

E-Z TERRAIN



OVERLAND ADVENTURES

Before proceeding with this document, make sure you have read the beginners guide to card modeling included with this model set! All pages have user selectable options for the graphics which you can adjust prior to printing. Please see the section on 'DRAGON LAYERS' in the Beginners Guide for more info.

Miniatures are from Reaper Miniatures/Asylum Miniatures: www.reapermini.com

F A T D R A G O N G A M E S

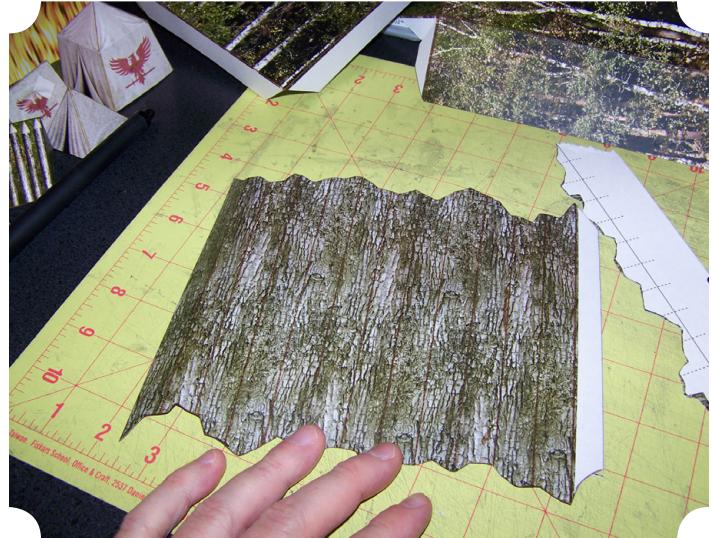
www.fatdragongames.com

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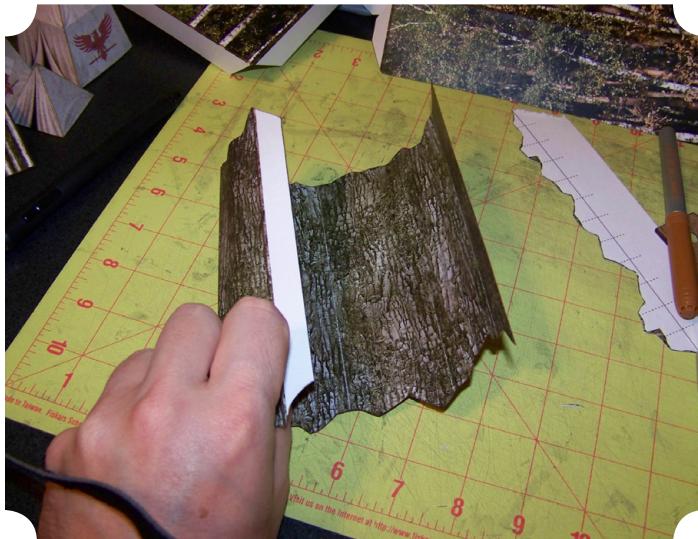
FALLEN TREE



1: Several sheets have a back-side sister sheet (Camp_L & Camp_L_r for example). The 'r' page is the reverse side of the main model, so you need to flip the main page over and print on the reverse side for those models.



2: Cut and score page J (and print the reverse J_r) as shown.

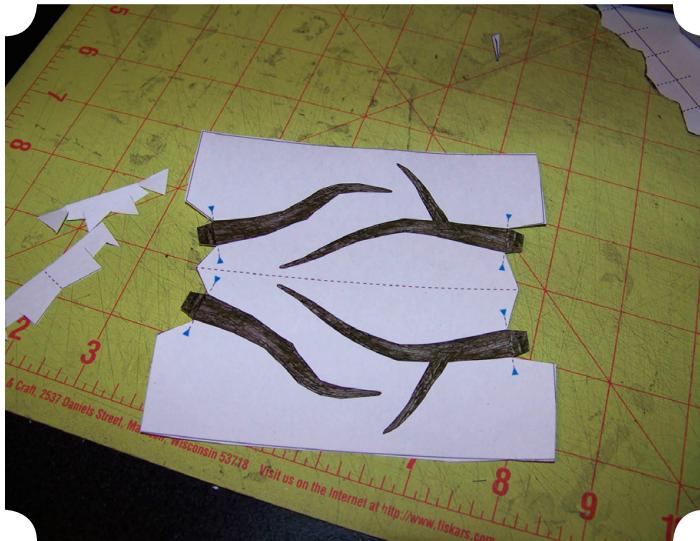


3: As you can see it is printed on both sides.



