

PART 6

PROPS



Red Sector's props offer new and interesting options for providing vital cover during your games as well as adding extra details to your table-top landscape.





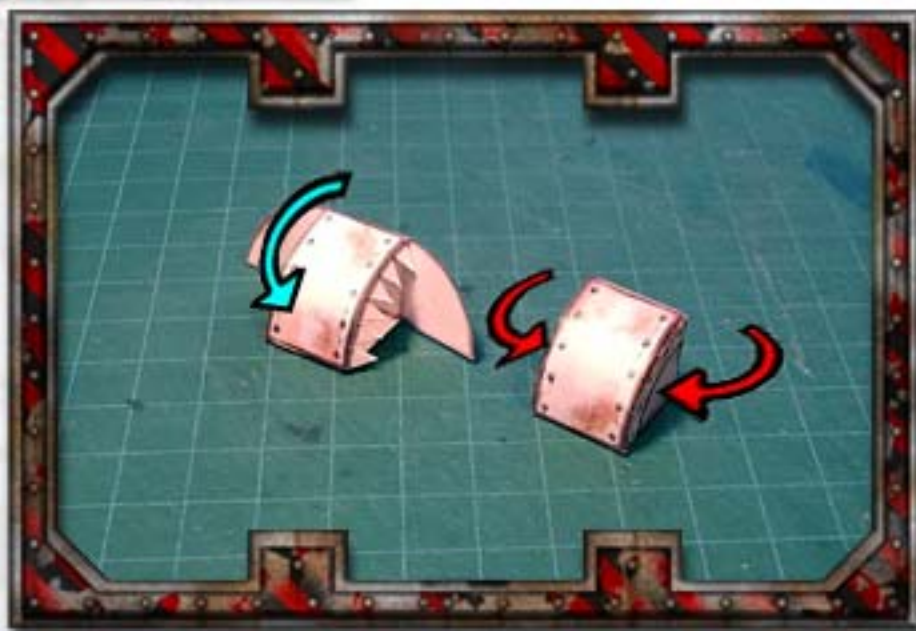
Begin by scoring, cutting out, folding and edging each prop component before assembly.

Most of the props are fairly straightforward. In fact the majority are simple boxes or slight variations thereof.

Learn more about edging in the tutorials section at www.worldworksgames.com

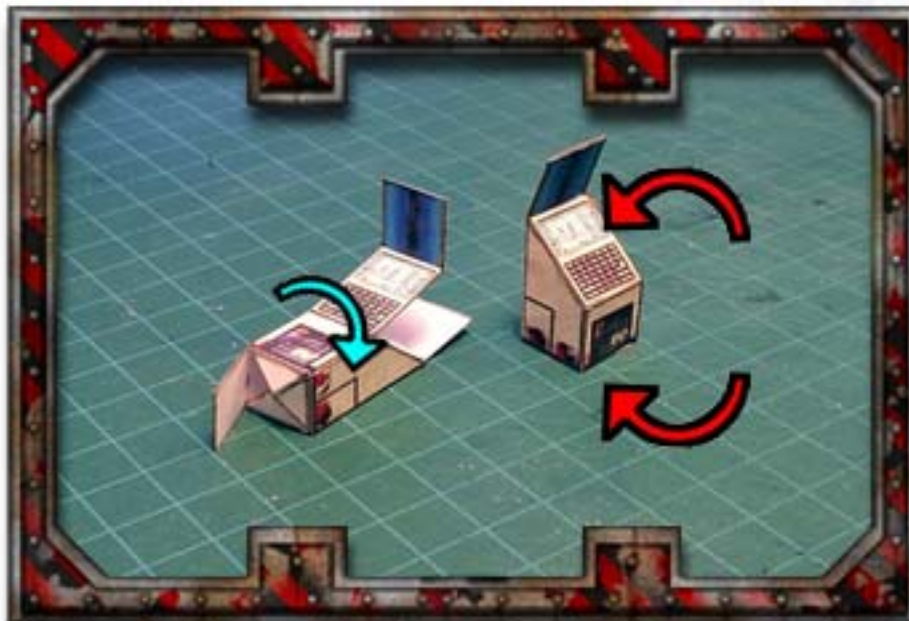
The air-duct corners are also fairly simple. curl the outside edge and fold it down to meet the underside and glue it into place.

