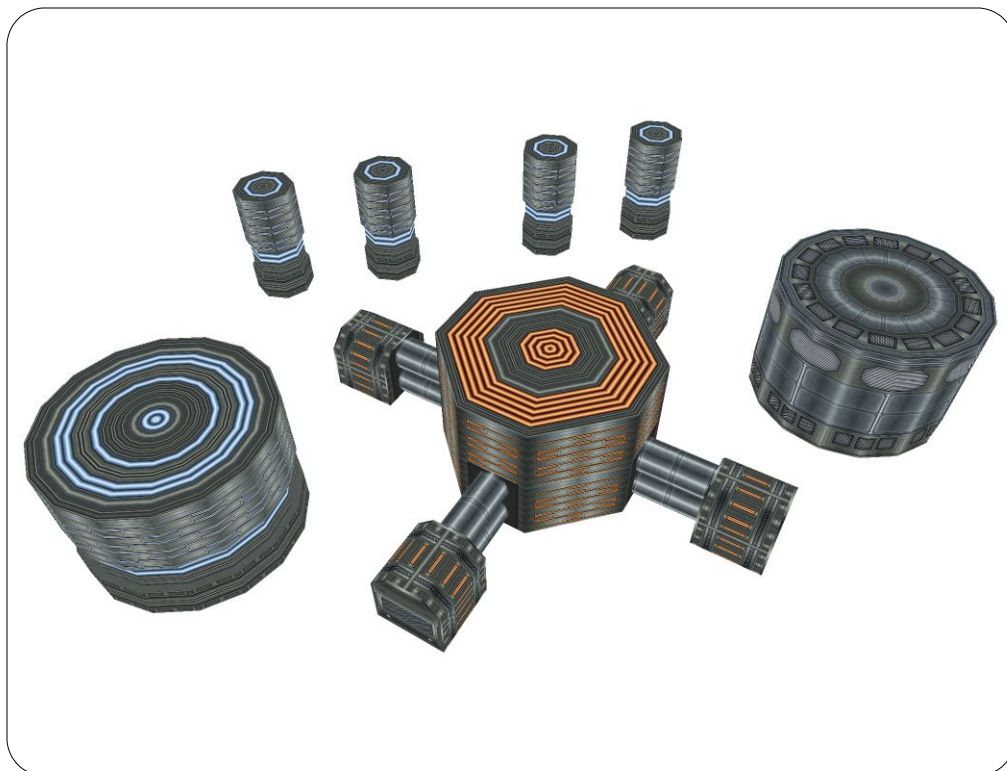


DERELICT II

TACTICAL OBJECTIVES: REACTOR LEVEL



PARTS MANIFEST AND ASSEMBLY INSTRUCTIONS

20 PAGES OF MODULAR COMPONENTS

1-INCH GRID COMPATIBLE WITH POPULAR GAMING SYSTEMS

SCALED TO MATCH MOST 28MM FIGURES

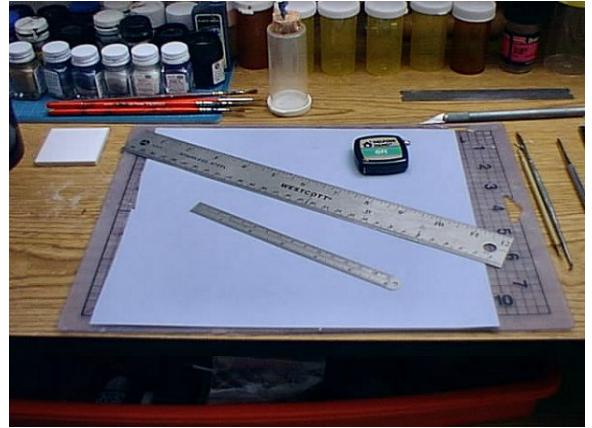
DESIGNED WITH PRACTICALITY AND ECONOMY AS PARAMOUNT CONSIDERATIONS



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

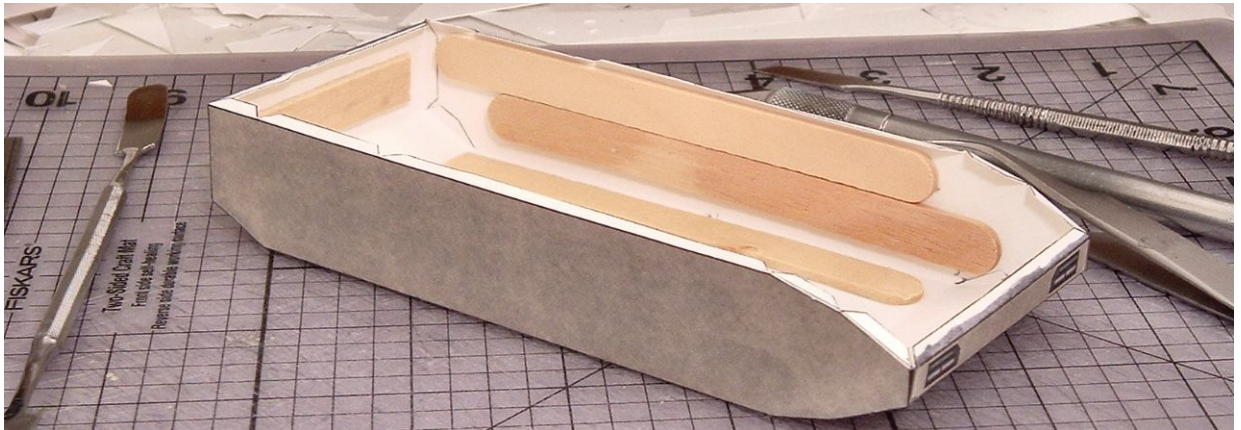
Special Notes

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.

Introduction

The intention of this expansion is to make large, open layouts both visually pleasing and tactically viable in games. The Derelict II core set is designed primarily for maze-like, enclosed structures in which the main way of controlling line-of-sight between miniatures and objectives involves the use of wall sections and doorways. Derelict II: Reactor