



# PART 4

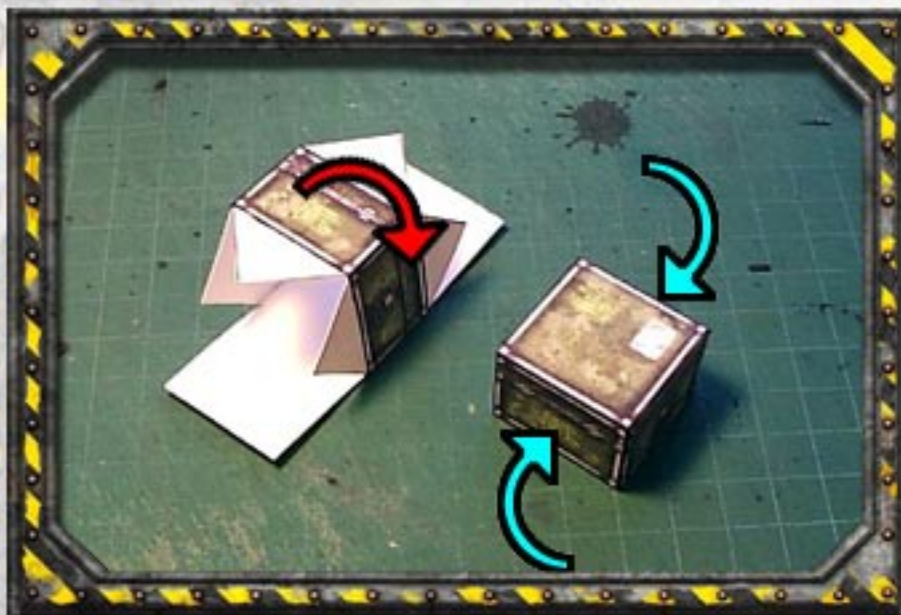
## PROPS AND SCENICS



Props and scenic elements add interest to your Battleground set up as well as providing vital in-game cover to your troops!







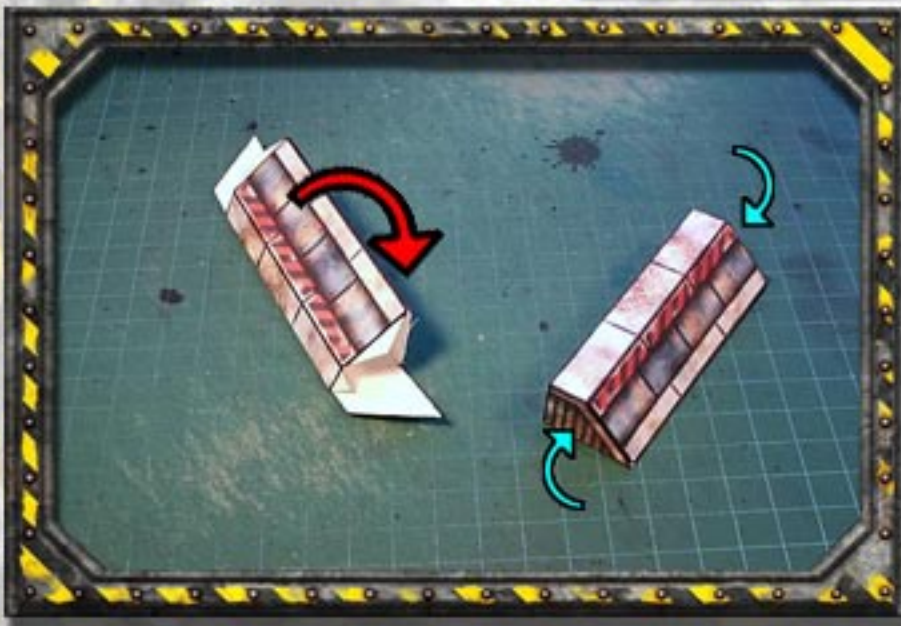
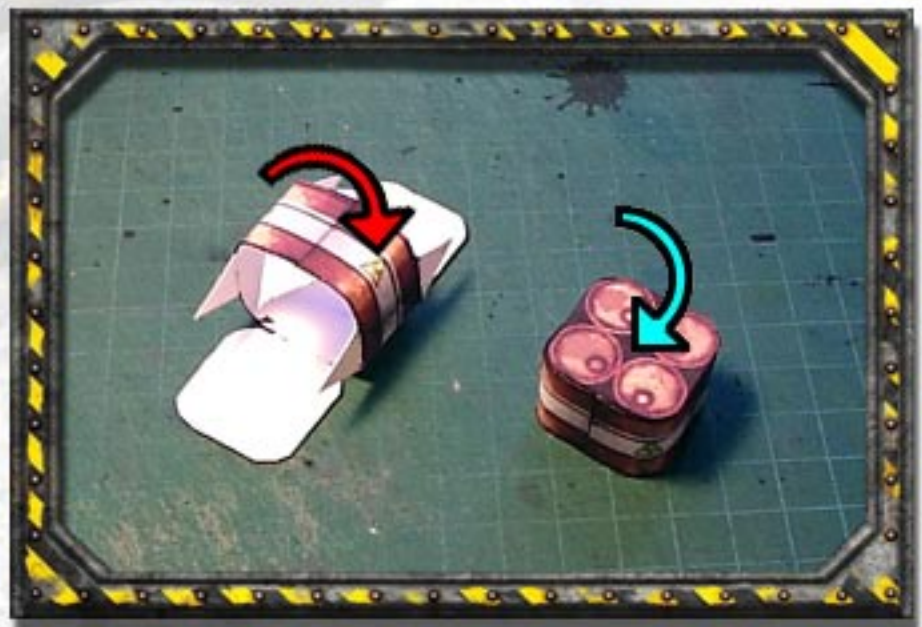
Before beginning, each prop should be scored, cut out, folded and edged.