4: Glue into a tube and set aside to dry.

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5: Cut out piece K1 as shown. Fold and glue in half, being careful not to glue the four small tabs together.



6: Cut and score piece K2.

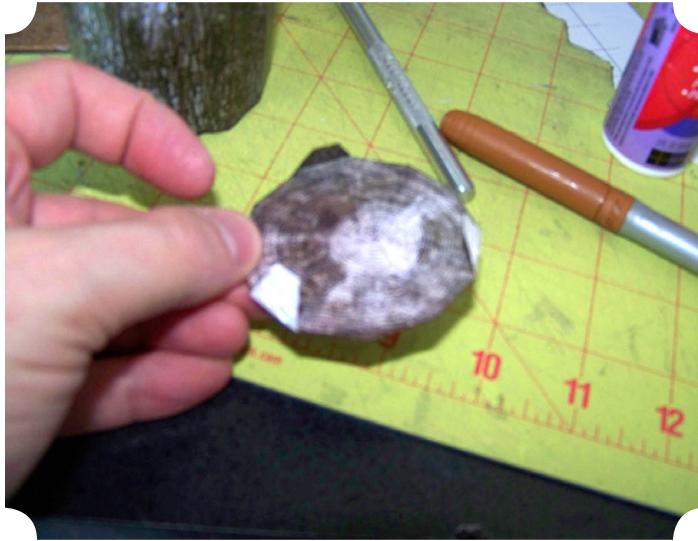


7: Fold and glue in half.



8: Insert into the tree and glue it in place near the center.

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9: Before inserting into the trunk, it will help to fold the tabs more inward than they will need to be in place, allowing you to put glue on them now without it streaking down the interior of the trunk during insertion.



10: The finished plug in place.



11: Cut out the two limb pieces as shown above.



12: Glue the branches to the trunk as desired.

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HOLLOW TREE STUMP



1: Cut and score parts L & M (remember to print their reverse sides.)



2: Fold and glue the top and bottom edges as shown. Set aside to completely dry before proceeding.



3: Glue the two sections together along one of the side tabs.



4: Cut away the excess white area at the top as shown above. Finish the model by gluing the last remaining side tab and forming a tube.



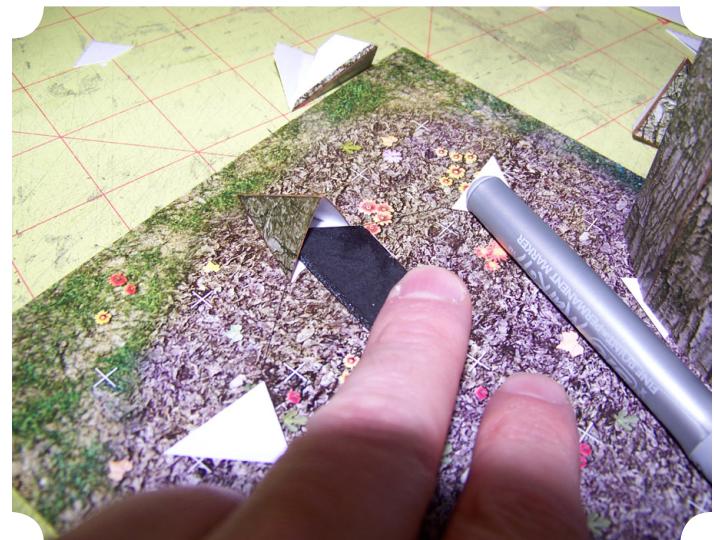
5: Cut out piece N3.



6: Glue inside the main trunk model as shown.



7: Cut and score pieces N1 and cut out the base tile.



8: Glue the N1 pieces to the triangular glue areas on the tile as shown. It helps to use a pencil (or in this case a scrap of foamcore) to reach inside the piece to apply pressure to the tabs as they dry.

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9: Put your trunk in place as you glue the N1 pieces to make sure they are aligned properly.



10: The finished model. The N1 pieces will keep your trunk from shifting during game play, but allow it to be easily lifted off the tile as required.

WAGON



1: The wagon is comprised to two pieces. Cut, score and fold the main wagon body into a rectangle and glue the single tab.