Level introduces 3-D scenery elements and specialized floor tiles which control line-of-sight on their own while giving your miniatures more room to exercise tactical options.

For the most part, you will only need to use the walls and doorways in the core Derelict II set to create 5x5-inch rooms on the basic floor tile included in this expansion. However, this expansion also plugs into Derelict II seamlessly, so you can simply use the components in this expansion in a standard maze-like layout as objectives or objective rooms.

Derelict II: Reactor Expansion is also somewhat compatible with Derelict Classic and Firebase Maginot, because it follows the same grid scale conventions.

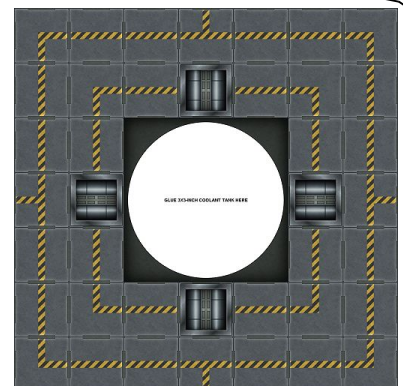
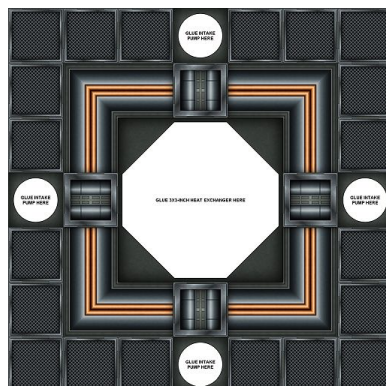
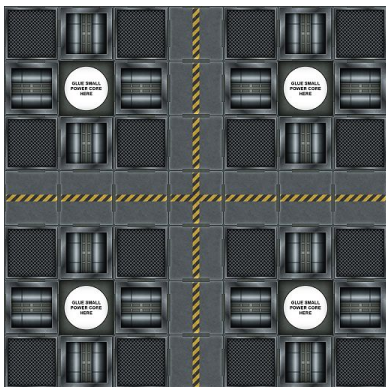
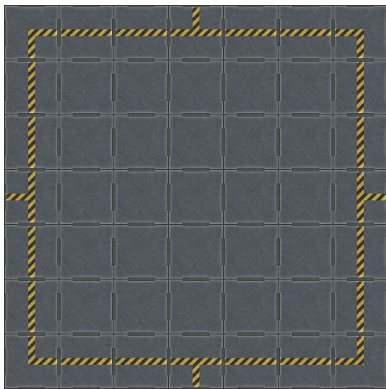
7x7-Inch Floor Tiles (floortiles2.pdf, 9 pages)

