

Thank You for purchasing our Tabletop Paint Station line.

First, carefully unpack the parts and find a flat surface to put all the parts. If you have bought different paint options please try not to mix the parts and assemble one shelf at a time. Your items may smell of burned wood when you receive them, it will go away with time.

#### Tools that you might need:

- Knife-to cut away excess wood.
- Nail file- to sand away rough edges, splinters, and tight-fitting connections.
- Rubberbands or Masking Tape- To hold parts in place while the glue sets.
- A rubber mallet or a metal hammer with a piece of wood.

#### **GLUE:**

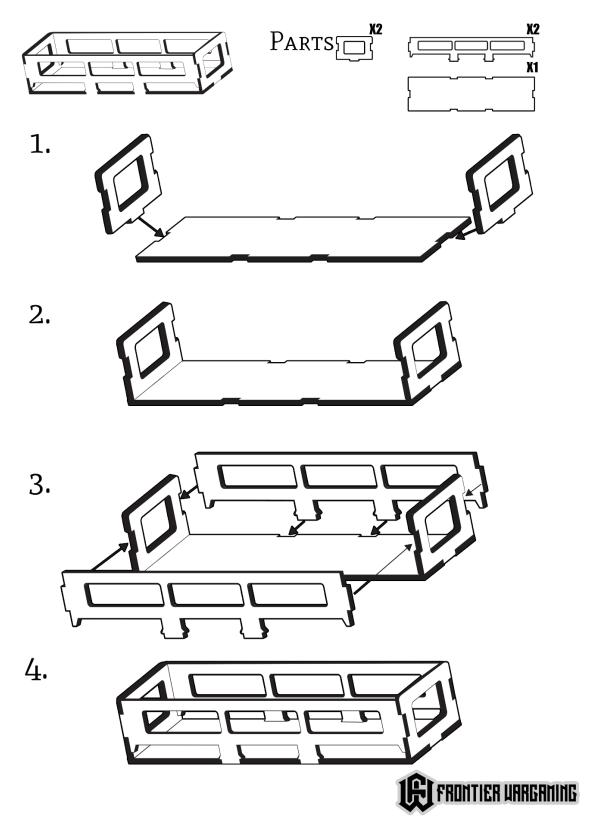
- We recommend using the included wood glue to secure the parts.
- Most brands of PVA/wood glue can be used.
- Super glue can also be used, but we do not recommend it

#### **Assembly tips:**

- Dry fit the parts before gluing.
- You can use a rubber mallet to force some parts into place. Plywood is much sturdier than MDF.
- If you are using a metal hammer, place a piece of wood between the hammer and the part. This will help to prevent scratches and dents.
- Use a moist cloth to wipe away excess glue.
- Use a brush to apply glue with more precision.
- If you are unable to fit parts together, use a nail file to sand away excess material.
- Tray holders don't require glue.
- Do not use strong solvents or isopropyl alcohol on the parts. It can damage the varnish and stain.
- If you need help or have any questions feel free to contact us at <a href="mailto:info@frontierwargaming.com">info@frontierwargaming.com</a>

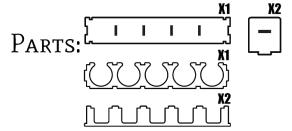
Please make yourself familiar with the instructions before assembly.