When that's dry, apply glue to the tabs around the perimeter of the arc and then fold in the sides.



When they're dry, attach them to the air ducts themselves and combine them with duct bases to create ventilation systems for your environments. Fresh air, at last!

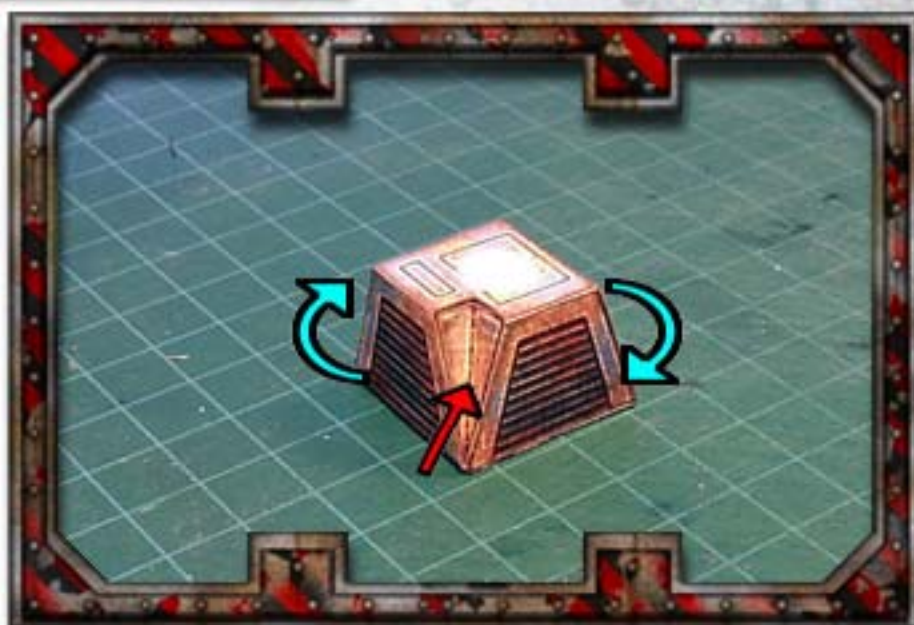




The computer consoles are basically boxes as well, except that the top is a slant and there's an additional part at the top that forms the holoscreen.

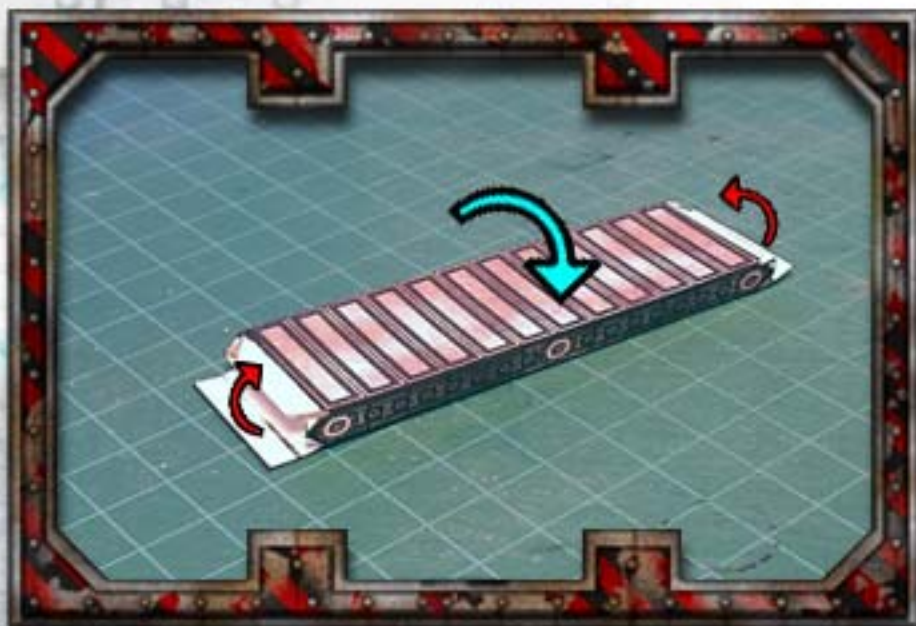
The techno-barriers themselves are a variation on the simple box.

