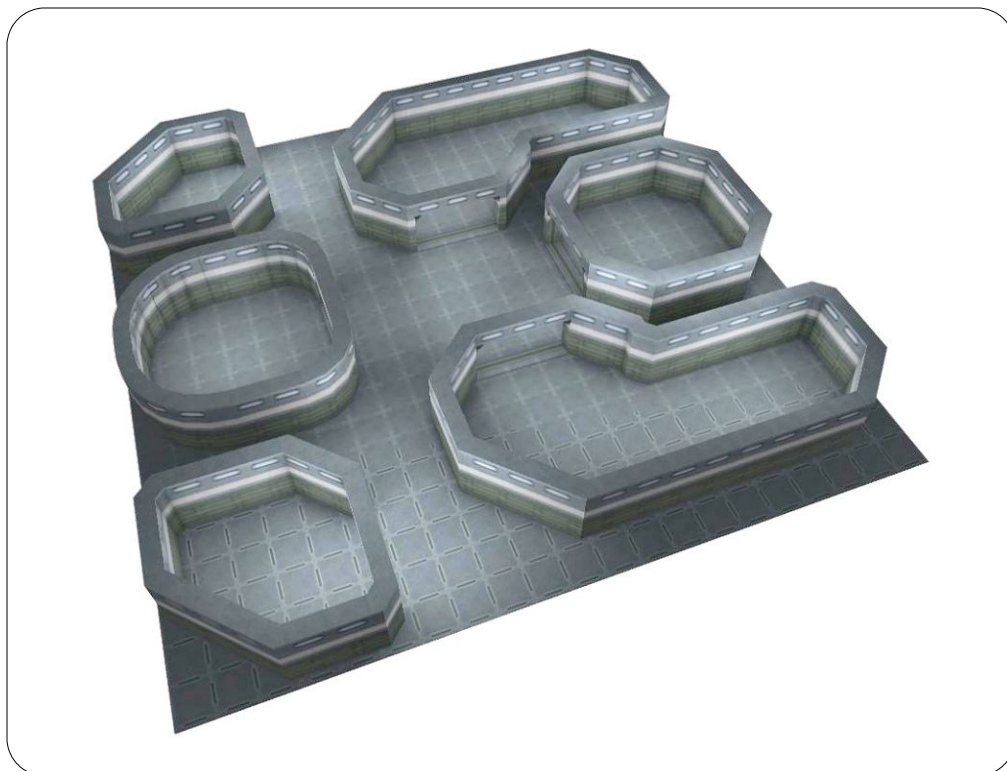


SCI-FI SCENERY SET 03

DERELICT II

WALLS AND FLOORS



PARTS MANIFEST AND ASSEMBLY INSTRUCTIONS

36 PAGES OF MODULAR COMPONENTS

1-INCH GRID COMPATIBLE WITH POPULAR GAMING SYSTEMS

SCALED TO MATCH MOST 28MM FIGURES

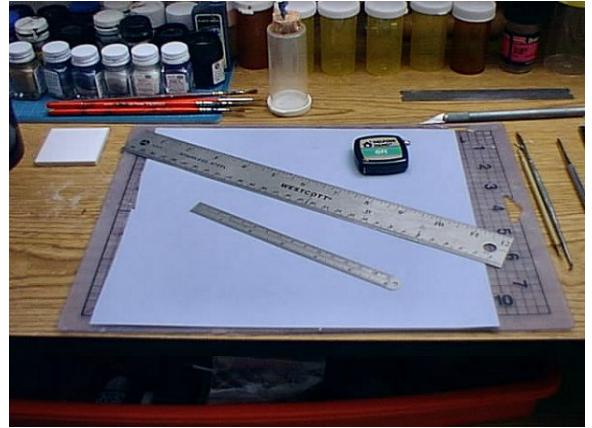
DESIGNED WITH PRACTICALITY AND ECONOMY AS PARAMOUNT CONSIDERATIONS



The Basics Of Paper Modeling

Tools Needed

1. Knife
2. Steel ruler
3. Scissors
4. Tweezers
5. White glue
6. Empty ballpoint pen
7. Markers or paint
8. Cutting mat
9. Inkjet or laser printer
10. Cardstock or heavy photo paper
11. Patience



Techniques

1. Scoring: Scoring is a technique used to make folding easier by pre-creasing the paper along a fold line. The most common method of scoring is to lightly drag a knife blade across the fold line, slicing through the upper layers of the paper. The recommended method is to instead use an empty ballpoint pen or a ball stylus tool to gently compress the paper along the fold lines. This prevents the appearance of unsightly naked edges and makes for a much stronger model.