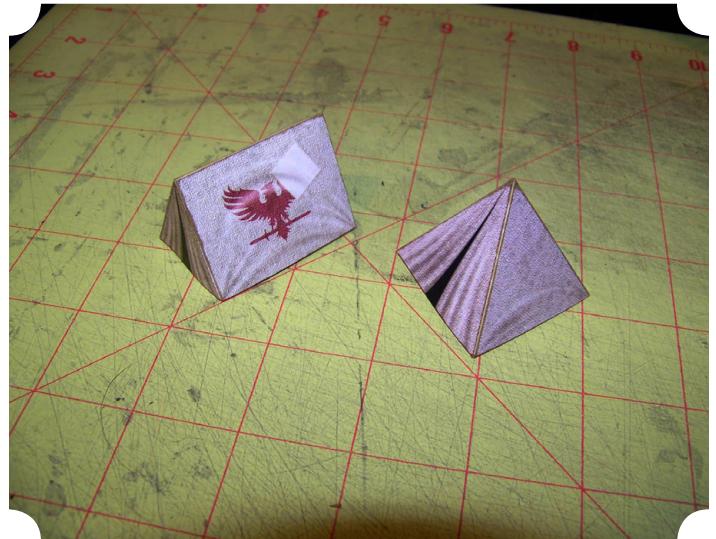
2: Insert and glue the interior piece as shown above.

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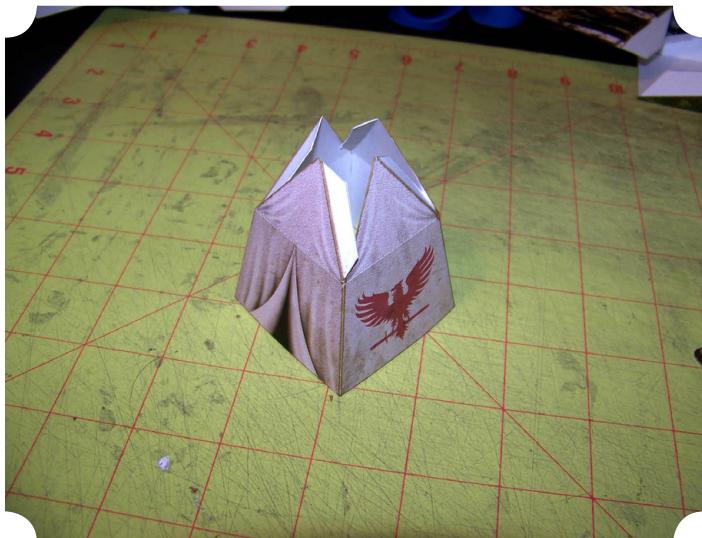
TENTS



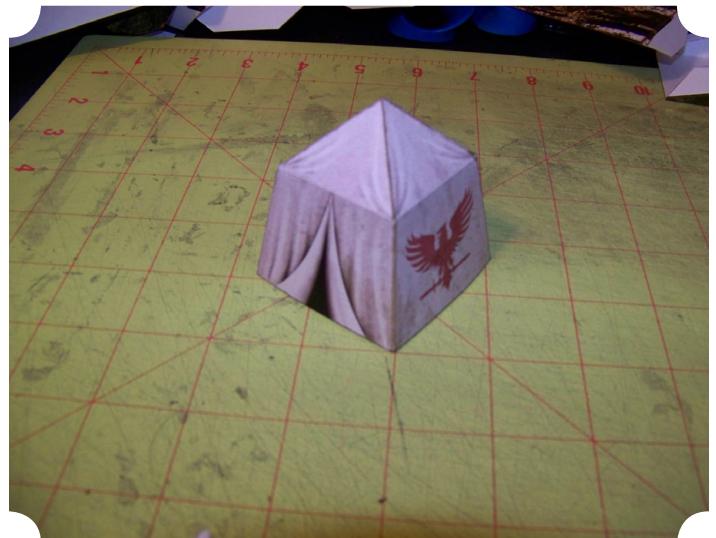
1: Do I really need to say it?



2: The smaller tents assemble as shown, just one or two glue tabs each.



