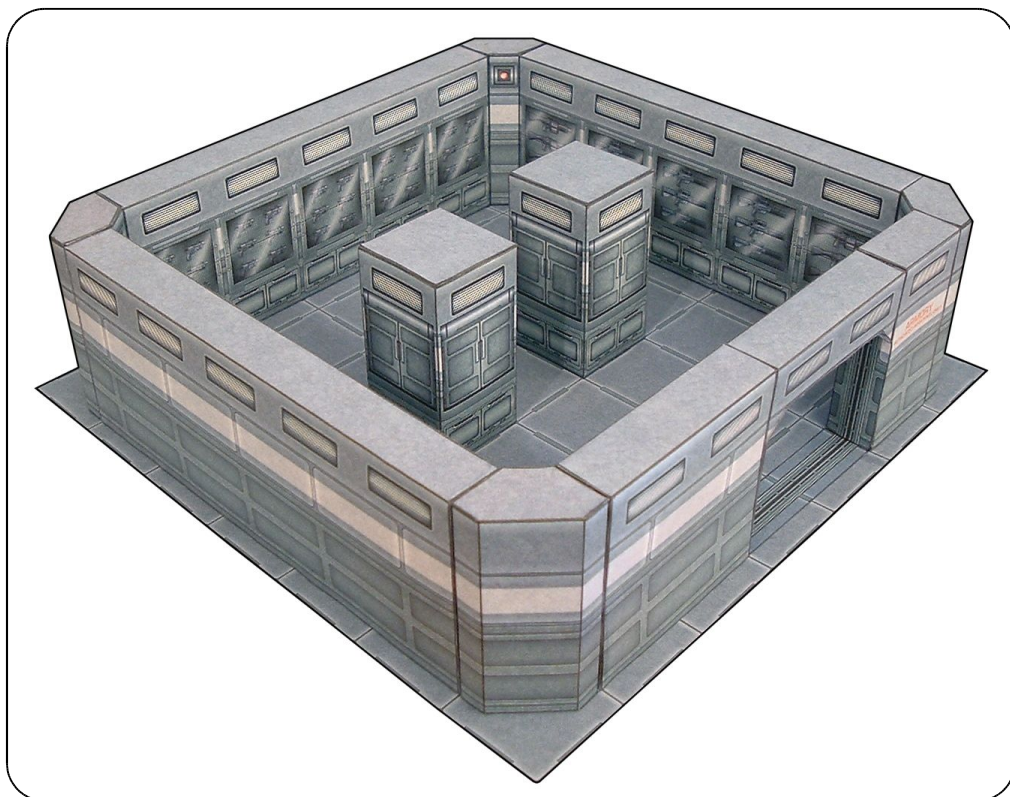


DERELICT II

TACTICAL OBJECTIVES: ARMORY



PARTS MANIFEST AND ASSEMBLY INSTRUCTIONS

8 PAGES OF MODULAR COMPONENTS

1-INCH GRID COMPATIBLE WITH POPULAR GAMING SYSTEMS

SCALED TO MATCH MOST 28MM FIGURES

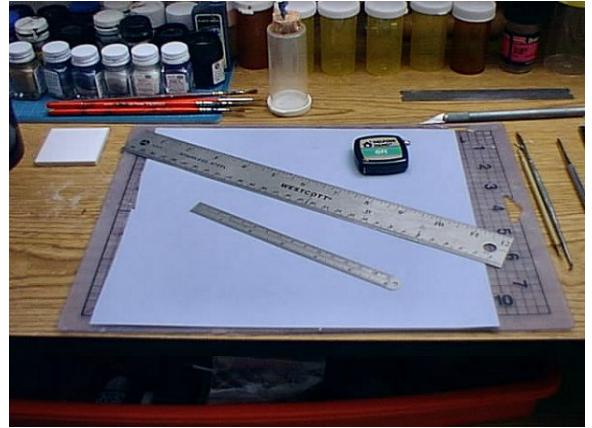
DESIGNED WITH PRACTICALITY AND ECONOMY AS PARAMOUNT CONSIDERATIONS



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

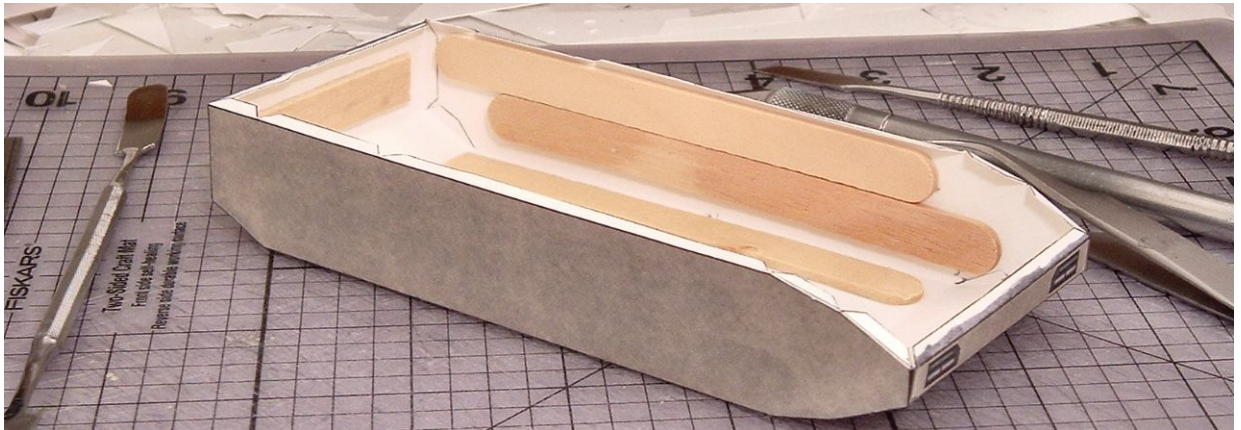
Special Notes

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.