2. Cutting: Cutting may seem to be a glaringly obvious technique, but a few pointers are essential. For the majority of cutting where paper models are concerned, a sharp knife and a steel ruler are far more precise and efficient than a pair of scissors. Save the scissors for separating individual parts or groups of parts from the rest of the sheet.

3. Edging: Edging improves the appearance of paper models considerably by hiding the naked edges of cut parts. Anything from color markers to soft pencils and various types of paints may be used to edge parts. However, in most cases, matching the color exactly is less of a concern than simply matching the contrast. For most purposes, three or four shades of gray from lightest to darkest will more than suffice.

4. Folding and Gluing: Depending on the thickness of the paper or cardstock used, some parts may be difficult to assemble with fingers alone. In this situation, a pair of tweezers is worth more than its weight in gold. Tweezers come in a wide variety of sizes and jaw shapes, and some of the more exotic shapes are fantastically useful for assembling tiny parts. Tweezers can be used to fold tiny flaps and clamp them in place while the glue sets, as well as making it much easier to attach small parts to other parts.

The Basics Of Paper Modeling

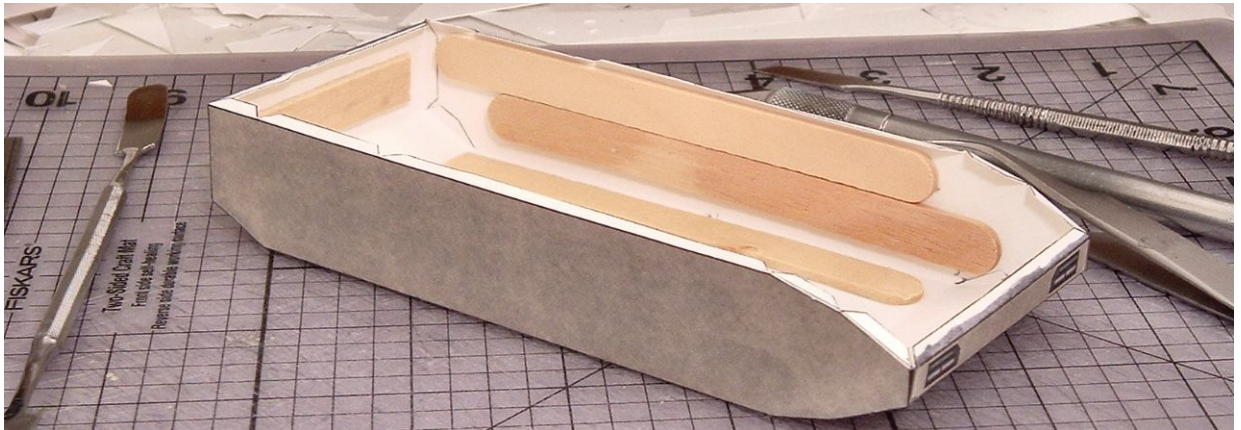
Special Notes

1. Gluing Tabs: This model includes integral gluing tabs for joining certain parts together. However, the utility of gluing tabs decreases proportionally as the thickness of the paper or cardstock increases. Thick cardstock or paper can be used for printing this model, but it is recommended that you try a test assembly before committing wholly to assembling a model. If the gluing tabs won't fit or otherwise throw off the tolerances of the finished test assembly, leave them off the parts entirely and cut your own gluing tabs out of scrap cardstock.

These separate gluing tabs should overlap both of the parts to be joined, and glued to the unprinted surface along the joining edges of both parts. This is called "backing", and a side effect of this is that parts will fit more or less flush. Backing parts with separate gluing tabs also generally yields better modeling results, but the integral gluing tabs are retained for the convenience of beginners and those who prefer to use thinner media for their paper models.

2. Sealing: In most cases, sealing the model with varnish or other form of spray sealant isn't necessary. However, if you want to add further detail to the model with decals or paint, you may want to seal the model with several light coats of a waterproof glossy clear sealant first. This will protect the model from a moderate level of moisture, and the smooth surface will facilitate the application of decals. You can also apply a final coat of a matte clear sealant to kill the gloss afterwards. Keep in mind that the simple act of sealing a model does not necessarily render it waterproof, and that any application of waterslide decals needs to be done with great care.

