

DERELICT II

TACTICAL OBJECTIVES: INFORMATION SYSTEMS



PARTS MANIFEST AND ASSEMBLY INSTRUCTIONS

10 PAGES OF MODULAR COMPONENTS

1-INCH GRID COMPATIBLE WITH POPULAR GAMING SYSTEMS

SCALED TO MATCH MOST 28MM FIGURES

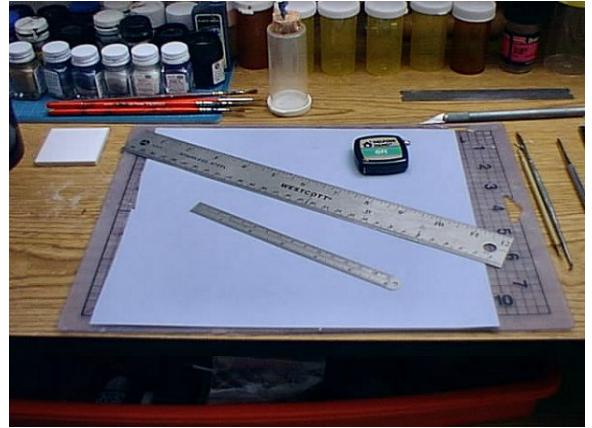
DESIGNED WITH PRACTICALITY AND ECONOMY AS PARAMOUNT CONSIDERATIONS



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

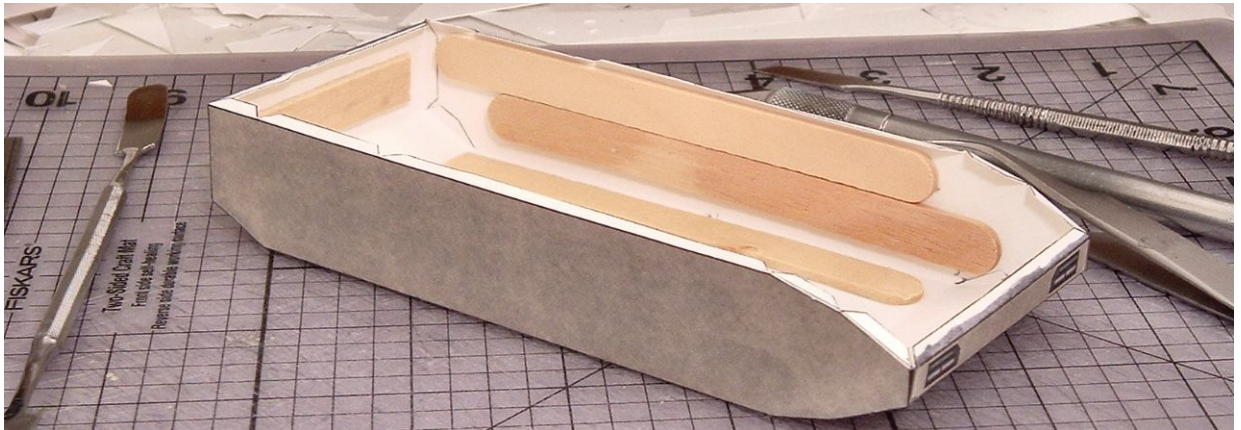
Special Notes

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.

This expansion brings you a system of interconnecting floor consoles, display screens, and wall consoles suitable for bridges, combat information centers, or anywhere in your *Derelict II* layouts where you need consoles and computer interfaces.

Console Connectors (infosystems_connectors.pdf, 4 pages)

The basic unit of this expansion is the console connector. These connectors are what support the various consoles in this expansion, and they serve the same function as the wall junction pieces in the core set.

Four types of connector are included: X, T, L, and I connectors.

Building the connectors is straightforward, but you may wish to start with the tops rather than the sides and bottoms. Once the angled protrusions on top of the connectors have been folded and shaped into place, proceed to fold and glue the side walls and bottom flap into place, and then close off the assembly by gluing the tops down.

The consoles are triangular in cross section, and are glued to the dark gray triangular areas on the connectors.



Consoles (infosystems_consoles.pdf, 3 pages/infosystems_wallconsoles.pdf, 1 page)

There are nine types of consoles included in this expansion, most of which are variations of four basic shapes.

Type 1 consoles are the simplest, being a simple prism-shaped affair with sharply angled ends. Type 1 consoles come in both single-sided and double-sided variations.

Type 2 consoles are a variant of the Type 1 console with a raised flatscreen display. Type 2 consoles come in both single-sided and double-sided variations.

Type 3 consoles are a variant of the Type 1 console with an integral support on one end and a standard connector interface on the other. The integral support acts like a table leg, supporting the other end of the console without needing another console connector. Type 3 consoles come in left/right variants, both of which come in single-sided and double-sided versions.

The final type of console is the two-part wall console, which is intended to be glued to any wall section from the core set.



The first part of the wall console is the back layer piece, and this functions like a detail layer piece. Its main purpose is to lend thickness to the wall console screen and serve as an integral alignment guide so that multiple consoles can be lined up against the same wall section at a consistent height.

The second part of the wall console is the actual console itself. The screen portion is glued to the white area on the back layer piece, and the sides of the console are folded down to align with the edges of the back layer piece. The "wings" protruding from the console are designed to fold inwards to hide the whitespace on the visible inner side of the console sides, while the colored tabs at the tip of the "wings" are meant to serve as gluing tabs. These gluing tabs should be folded outwards in a manner which allows you to glue the white side of the tabs directly to the back layer piece, fixing the sides of the consoles in place permanently.

To attach a completed wall console to a wall section, simply line up the bottom edge of the back layer piece with the bottom of the wall section, and glue it into place directly under one of the fluorescent light panels.

Console Types in Detail

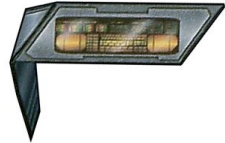


Type 1



Type 2

Type 3 (Left Variation)



Type 3 (Right Variation)



Wall Console



As a basic rule of thumb, Type 1 and Type 3 consoles are best used in conjunction with the bridge viewscreen, representing things like the helm or navigation consoles. Type 2 consoles have their own flatscreen displays, and are ideally arranged in a direction that is perpendicular to the main viewscreen display to represent things like fire control, damage control, or science displays. The wall consoles can also act in these same roles.

Standing Viewscreens (infosystems_viewscreens.pdf, 2 pages)

This expansion also includes two large freestanding display screens: the bridge viewscreen and the tactical map display. Both are composed of a fold-over flatscreen display element and a 3D base or pedestal.

The bridge viewscreen, due to its size and colorful aspect, makes for a dominating visual feature in a room. At least some of the consoles in the same room should be situated so that the operators are facing the viewscreen.

The tactical map display is more of a stand-alone element, and should be located in a way that allows foot traffic all around it.



Bridge Viewscreen



Tactical Map Display