The simplest of the prop types are the ammo crates. Apply a drop of glue to the tab on the far end of the crate and fold it over to meet the other side. When this is dry, apply a drop of glue to each of the tabs running around the top and bottom of the crate and fold the flaps into place.

Learn all about edging and other top tips in the tutorials section at [www.worldworksgames.com](http://www.worldworksgames.com)

The barrel clusters are much like the crates and have a similar assembly.

First close the loop of the barrels by attaching the two sides, then when dry, glue the top and bottom into place. Note that these are not squared corners, so alignment will require a little more effort to get it just right.



The barricades are again a variation on the standard box assembly, only much more elongated, with one side longer and another shorter.





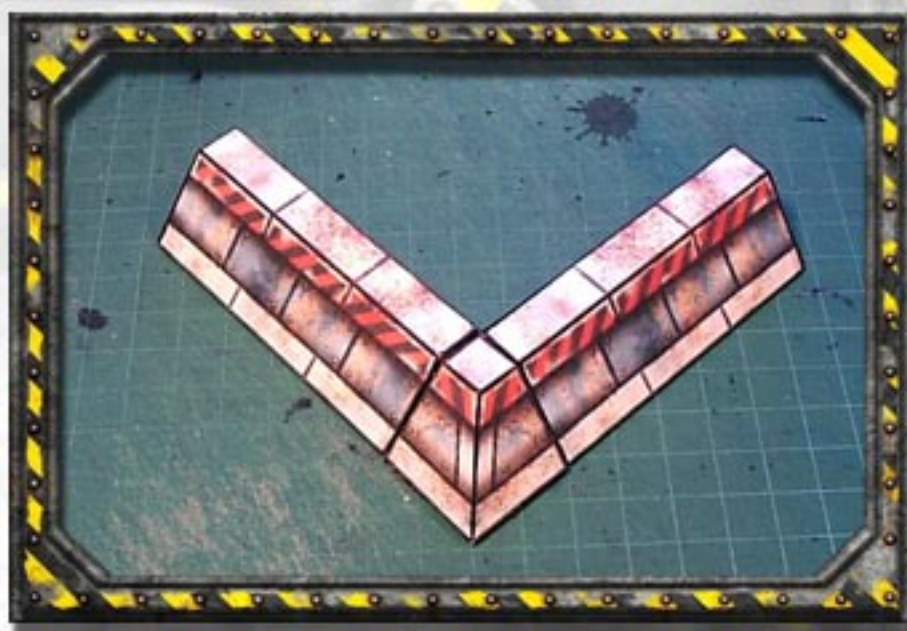


The barricade corners are still boxes but somewhat trickier. Begin by gluing the two leading edges of the corner together.

Next, glue one of the sides into place, then glue the other side into place.

Finally, glue the bottom flap up and into place.

Once you've completed a couple of barricades you can connect them with the corners, or use the corners to end a barricade neatly.



The smoke markers have a very particular, accordion-like fold. It's important to get this right or the prop will not assemble properly. It's also important to make sure the bottom flaps are also properly scored and folded.

Begin by gluing the main sides of the smoke together, forming a "Y" shape. Be careful NOT to glue the bottom tabs together accidentally!