3. Reinforcing: At times you may need to reinforce large pieces, either to make them heavier or to increase their strength. To do this, you may wish to glue toothpicks, craft sticks, or other suitable items to the interior of a model as shown in the picture below.



The craft sticks used in the photo above serve the important purpose of strengthening the long sections along the sides and bottom of the model. Reinforcing models goes a long way towards improving their durability and heft as gaming props.

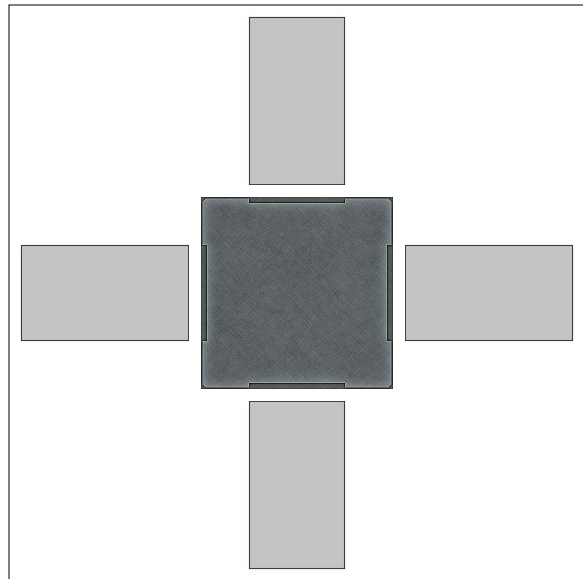
Straight Wall Sections (straightwalls.pdf, 5 pages)

Straight walls are the bread-and-butter of Derelict II, and come in lengths ranging from 1 inch to 5 inches. All of them are simple boxes, and assemble quickly.

7x7-Inch Floor Tile (floortile.pdf, 1 page)

The modular basis unit for Derelict II is the 7x7-inch floor tile. The idea is that if you build several small modules that fit on a 7x7-inch floor tile, then you can easily combine them into larger layouts. This gives you the variety and versatility you need to create layouts appropriate for your needs.

All of the wall sections in Derelict II are 0.5 inches wide, and the floor tile is designed with built-in 0.5-inch registration marks along each edge for aligning wall sections.



In the illustration above, the light gray shaded areas represent walls. In the center is the basic 1x1-inch deck square, which demonstrates how the registration marks work. Essentially, Derelict II gets rid of glaringly obvious grid overlays and fiddly gutters by combining both elements into the design of the deck panels.

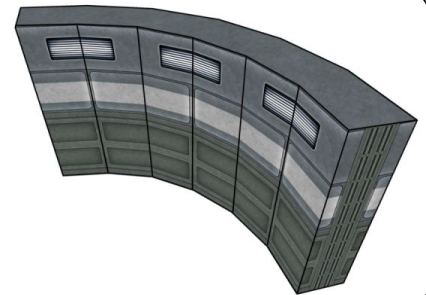
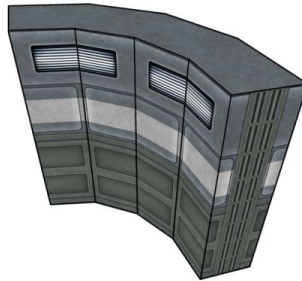




Angled Walls (angledwalls.pdf, 3 pages)

Angled walls are very useful for creating visually interesting rooms, and come in three sizes. The 1-inch angled wall is intended to be used as a corner piece where you do not want the sharp 90 degree corner that a standard L-junction provides. The 2-inch and 3-inch angled walls also act as corner pieces when connected to straight wall sections.

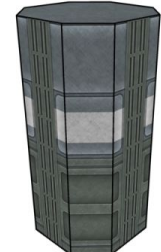
The 2-inch angled wall can also be used with the 1-inch and 3-inch angled walls to make fluid diagonal corridors surrounding a room layout.



Curved Walls (curvedwalls.pdf, 3 pages)

Curved walls are very useful for creating visually interesting rooms, and come in three sizes. The 1-inch curved wall is intended to be used as a corner piece where you do not want the sharp 90 degree corner that a standard L-junction provides. The 2-inch and 3-inch curved walls also act as corner pieces when connected to straight wall sections.