The corners are a little different, they fold each side onto its neighbor and feature a small reversed fold on the inner side. Glue these together first, then fold the bottom up into place.



When complete, you can glue the barriers and corners together to make futuristic embankments, gun emplacements or anything else you can think of!

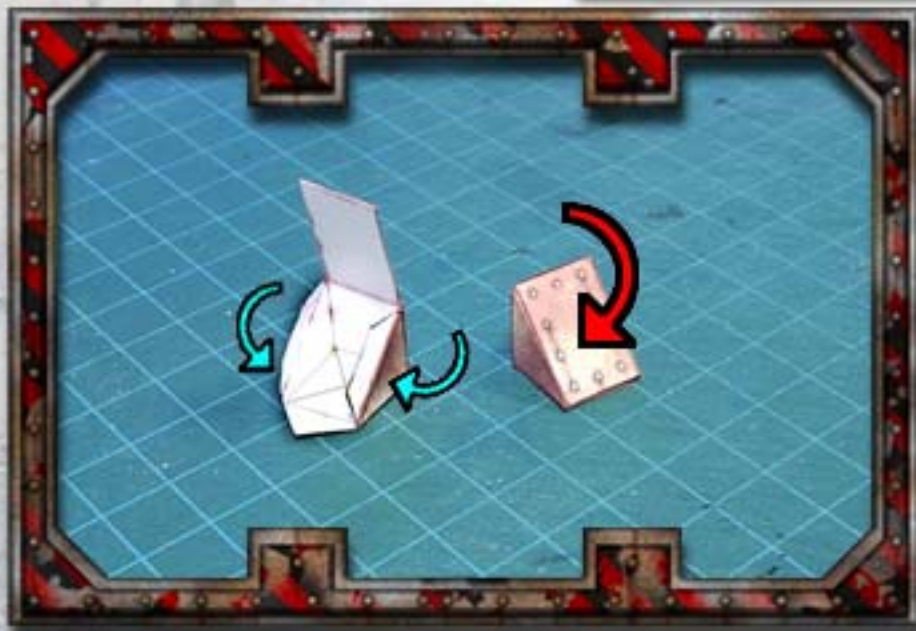




Conveyor belts are also like boxes but they have two extra sides.

Fold these around as with standard boxes and then fold up the ends.

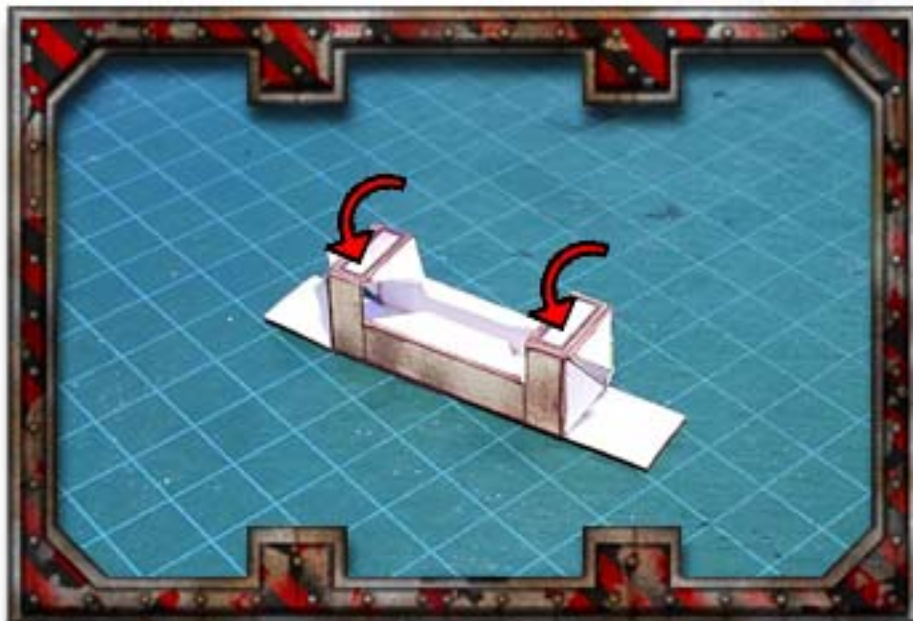
The base center and support beam of the conveyor belt stand are (you guessed it) simple boxes.



