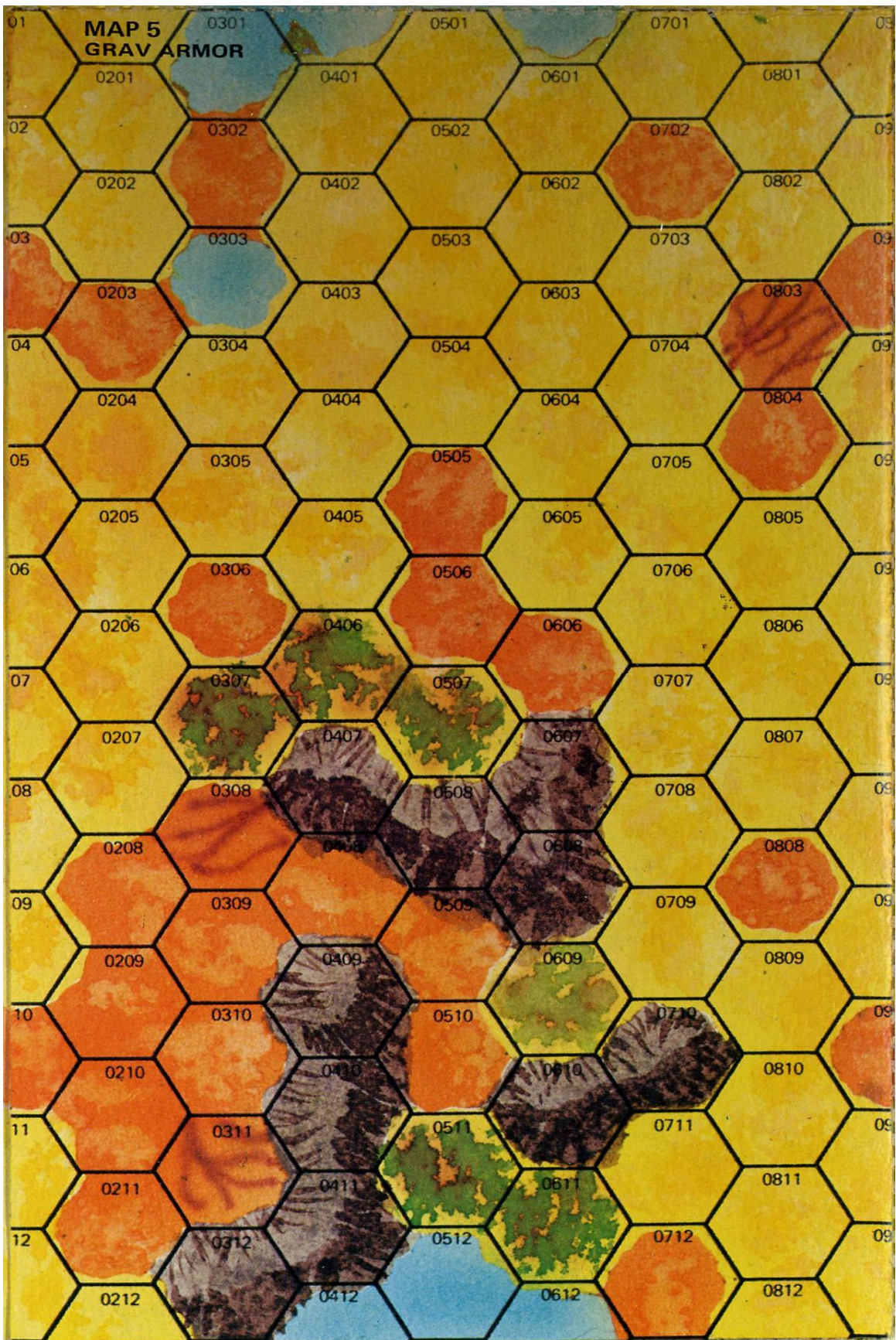
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