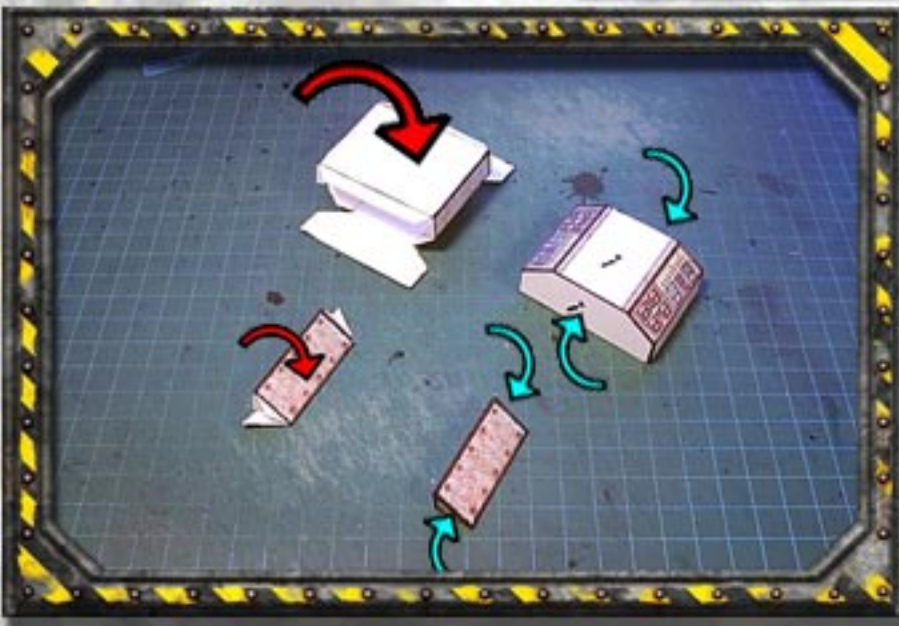
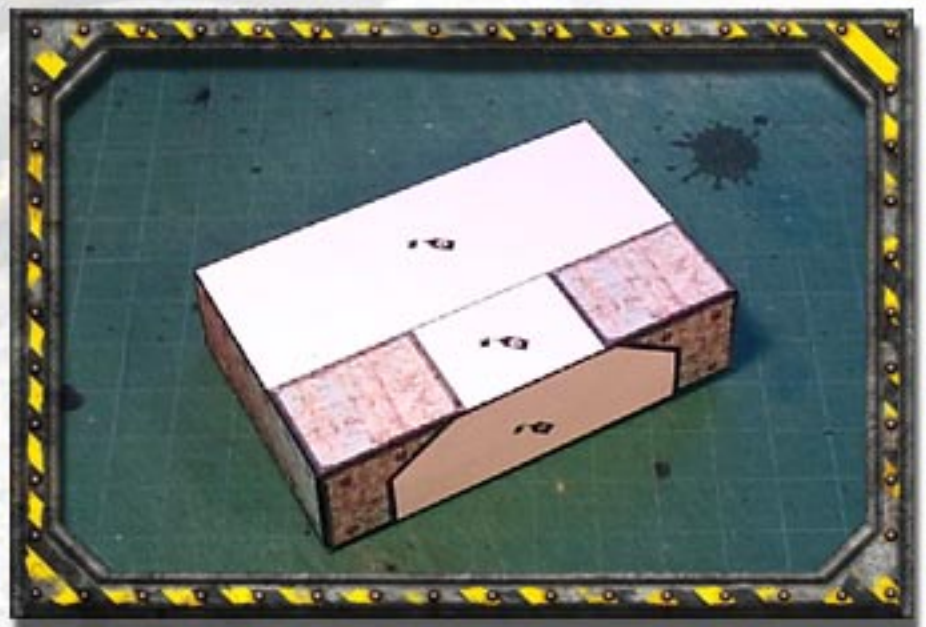


Once dry, carefully trim away the excess cardstock from around the smoke.

Finish the smoke marker by applying glue to each of the tabs at the base and folding in the flaps over top of them.

Edge with either black or a combination of black, orange and yellow markers.

The base of the generator is a basic box, identical in assembly to the ammo crates.



The optional side wedge and generator control panel are likewise slight variations on the basic box, gluing together a main tab first and then folding up flaps on the sides.



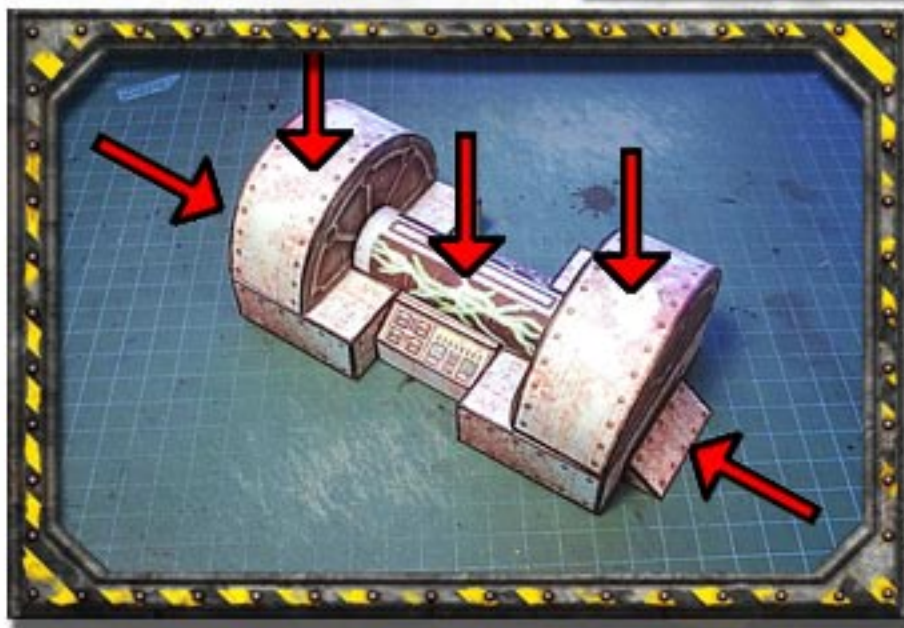
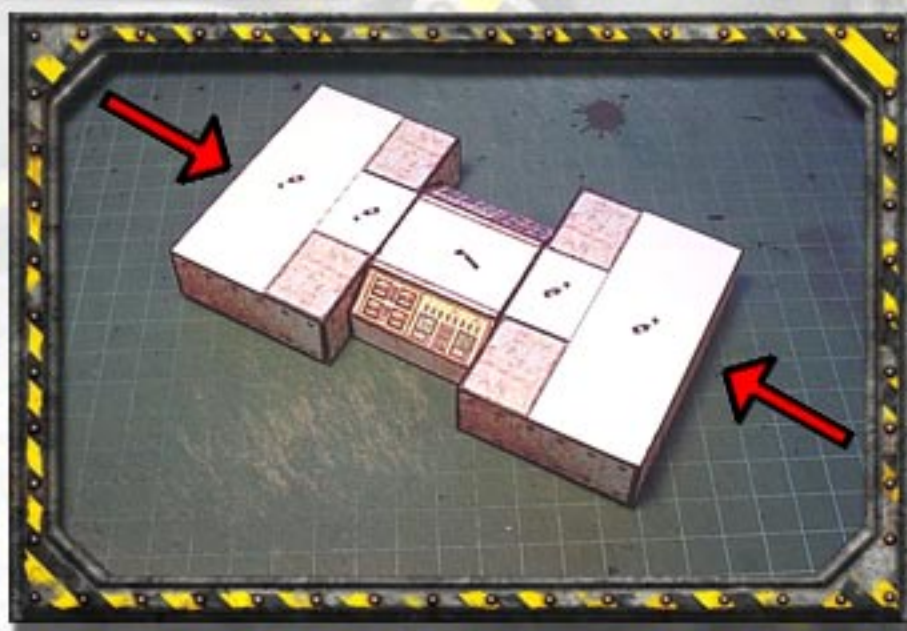