The base also has two small triangular wedges attached to it.

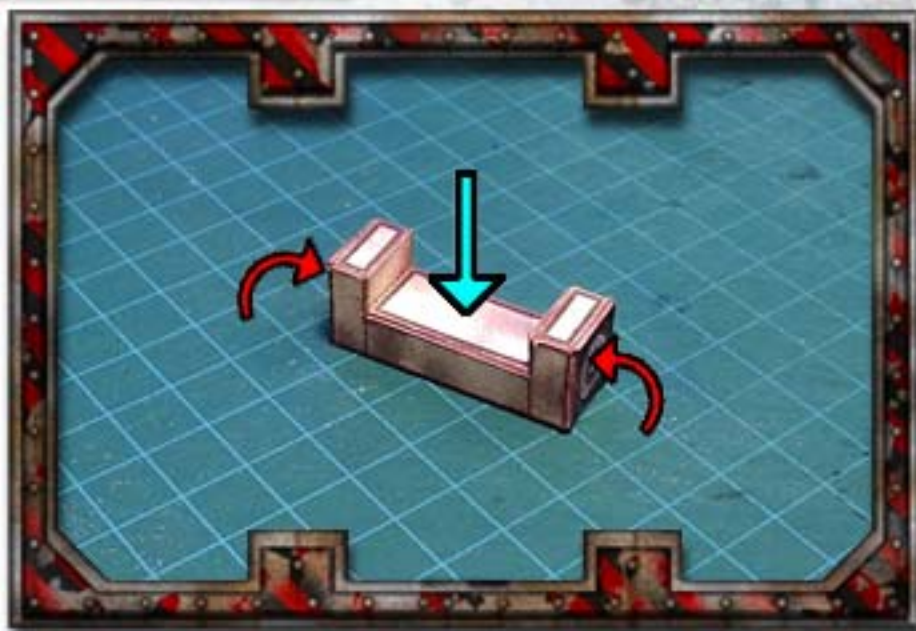
Glue the side tabs to the bottom of the wedge first. Then, when that's dry, fold the long side of the wedge down and glue it to the remaining tabs.





To assemble the conveyor belt cradle, first apply a drop of glue to the small tabs at the top and fold the two top flaps into place.

When that's dry, fold up and glue into place the cradle's center and fold the two end flaps up and into place.



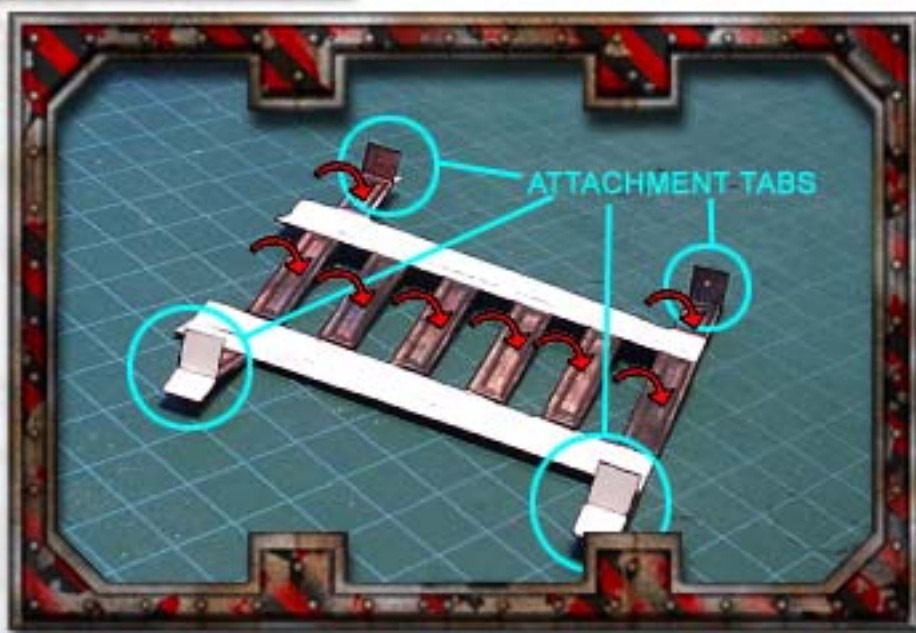
Assemble the finished conveyor belt stands by either gluing a cradle directly to a base or by combining a cradle, base and support beam as shown.