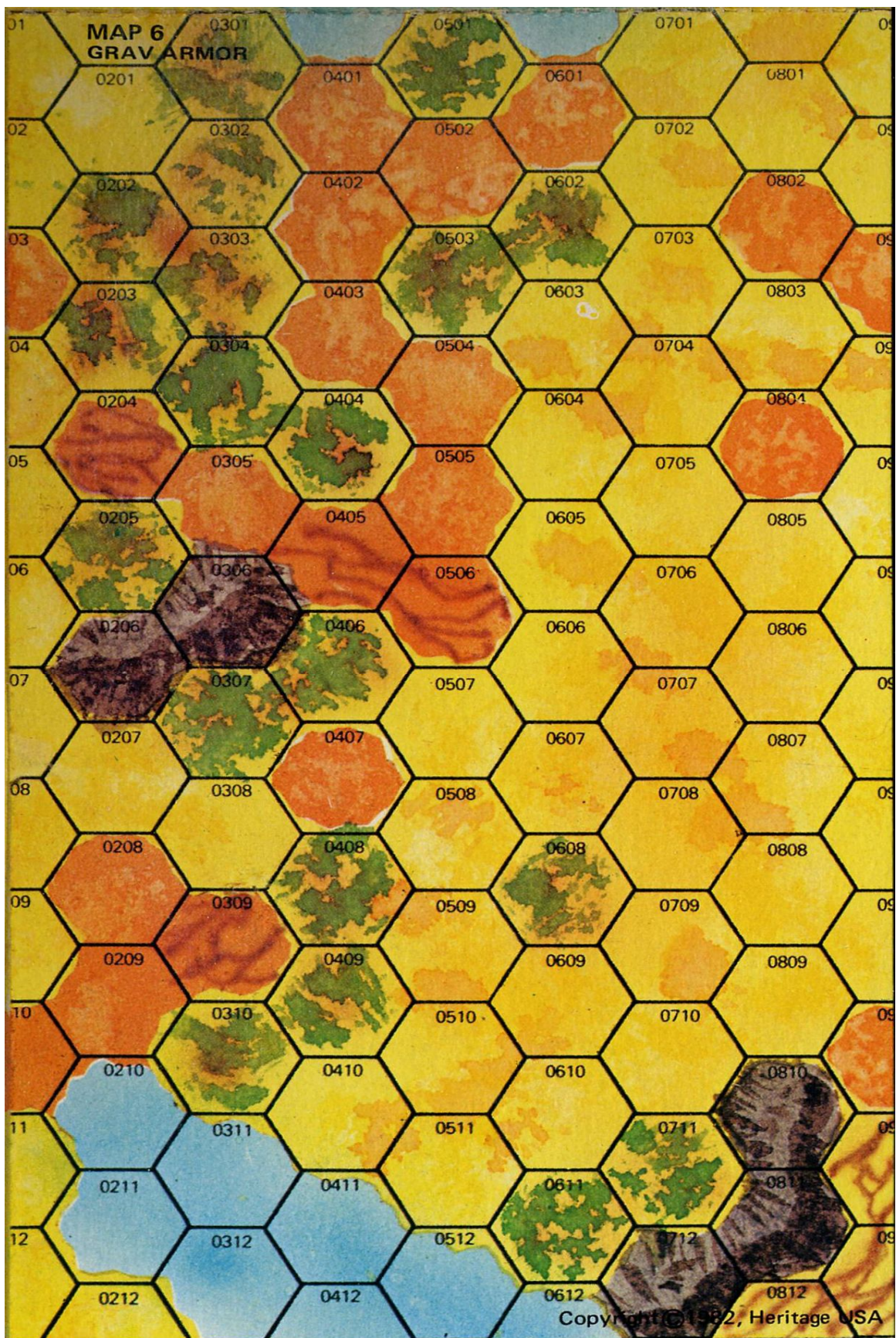
Grav Armor Map 3



Grav Armor Map 4



Grav Armor Map 5



Grav Armor Map 6