The 2-inch and 3-inch curved walls consist of three parts: the top, the bottom, and the wall strip. Form the wall strip into a loop and then finesse it into the correct shape. Gluing the looped wall strip to the top and bottom pieces will further refine the shape and allow the assembled wall section to hold its curved shape.



Junction Connectors (junctions.pdf, 3 pages)

Three types of junction connectors are provided with this set: L-, T-, and X-junctions. With them, you can form corners and wall intersections that cannot be built using wall sections alone.

Doorways (doorways.pdf, 10 pages)

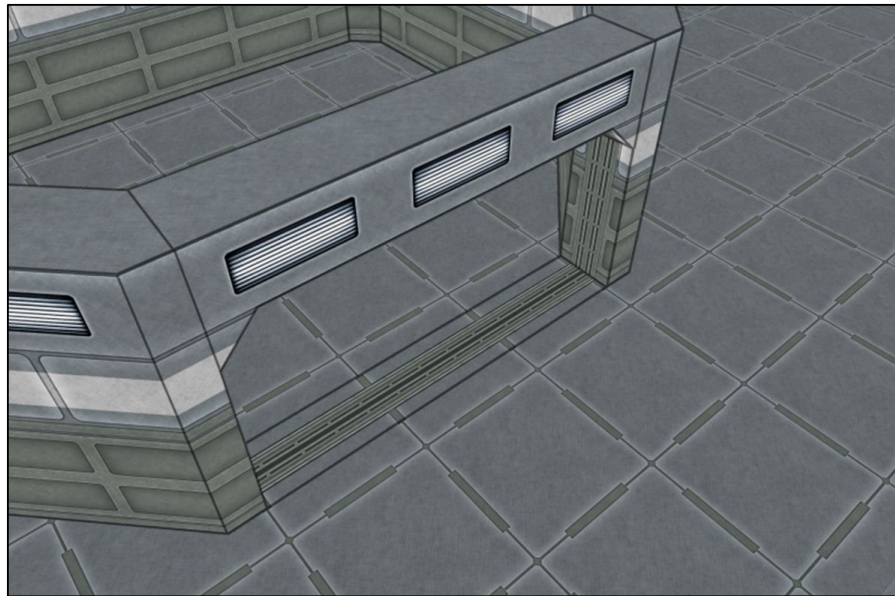
Derelict II includes five doorway sections, ranging in length from 1 inch to 5 inch. These doorway sections are built from two parts: the arch and the door frame.

The arch is a box, open on both ends, and has gluing tabs on the sides for attaching to other wall sections or junction connectors. On the underside of the arch, there are gluing tabs for attaching the door frame.

The door frame is a 0.5 inch wide strip that should be printed on standard weight paper, not cardstock. If cardstock is used for the door frame, the tolerances will be off and the completed doorway will not fit properly.

The door frame is designed to be folded into an U shape and then glued to the sides of the adjacent wall sections, the floor, and the arch piece. For the best results, you should plan out beforehand where the doorways will be, and build them before gluing any other walls into place.

The illustration below demonstrates what a completed doorway looks like when joined to adjacent wall pieces. In this example, a 3-inch doorway is attached to two angled walls



A Note On Corridors

Owners of the previous version of Derelict may have noticed that the corridor adapters have been eliminated completely in Derelict II. This is because this set's use of 7x7-inch floor tiles as the modular basis unit means that corridors are automatically formed by the leftover floor tile area on adjoining tiles.

For instance, if you were to build a room centered upon a 7x7-inch floor tile that occupied an area of 5x5 inches, including walls, there will be a 1-inch ring of grid squares left over around the room itself. Now visualize two of those floor tiles adjacent to each other, and you would notice that there is now a 2 inch wide corridor between both rooms along the connected edges of the floor tiles.

If you were to permanently attach both of those floor tiles together, you would then be able to use a couple of 2-inch doorway sections to close off the corridor.