Drop the conveyor belts onto the conveyor belt stands and you're all set!

Red Sector features two new ladders, a 3" and 6" version with shorter arms than their PC:ON cousins.

Glue and fold over the rungs and arms of the ladders, being carefully not to accidentally glue together the attachment tabs on the ends.



Once those are dry, apply glue to the insides of the ladder's sides and fold them together as shown.

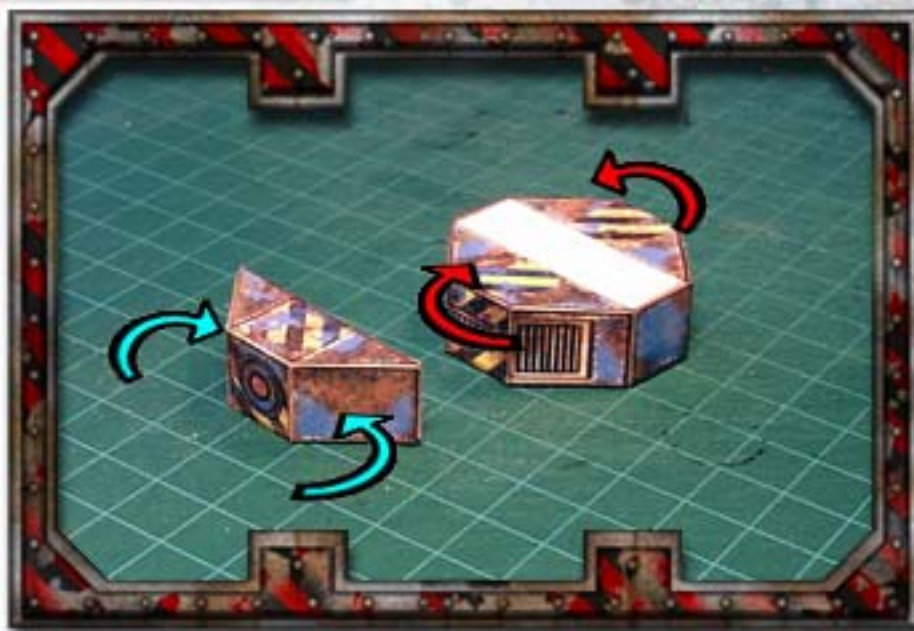




Glue finished ladders directly to bulkheads to provide vertical access to platforms.

The octagonal storage pods are a combination of two modified basic boxes.

Attach the main tabs along the main side and then when that's dry, glue and fold in the remaining sides.



Once the components are dry, glue the side elements to the main pod body to create a finished X shape.