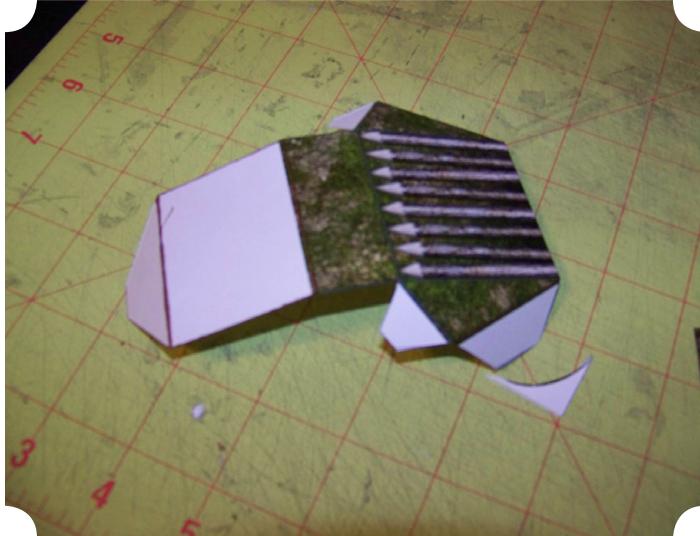
3: The officer's tent starts by gluing the main side tab and allowing to dry.



4: Finish by gluing the top four tabs of the pyramid.

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SHARPENED STAKES



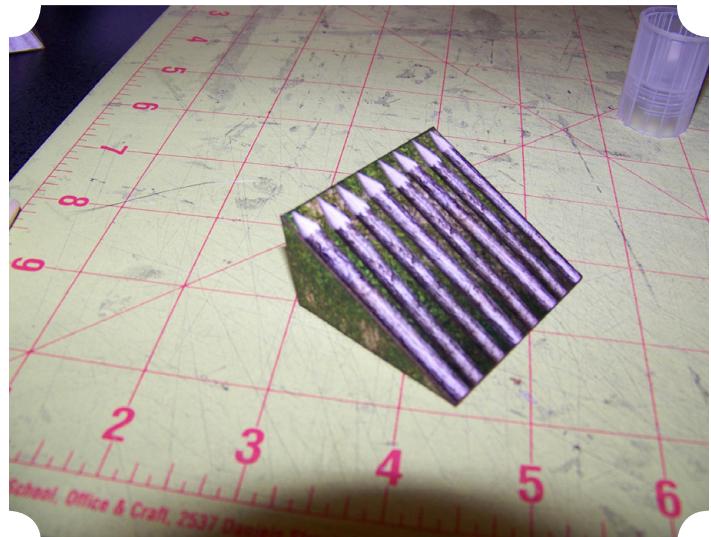
1: Cut and score... aw heck, you know the drill by now.



2: Fold and glue the small side tabs at the front end.



3: Finish by gluing the bottom flap into place.



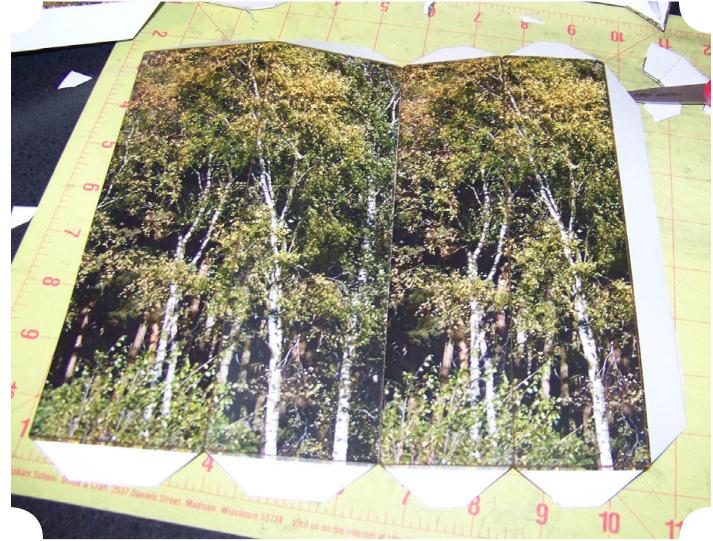
4: The finished stakes.