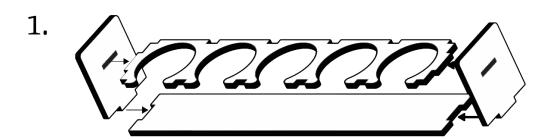
## HALF TRAY ASSEMBLY

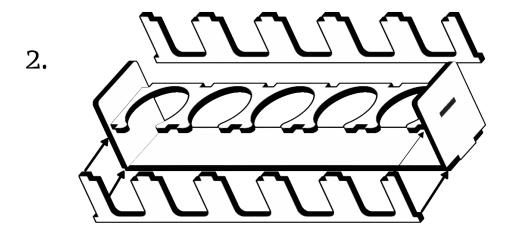


## SLOT TRAY ASSEMBLY



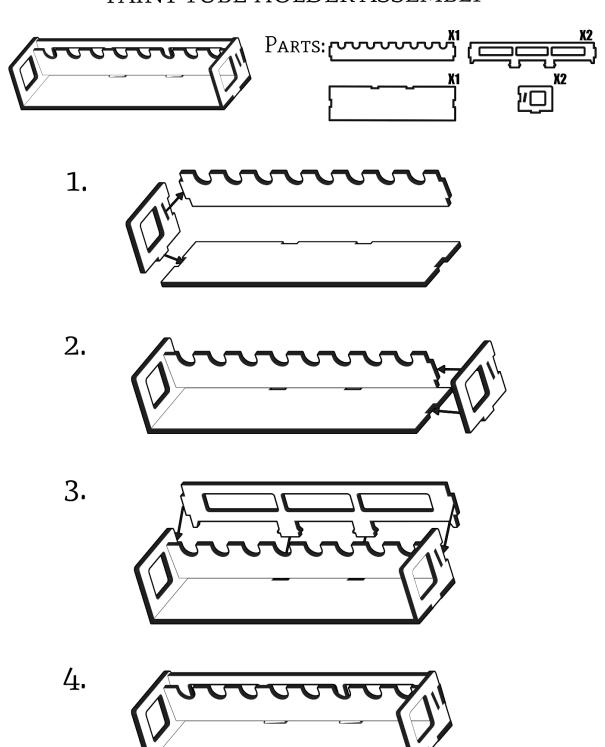






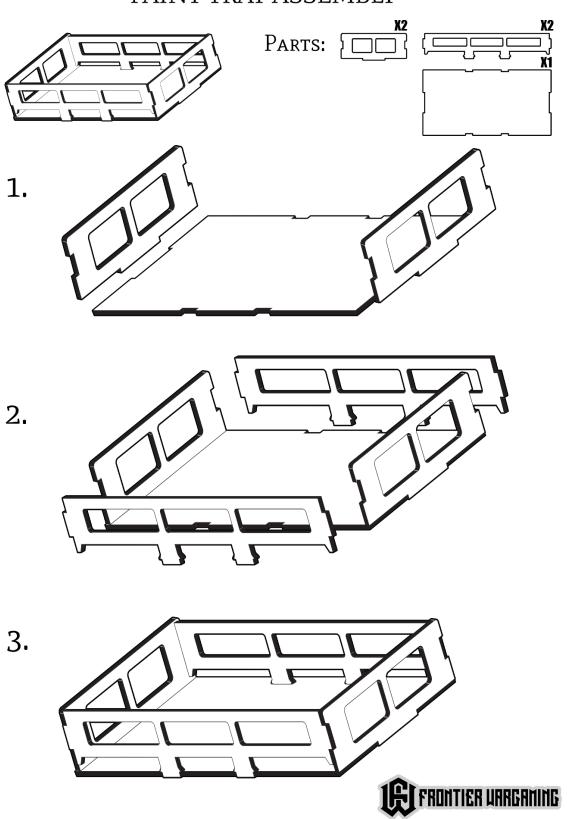


### PAINT TUBE HOLDER ASSEMBLY

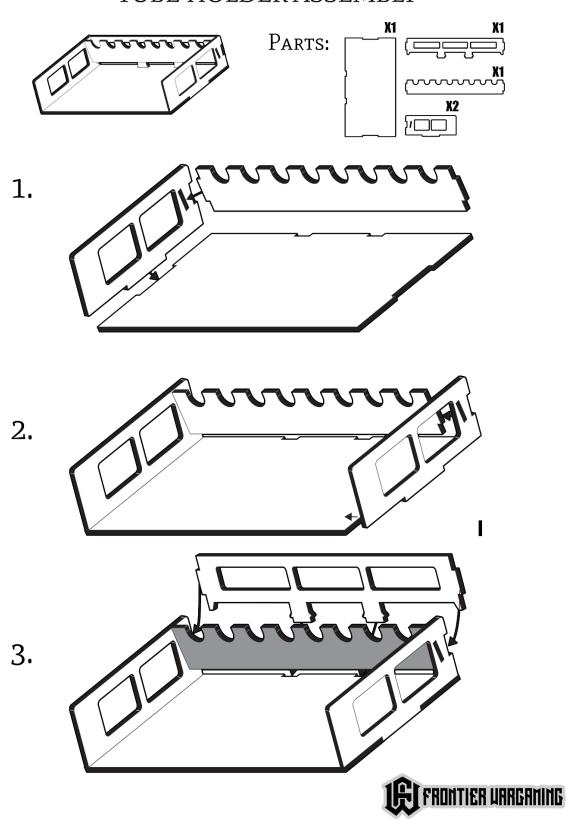




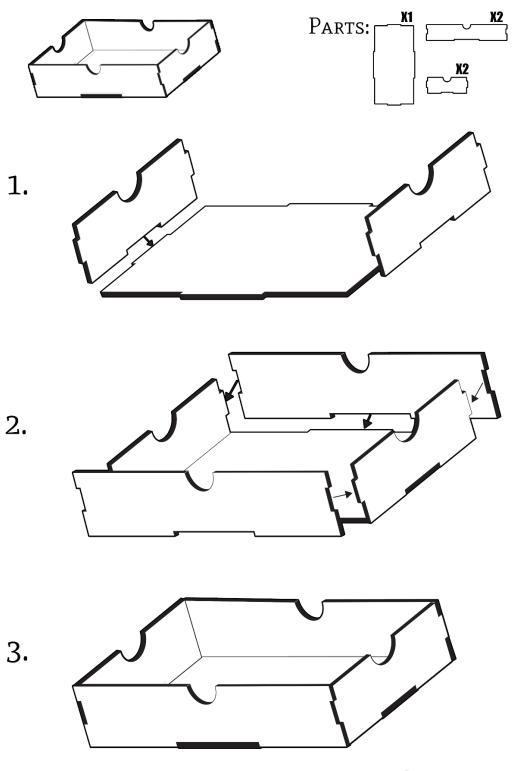
# PAINT TRAY ASSEMBLY



# TUBE HOLDER ASSEMBLY



# TOOL BOX ASSEMBLY

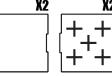




# MINIATURE HOLDERS ASSEMBLY



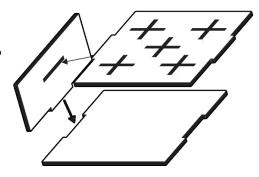
Parts: [





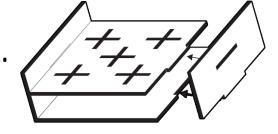


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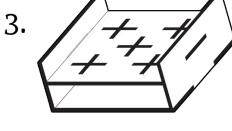




2.



**X10** 



**X2** 