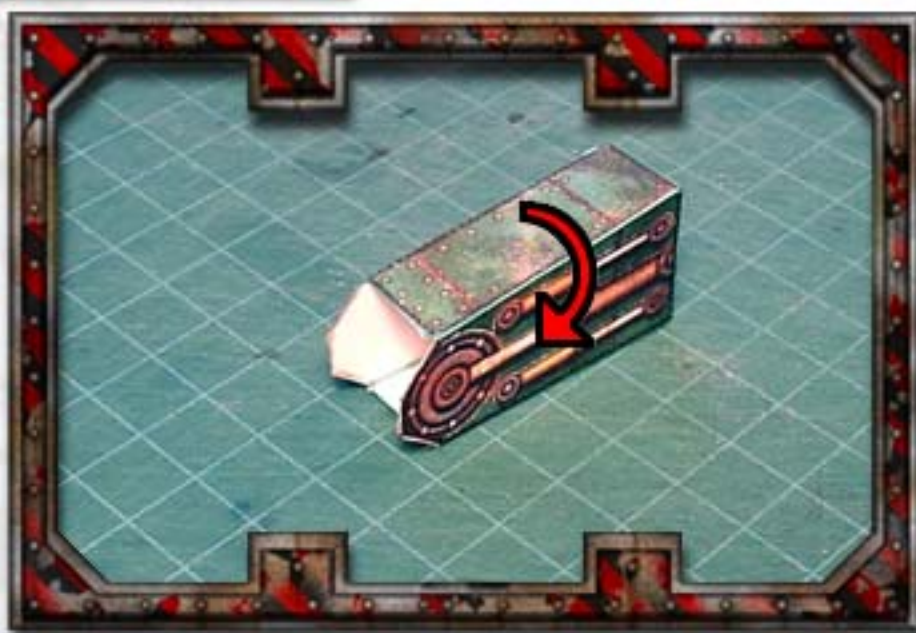


The Claw arm is the most complex prop in this set.

To make it work properly, you'll need to remove the end joint and surrounding tabs (these are included for completeness) from the arm's base.

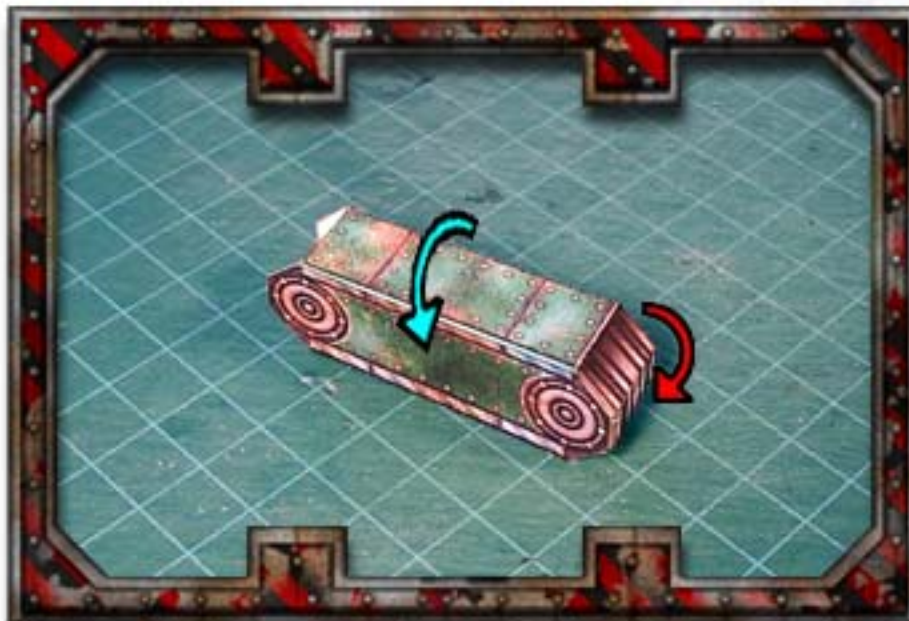
You'll also need to remove the square inbetween the two main sides of the arm's base.

When that's done, glue and fold up the arm's base as you would any simple box.



Like the base, the arm's main sections will also need to have one end joint removed as well as the small square area inbetween the two main sides (removing these squares allows the arm to be articulate properly)