The generator turbines and energy core are similar to the barrel clusters.

Curve the main side of the object, glue the long tab into place and when dry, apply glue to the small triangular tabs surrounding the perimeter of the edge and fold the end flaps into place.

Glue two generator bases to one of the generator control panels at the designated gluing areas as shown.



Attach the generator coils and the energy core to the top of the generator as shown.

If you chose to include them, the optional wedges should be glued to the sides.





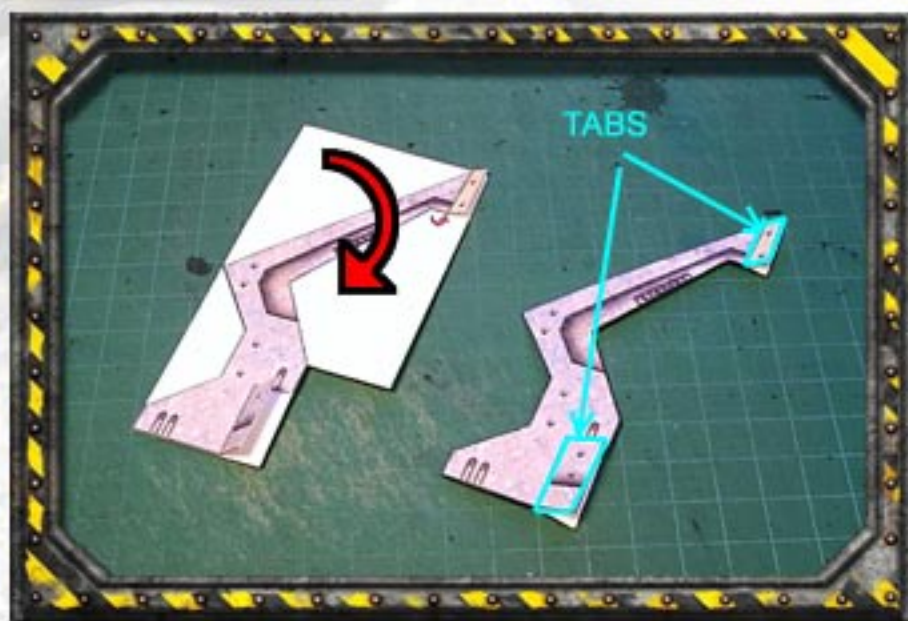


The techno-obelisk has a standard box for a base, built exactly as the ammo crates were.

The optional arms for the techno-obelisk are simple fold overs. Apply glue to the inner surface of the arm and burnish (rub firmly) across it's surface to spread the glue evenly.

Take care not to accidentally glue together the tabs at the top and bottom of the arm.

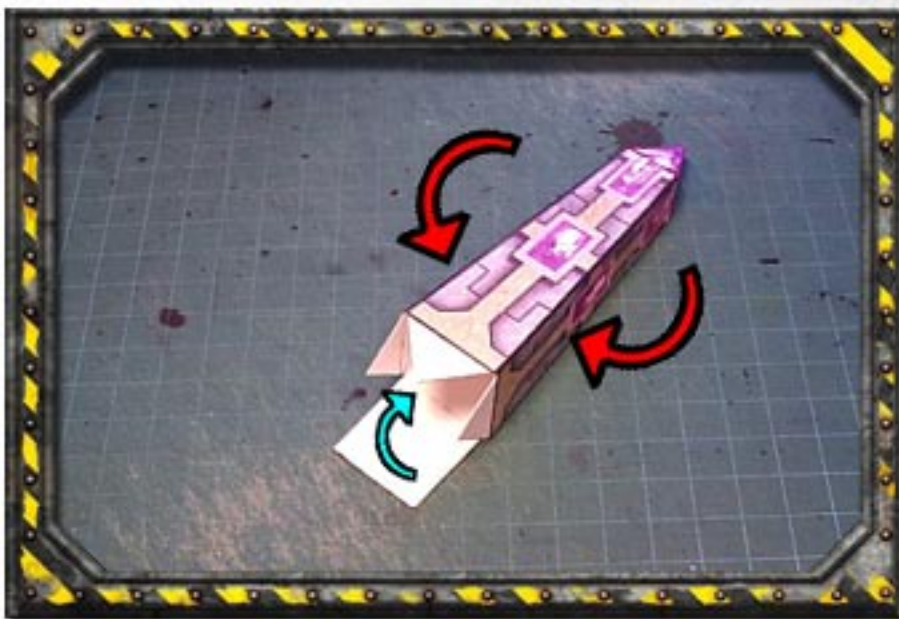
Trim away the excess cardstock when dry and re-edge the arm.