This expansion to the Derelict II core set offers 9 pages of new floor tiles, 4 of which are specialized tiles with integral 3-D decorative elements:

- A control room floor tile upon which you can build a small room using walls from the core set, or use with the control room variant walls included in this expansion
- A small power core floor tile, which serves as the base for 4 small power cores
- A large power core floor tile, which serves as the base for a large 3x3-inch power core
- A heat exchanger floor tile, which serves as the base for a 7x7-inch heat exchanger
- A coolant tank floor tile, which serves as the base for a 3x3-inch coolant tank
- 3x3-inch corridor intersection tiles, in L, X, and T configurations
- 7x3-inch corridor tiles

The white areas on the floor tiles are gluing areas for 3-D scenery elements.

These new floor tiles are designed to create large, open layouts in which line-of-sight is controlled by the included 3D scenery elements rather than a "maze" of walls. In addition to the 7x7-inch floor tiles, Reactor Level introduces 3x3 and 7x3-inch corridors and intersections useful for extending your layouts, giving your miniatures even more room for adventuring.



Power Cores (powercores.pdf, 2 pages)

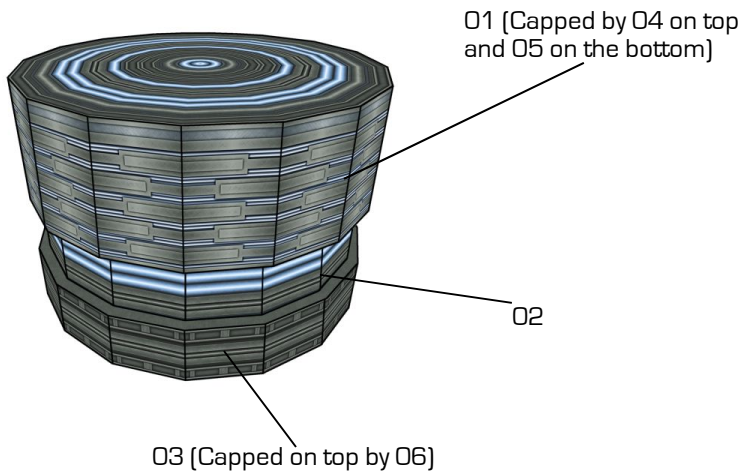
This expansion includes two sizes of power cores: a small one with an 1x1-inch footprint, and a large one with a 3x3-inch footprint. Both power cores stand 2 inches tall when assembled.

The small power core is composed of three cylindrical parts: the base (Part 01), the coil (Part 02), and the vessel (Part 03). These parts are stacked together as shown in the illustration to the left.

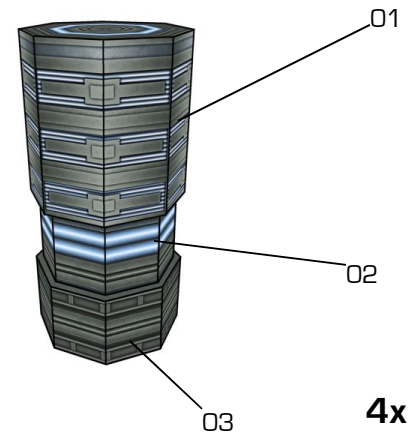
The large power core breaks down into the same three basic components, but the vessel involves three parts and the base is a two-part component. In this case, the vessel consists of a cylindrical strip (Part 01), the upper cap (Part 04), and the underside cap (Part 05). The base consists of a cylindrical strip (Part 03), and an upper cap (Part 06). Both assembled components connect to the coil (Part 02) in precisely the same way as the smaller power core, as shown in the illustration below.

You will need to build 4 small power cores for each small power core floor tile you print out, and one large power core for each large power core floor tile printed. Each power core fits on one page. Glue your assembled power cores to the white areas on the appropriate floor tiles.