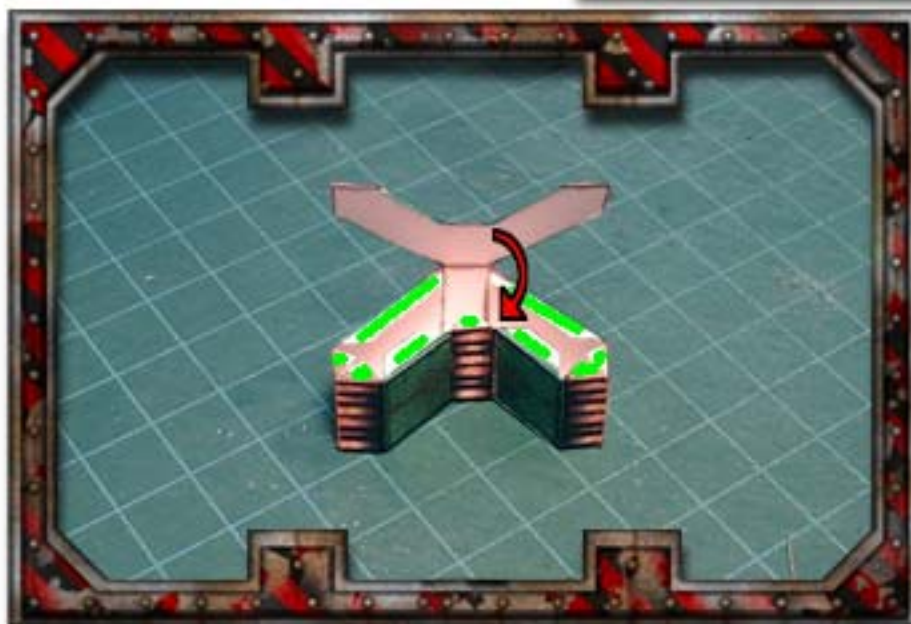
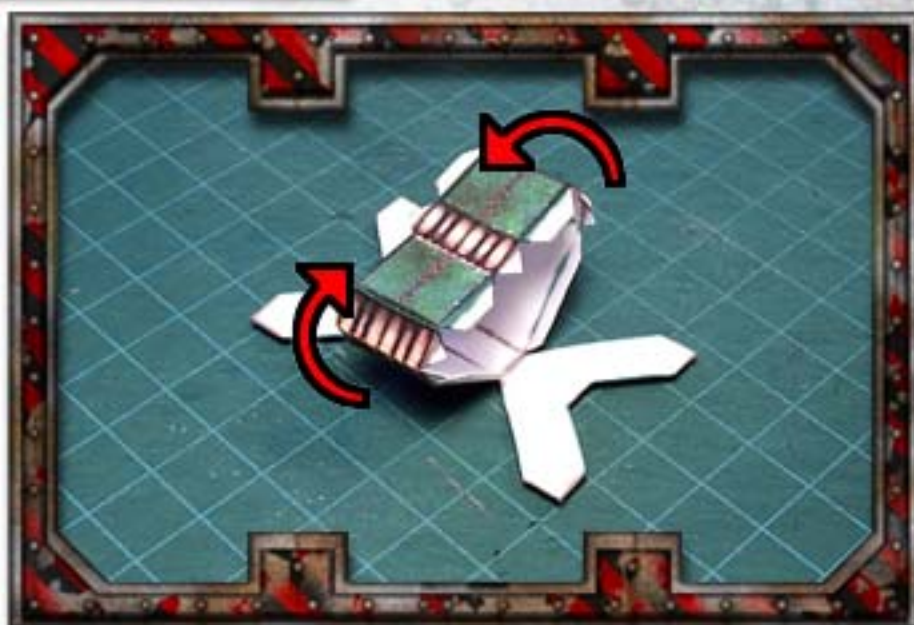




These go together like the conveyor belts, basically modified boxes.