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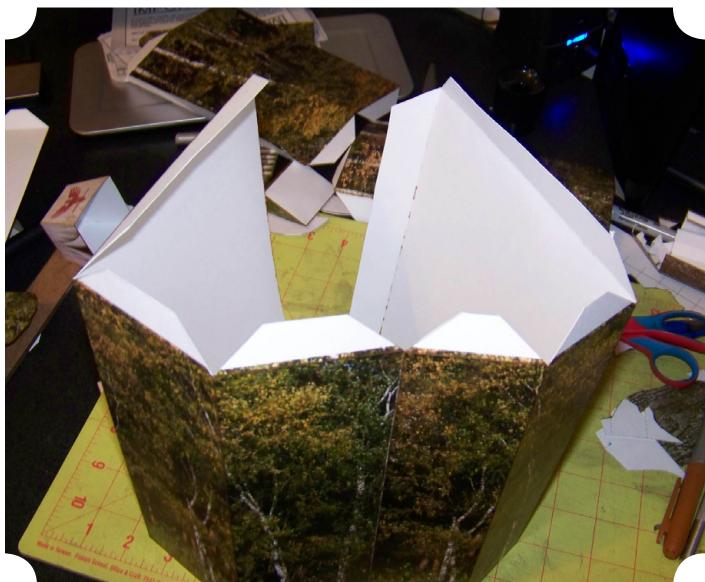
FOREST CORNER SECTION



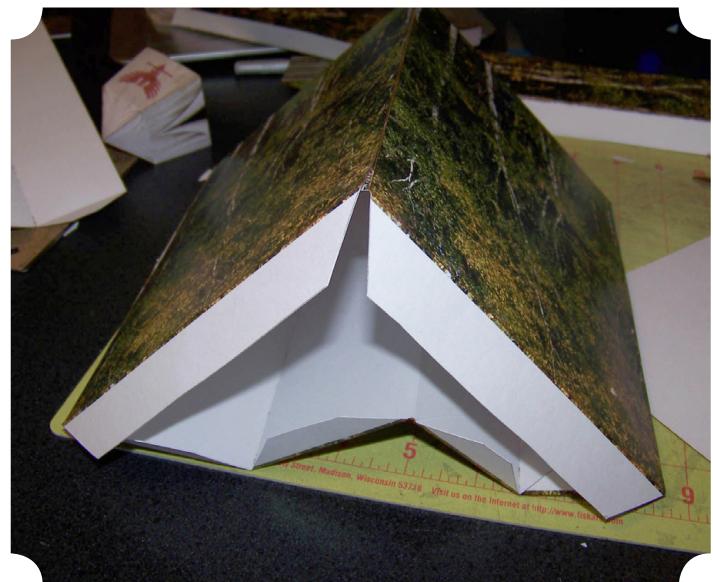
1: Cut and score pieces W & X as shown above.



2: Glue them together as depicted above (piece X is on the right side of the photo.)



3: Glue a piece T to each end of the front section you just made.



4: Glue the ends of the two piece T's together completing the side walls.

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5: Turn upside down and set on a table. Insert piece Z through the bottom of the model (pointing upward now) and glue into place.



6: Piece Z will be UNDER the top edge tabs when it is properly glued as shown above.



7: Finish by gluing piece Y to the top of the model.



8: Gently roll over the ends of piece Y as depicted above. Do not crease them, just have them gradually drape over the edges.

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FOREST SQUARE SECTION



1: the square model assembles just like the corner model. Here you have 3 T pieces and a piece U glued together.



2: Glue piece AA through the bottom to force the walls into their proper shape as shown.

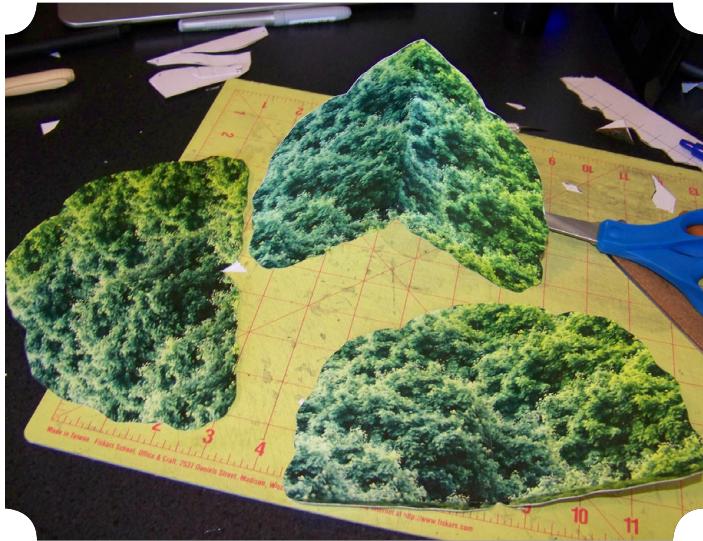


3: Finish by gluing piece V to the top of the model, and then gently draping the ends over the front edge.