Blast Doors and Standard Doors (doors.pdf, 7 pages)

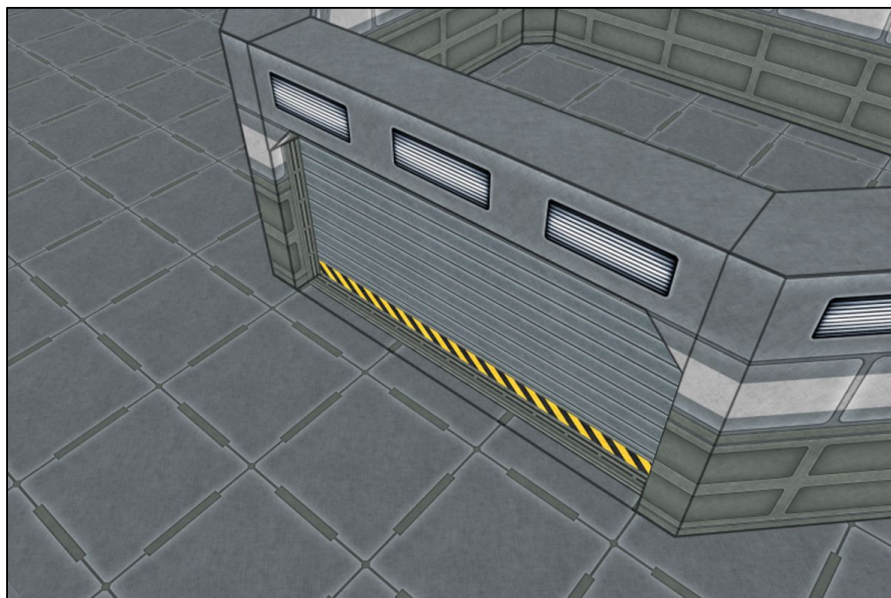
Two types of doors in five different lengths are included in this set: blast doors and standard doors.

Blast doors represent a segmented, roll-down door functionally similar to a garage door. Blast doors come in lengths from 1 inch to 5 inches, and are best used to represent emergency doors that normally remain open except in cases of disaster or security breach.

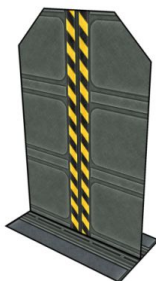
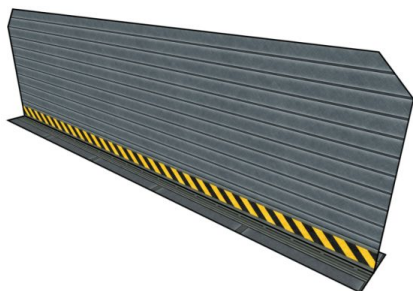
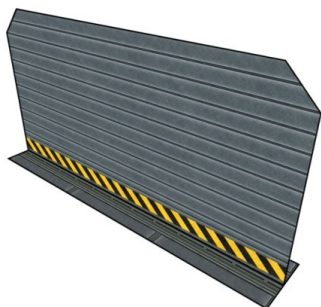
Standard doors are generic solid sliding doors, and come in 1-inch and 2-inch lengths. They are intended to be used anywhere that a normal door is needed, and are sized for humanoid use in high-traffic areas.

The reason there are no 3-, 4-, or 5-inch standard doors is because standard doors logically have to go somewhere when they slide open, and anything larger than 2 inches is impractical. Blast doors, however, simply roll up into the arch.

Both door types are assembled by folding and gluing the front and back sides together and then splaying out the bottom to form a base. Depending on the thickness of the cardstock you use, you may need to trim the doors slightly in order to fit them within an assembled doorway.



The illustration above demonstrates how completed doors are installed into doorways. The door itself should be centered inside the doorway, and can be popped in or out as needed.





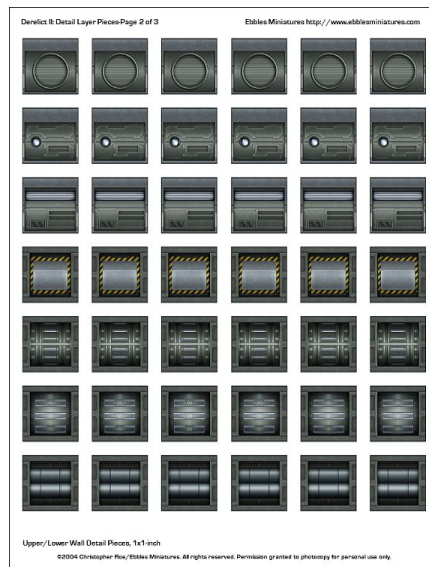
Freestanding Columns (columns.pdf, 1 page)

The 1x1-inch cylindrical support column is intended to be used in very large rooms that span more than one floor tile, for the purpose of breaking up line of sight. In addition to breaking up line of sight, columns also make larger rooms look more realistic structurally.