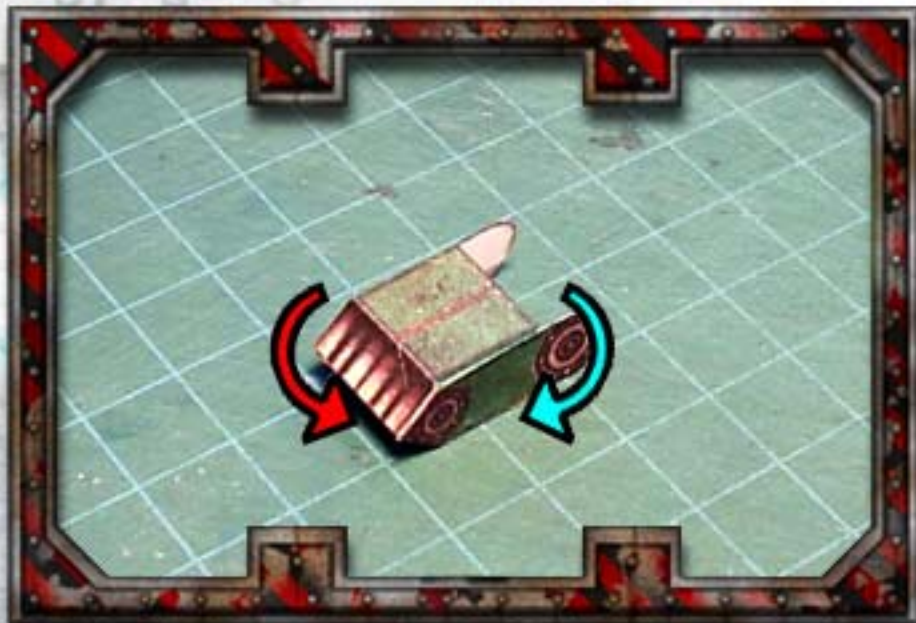
The "wrist" of the claw arm has some complex folding but is never-the-less a box-like assembly.

Combine the ends of the fold strips together to form a closed loop.



When it dries, apply glue to each of the tabs around one side of the loop and align them to the side of the "wrist". Press these into place carefully and allow it to dry, then repeat with the other side.





The "knuckles" and "finger tips" of the claw arm are (once again) simple variations of the basic box shape.

When all the parts are complete, glue them together as shown.

If you're a more advanced modeller, you may wish to poke holes through each of the arm's joints and then feed through small wires (like bent paperclips) to create real, mobile joints.

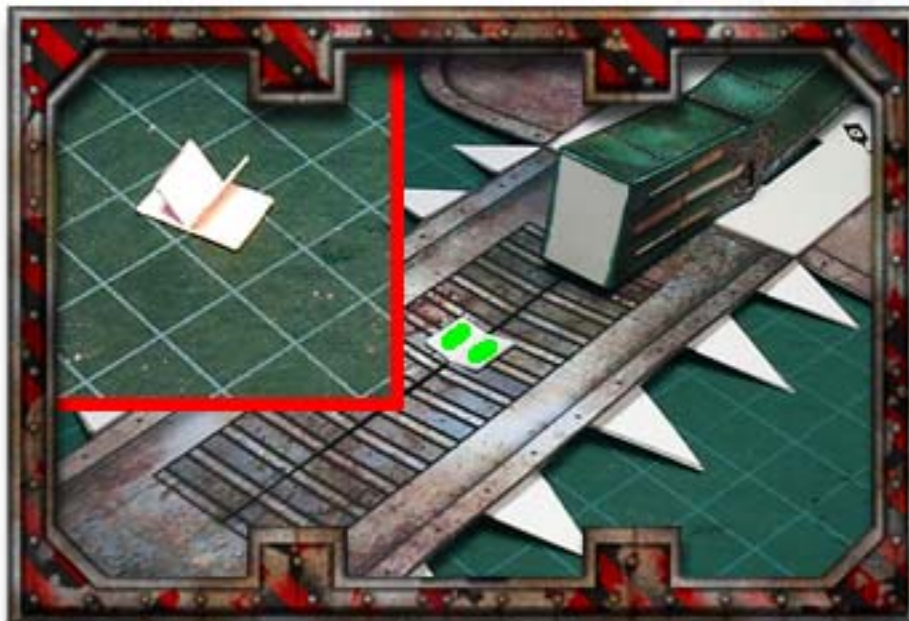


Glue your completed claw arm to a wall, bulkhead or other structure.

If you have a copy of PC:ON, you can modify the gun turret to create a swinging arm.

Before assembling the gun turret base, cut a slot (about 0.5mm wide) along the middle.





Glue the two small, folded white rectangles to the unfolded one to create a "butterfly" clip.

Feed the finished "butterfly" clip through the slot in the gun base, fold the "wing" tabs flat and apply a drop of glue to the exposed tabs

Attach the finished claw arm to the "butterfly" clip, making certain not to allow any glue to seep onto the gun base itself.



Finish the gun base as directed in the PC:ON instructions.