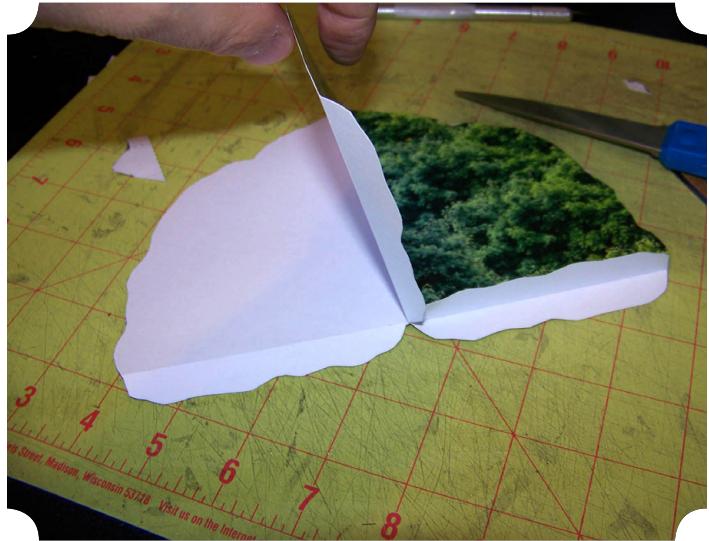
There is intentionally no bottom to these pieces so you can place them over miniatures and other items 'hidden' in the forest area, then remove each section one by one as the players enter that area.

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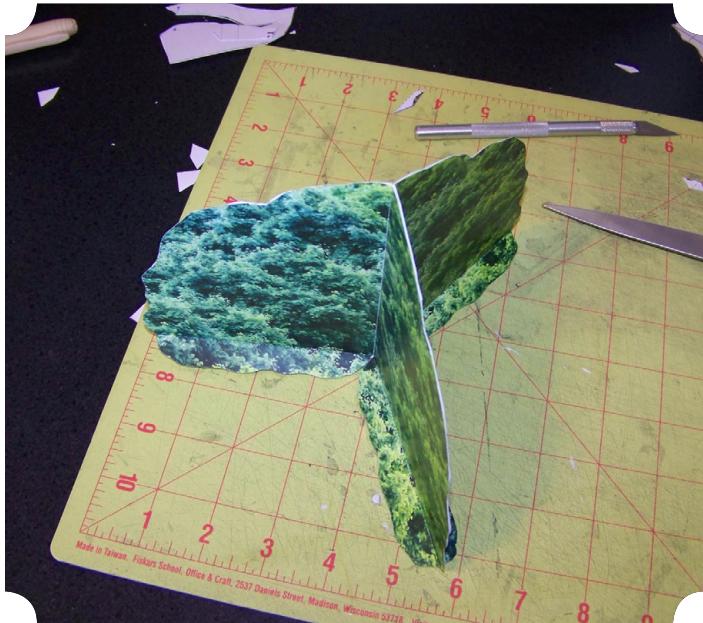
LARGE 3D TREE



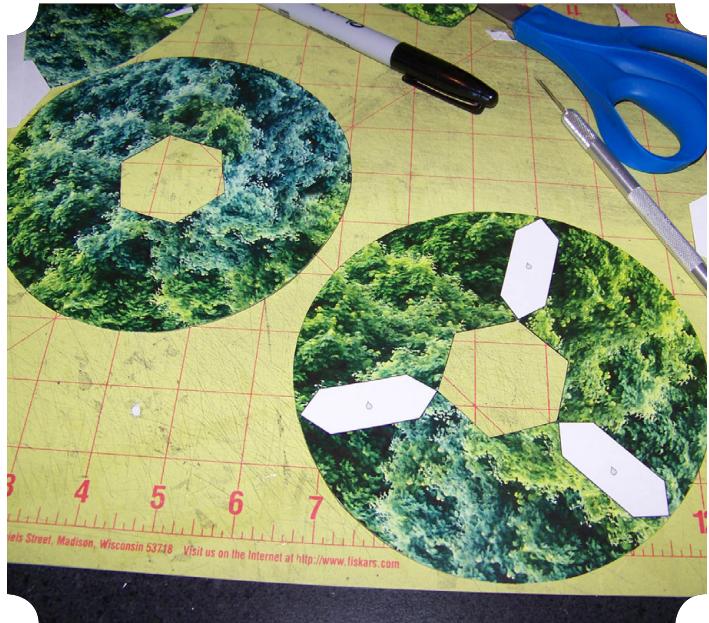
1: The top of the tree requires page A to be printed three times. Cut them out and score.