Detail Layer Pieces (detailpieces.pdf, 3 pages)

In addition to the basic architectural elements covered on the preceding pages, Derelict II contains 10 different 1x0.5-inch mid-wall detail pieces, 4 different 1x1-inch upper wall detail pieces, 4 different 1x1-inch lower wall detail pieces, and 15 different floor detail pieces., for a grand total of 33 distinct detail items. These detail layer pieces are meant to be glued to the walls or floors for an added level of detail.

For best results, it is recommended that you print these detail layer pieces on standard weight paper or label sheets, and then affix them to the walls or floors before assembly.



Detail layer pieces are a good way to give special-purpose rooms a noticeably different look and feel without sacrificing floor space for 3D decorative elements.

3D Decorations

While this set does not include loose decorations such as tables, chairs, consoles, and so forth, those are currently being prepared as a series of supporting releases for Derelict II. As of this writing, there are three expansions at varying stages of completion, and details will be announced at the Ebbles Miniatures web site.

Basing Assembled Scenery Features

Basing your pieces helps keep them well-aligned and sturdy during use. Due to the inherent lightness of cardstock, you may wish to base your 7x7-inch floor tiles on sheets of foamcore, MDF board, illustration board, or thin chipboard.

Securing the Pieces

During gameplay you may find that errant hand gestures or even a mild breeze may have the same effect upon your cardstock scenery as a 21,000 pound fuel-air explosive device detonating in the midst of a trailer park. While this may be convenient for resolving the effects of large explosive devices in games, for the most part this is an extremely irritating phenomenon. Thus, you may wish to secure your pieces to the playing surface using one of the following methods:

Securing Method 1: Magnetic Backing: The first method of securing your pieces to the playing surface is to use magnetic backing. Available from most stores as either squares or rolls of adhesive-backed plastic impregnated with magnetic particles, magnetic backing may be glued to the bottom of your pieces and placed on a sheet metal surface. This method is only recommended if you already have access to these materials, either as leftovers from other projects or because it's on sale at the local craft store.

Securing Method 2: Velcro: In this method, squares of Velcro are used to hold pieces in place on the playing surface. You may wish to attach only the hook end to your pieces and cover the playing surface in a hook-friendly material such as felt or a similar surface due to the fact that if you bond Velcro to itself, trying to remove a piece with undue haste may well leave you holding a freshly crumpled wad of cardstock in a state of openmouthed horror. Velcro hooks have a less tenacious hold on felt, but nonetheless grip securely enough that your scenery will remain in place. This method is recommended for small layouts specifically designed for roleplaying games.

Securing Method 3: Glue: If you absolutely, positively want to make sure your scenery never goes anywhere, ever...glue it to the playing surface. While this method may seem utterly nonsensical at first blush, there are uses for permanently fixed layouts. Ideally the surface you glue it to would be dedicated to just that purpose, such as a bit of extruded polystyrene terrain or some form of rigid backing. This allows you to create predesigned, fixed layouts for tabletop wargames that you may reuse as needed over multiple games, and this method is recommended for tabletop wargames where larger blocks of prefab scenery are more practical to set up.

Caveat: Gluing scenery to the dining room table permanently usually causes very entertaining and dramatic reactions from spouses and family members. For this reason, it is not recommended that you do so.

Special Notes and Miscellaneous Tips

Due to varying cardstock thickness and printer capabilities, there may be some slight tolerance issues with some parts. Most notably, the doors may need trimming to fit after assembly.

If you have trouble assembling the walls, try leaving off the bottom flap entirely in order to create a volume that is open on the bottom. This will allow access to the side flaps for clamping with tweezers, and will generally mean an easier build at the expense of some structural strength. If you elect to do so, make sure to slice some tabs along the bottom edges so that you have somewhere to apply the glue while attaching the wall piece to the floor tile. Also, it is strongly recommended that you reinforce the walls as described in the Basics of Paper Modeling section in order to negate any potential twisting and warping along the long axis of wall pieces.