The obelisk itself is fairly straightforward. Begin by gluing the pyrimidal cap of the obelisk together.





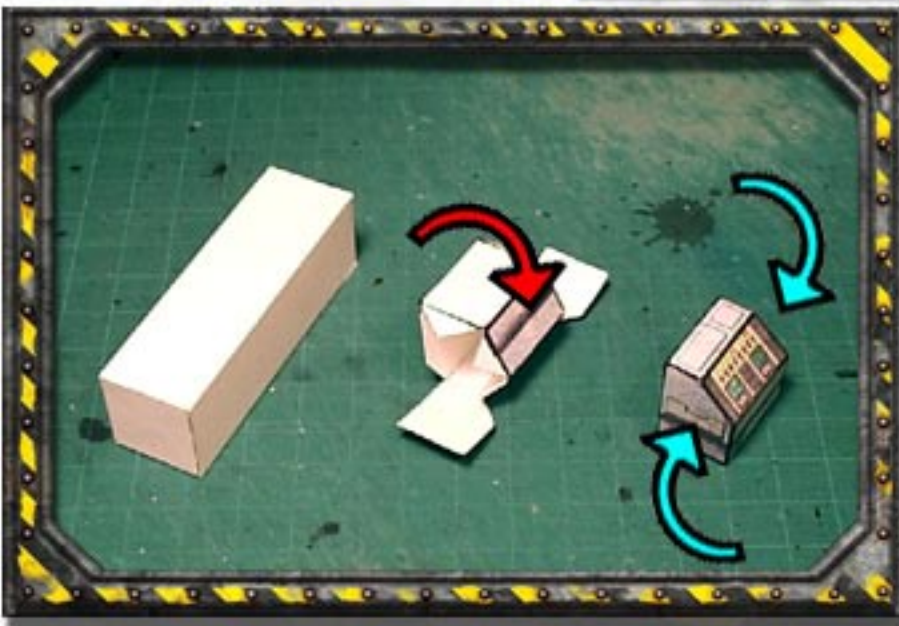
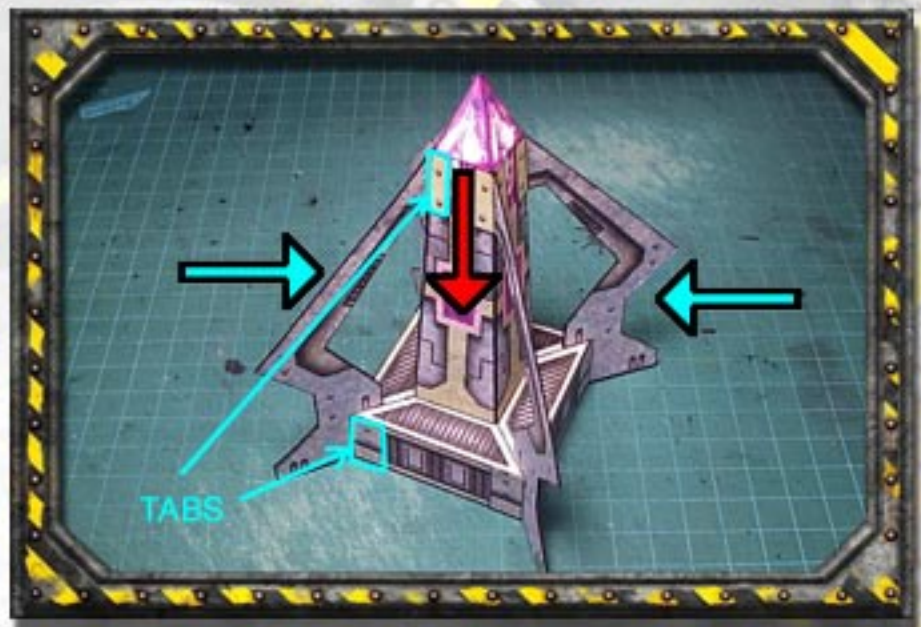


When the cap is dry, glue the sides of the obelisk together.

Complete the obelisk by gluing the bottom flap up and into place.

Glue finished obelisk to its base at the designated gluing point.

If you decided to include the arms, attach them by gluing the tabs at the top and bottom to the base of the techno-obelisk and the point just below the top cap as shown.