2: The three 'A' pieces glue back-to-back. Begin by gluing two pieces as shown. Make sure the bottom tabs are aligned exactly, and that they do not get glued together accidentally.

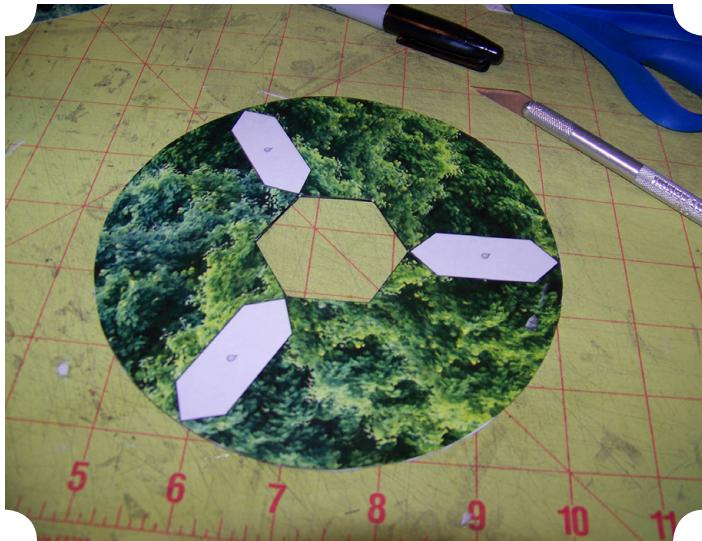


3: Finish by gluing the third 'A' piece to the first two, resulting in the shape shown above. You can now trim the edges to a more natural ragged shape as desired and edge with green, brown or black.

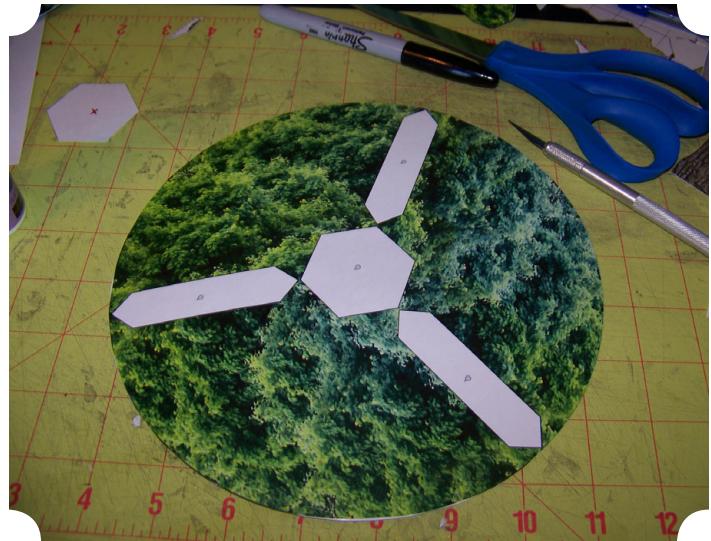


4: Cut out pieces F and G.

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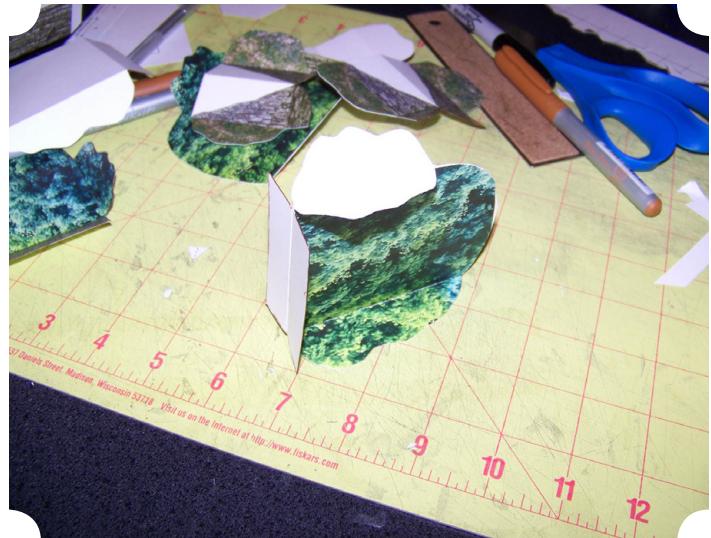
5: Glue pieces F & G together.