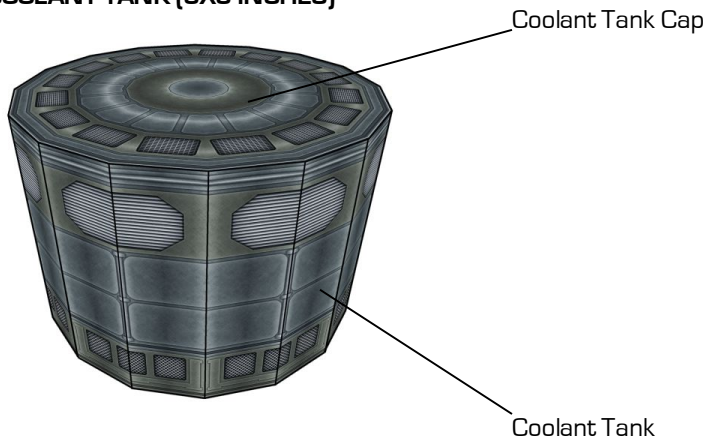
LARGE POWER CORE (3x3 INCHES)



SMALL POWER CORE (1X1 INCH)



COOLANT TANK (3X3 INCHES)

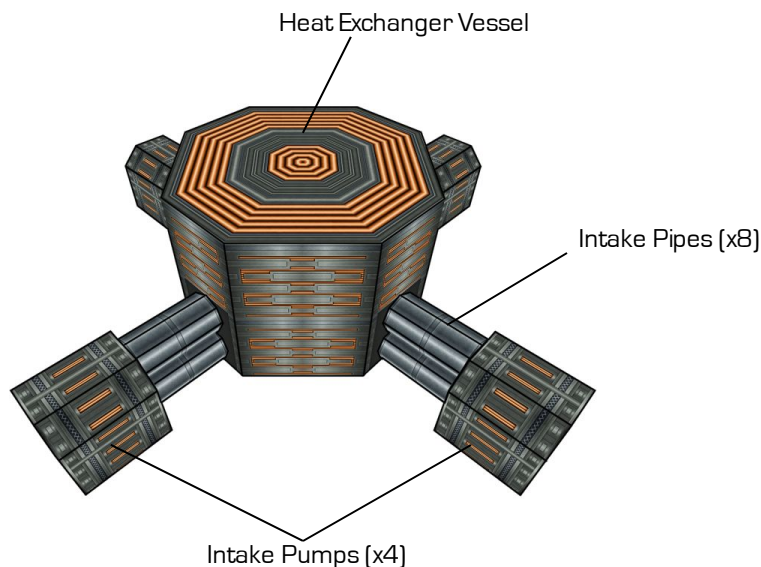


Coolant Tank (coolant_tank.pdf, 2 pages)

In addition to the power cores, a 3x3-inch coolant tank is provided for variety's sake. This 3-D element is a simple cylindrical assembly built by shaping a cylindrical strip into the body of the coolant tank, and then closing it off with a cap. Once assembled, glue the coolant tank to the white region on its floor tile.

Printing two copies of the first page and one copy of the second page in this PDF yields enough parts to build six coolant tanks.

HEAT EXCHANGER



7x7-Inch Heat Exchanger (heat_exchanger.pdf, 3 pages)

The largest component in this expansion is the heat exchanger, which sprawls across an entire 7x7-inch floor tile by itself. The heat exchanger consists of the central vessel, eight intake pipes, and four intake pumps.

The white circles on the central vessel and the intake pumps are gluing areas for the pipes. The best way to build the heat exchanger is to first attach the central vessel to the 7x7-inch heat exchanger floor tile, and then work on one intake pipe/pump subassembly at a time.

First glue the two pipes to the intake pump, and then dry fit the completed pipe/pump subassembly to the central vessel. Once satisfied with the alignment of the pieces, glue the subassembly to both the floor tile and the central vessel, then move on to the next one.

Variant Control Room Walls (reactorcontrol.pdf, 4 pages)

A reactor complex just isn't complete without a way to monitor and control everything, so this expansion includes 3 types of specialized walls and one column, which can be used in conjunction with walls and doorways from the core set to build an octagonal control room occupying an area of 7x7 grid squares.

These variant walls are designed with theme-specific elements such as flatscreen wall monitors and markings.

Control rooms make for some great scenario objectives in gaming, as well as lending some essential ambience to the reactor level.