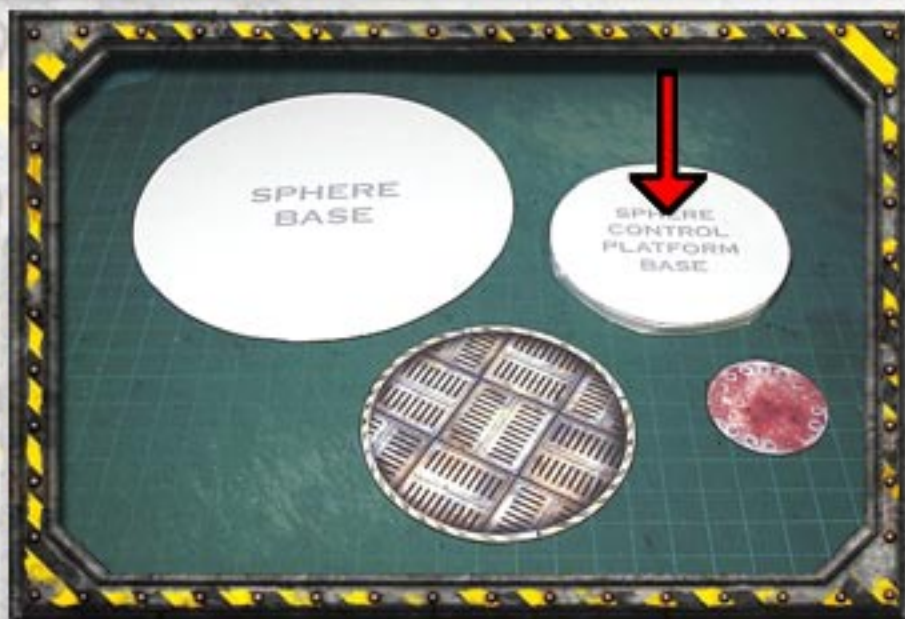


The support column of the fuel dome is a simple box.

Likewise the control panel is also a modified box, just with one extra side.





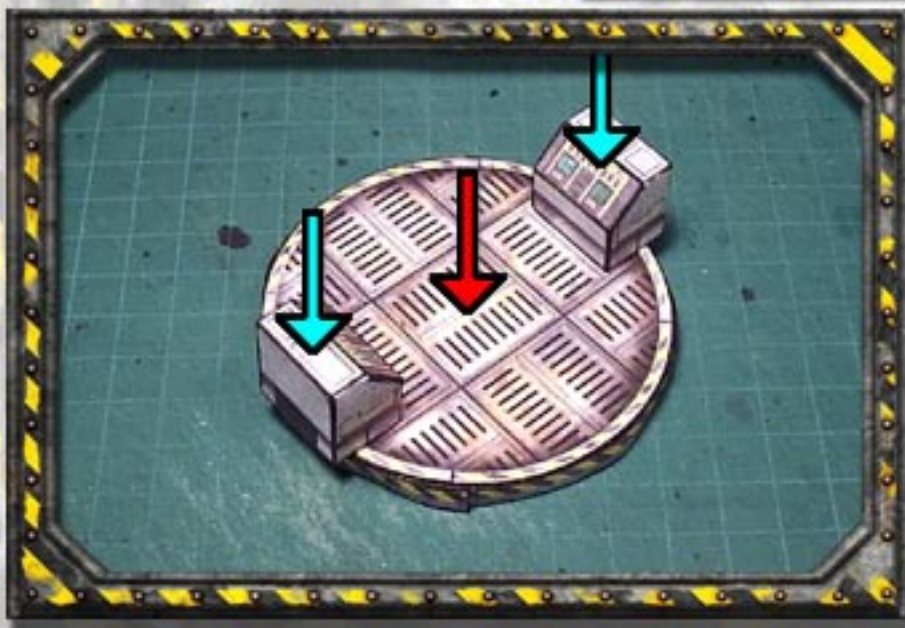
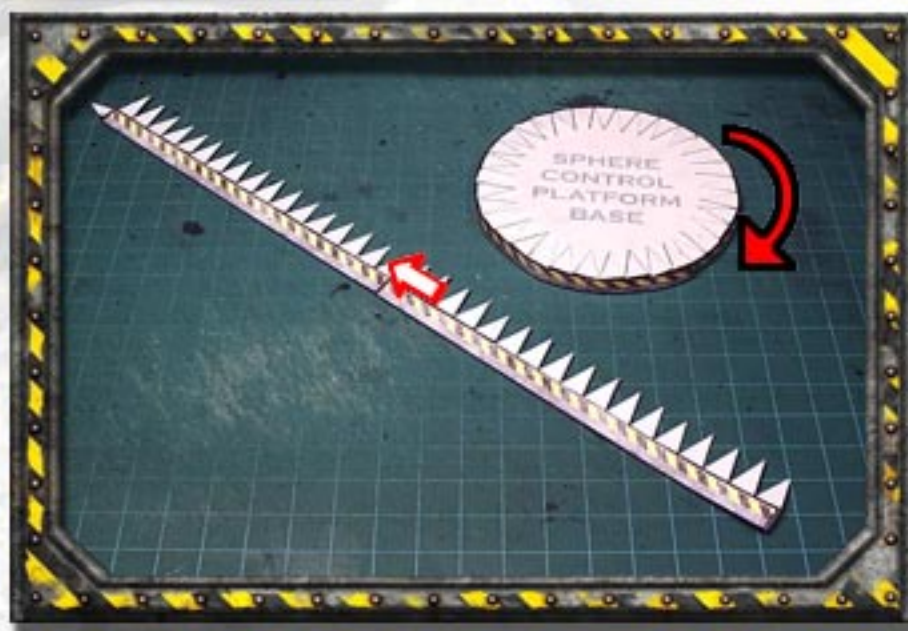


Cut out and edge all the circular elements of the fuel dome.

Glue the SPHERE CONTROL PLATFORM BASE to a piece of foamcore and trim away the excess when dry.

Glue the two strips of edging for the SPHERE CONTROL PLATFORM BASE together.

When dry, glue them directly to the SPHERE CONTROL PLATFORM BASE, surrounding it completely as shown.