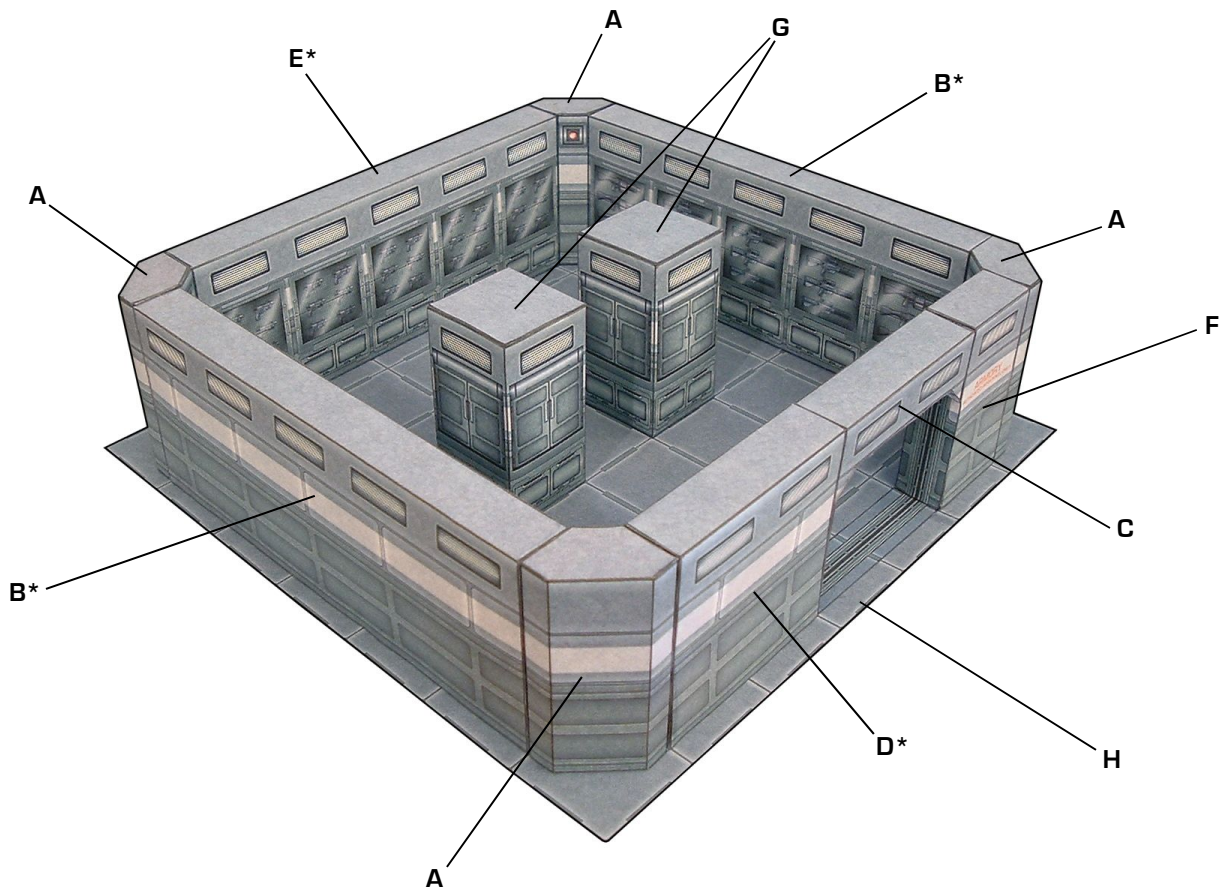
Armory Walls and Columns (armory_walls.pdf, 8 pages)

This expansion offers a prefabricated 7x7-inch layout using some specialized walls, in addition to elements from the Derelict II Core Set, representing an armory. As illustrated below, the armory is a single large room with weapon and equipment lockers on the walls and the two central columns. Other parts are also provided to allow expanding the armory to fit your chosen layout.

The specialized walls and columns include rifle racks, grenade launcher racks, pistol racks, and equipment lockers for heavier weaponry and assault gear. The example layout shown below contains enough small arms to equip a platoon-sized contingent of security officers or marines.

PARTS MANIFEST FOR EXAMPLE LAYOUT SHOWN BELOW

- | | |
|---|---|
| A: 1-INCH ANGLED CAMERA WALL x4 | F: 1-INCH ARMORY ENTRANCE WALL x1 |
| B: 5-INCH ARMORY WALL (RIFLES) x2 | G: 1X1-INCH ARMORY EQUIPMENT LOCKER x2 |
| C: 2-INCH DOORWAY (CORE SET) x1 | H: 7x7-INCH FLOOR TILE (CORE SET) x1 |
| D: 2-INCH ARMORY LOCKER WALL x1 | |
| E: 5-INCH ARMORY WALL (PISTOLS) x1 | |



* This part also comes in a double-sided version.