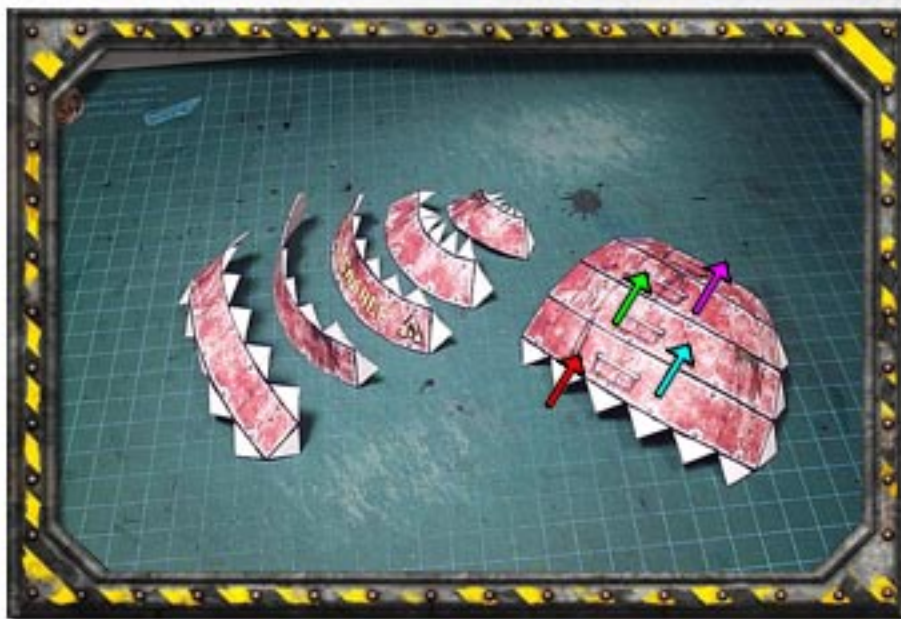


Glue the deck plating of your choice to the top of the SPHERE CONTROL PLATFORM BASE.

Add one or more control panels as desired.



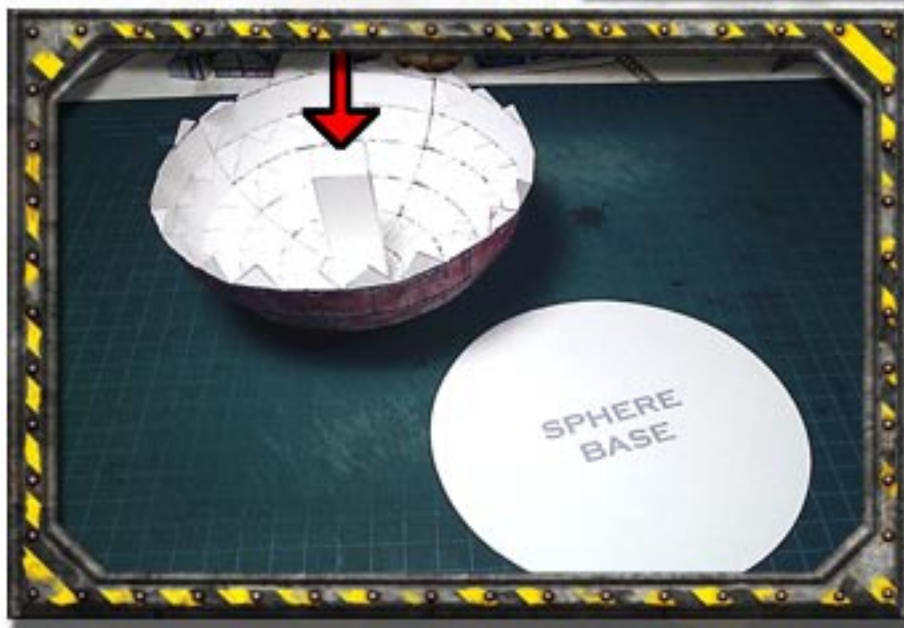
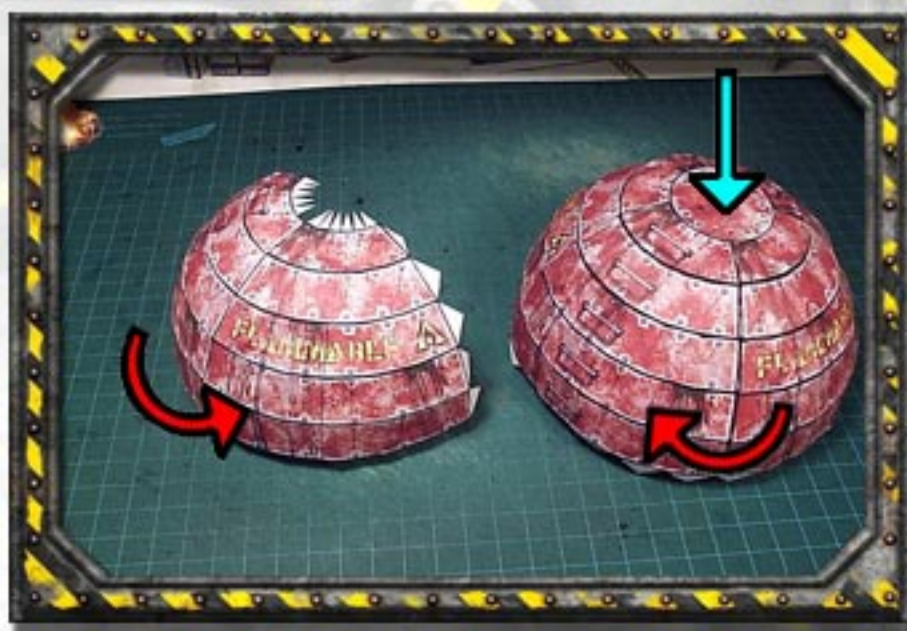




Curl each of the dome segments and then glue each to it's neighbour to form a solid, quarter dome. Allow this to dry fully before proceeding.

Glue two of these quaters together to create a half dome.

Once these are dry, glue two halves together to make a complete dome and add a cap as shown.



Glue the support column to the inside of the dome cap and when dry, glue the sphere base to the underside of the dome.

The alignment of the bottom will take some time, so go slowly and make continous adjustments until you are satisfied with it.





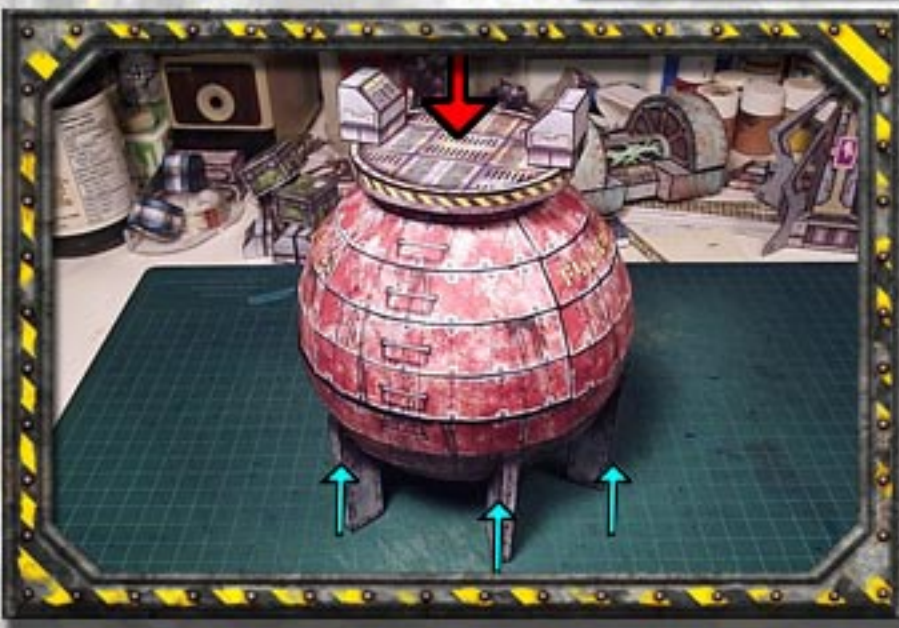
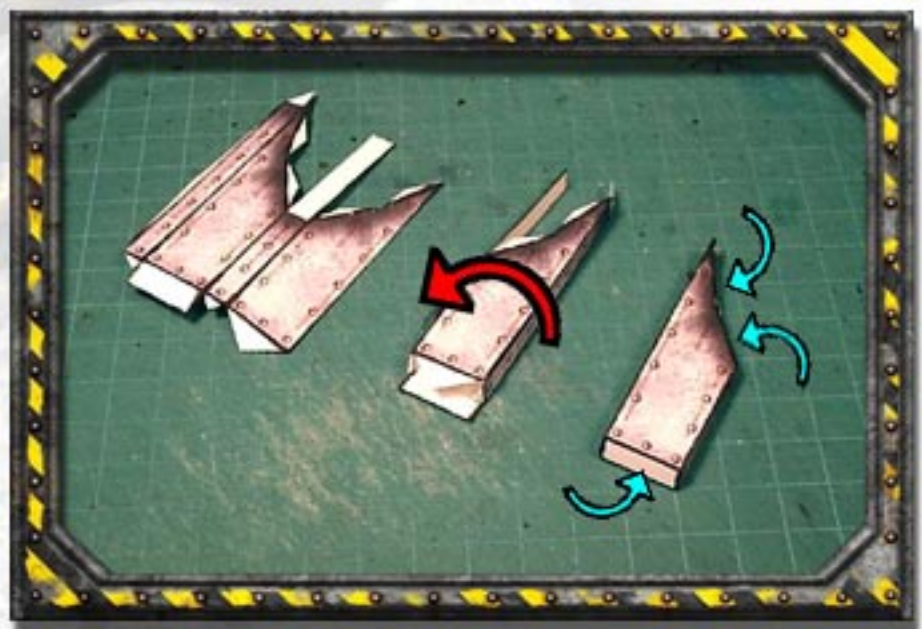


You can use the dome as is or if you're completely mental (like me!) you can glue two together to make a giant fuel sphere!

Mind you, spheres don't stand well on their own, so we need supports.

These are again, slightly modified boxes. Fold over the long tab and glue it to the opposite side.

When dry, glue the top and bottom flaps into place. Be sure to note the reverse fold at the top, as it is crucial to the correct assembly of the support!



Glue the SPHERE CONTROL PLATFORM BASE to the top of the sphere and a minimum of four supports to the bottom.

The sphere will fit into the hole in the ring platform BUT the fit is quite snug, so if you encounter resistance when trying to combine the two, do not force the sphere or you may unintentionally crush it.

**NOTE: If you do dent the sphere, insert a pin or tip of a craft knife and you can pop the dent back out.**