6: Glue together pieces E & I and allow to dry.



7: Cut out and score pieces H1 & H2.

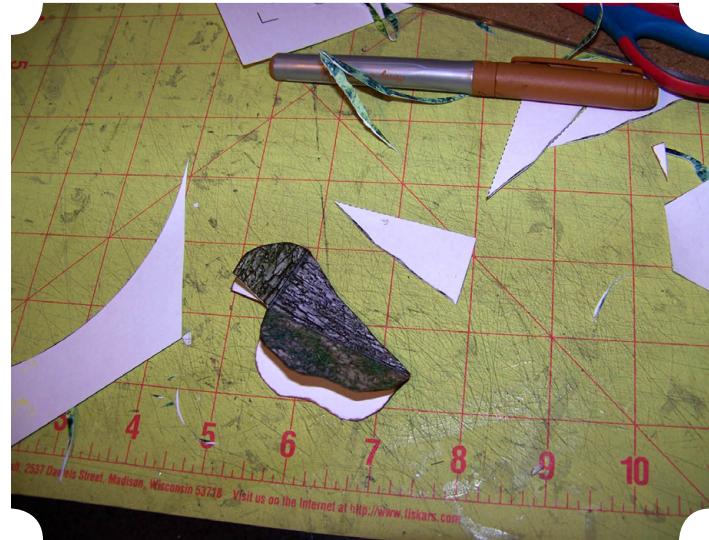


8: Glue H1 & H2 together as shown, being careful not to glue the tabs together.

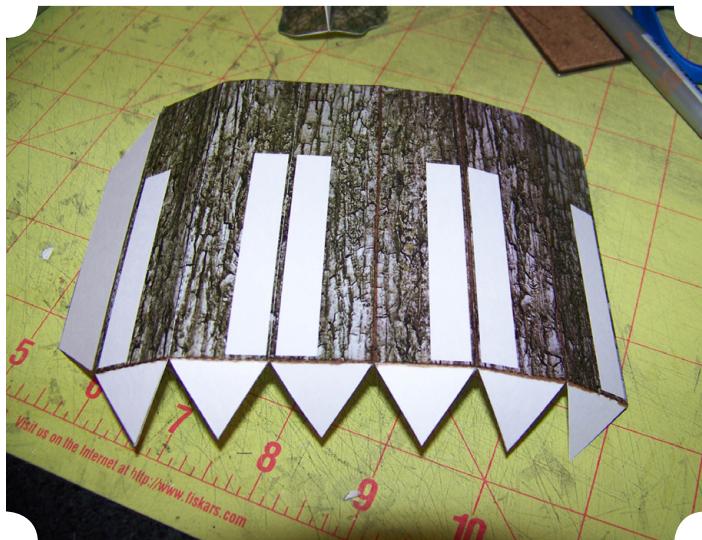
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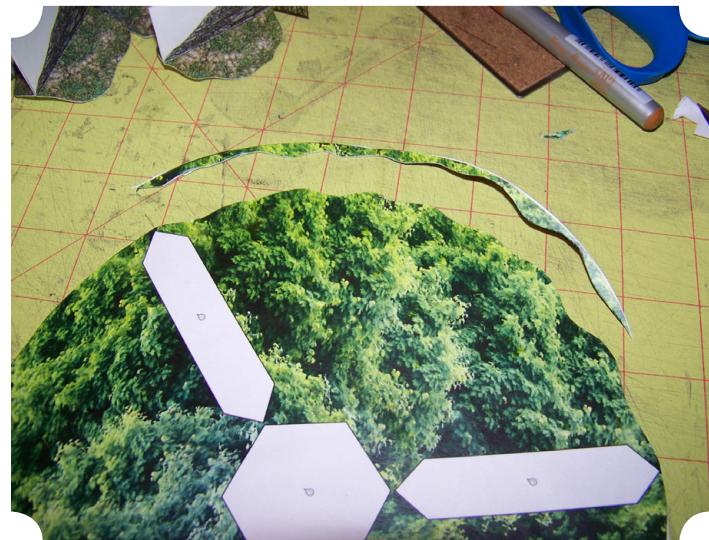
9: Cut out, score and glue piece H3 as depicted above.



10: Once dry, cut away the excess white area. Also note the tab edges have been cut irregular to make them look more natural.

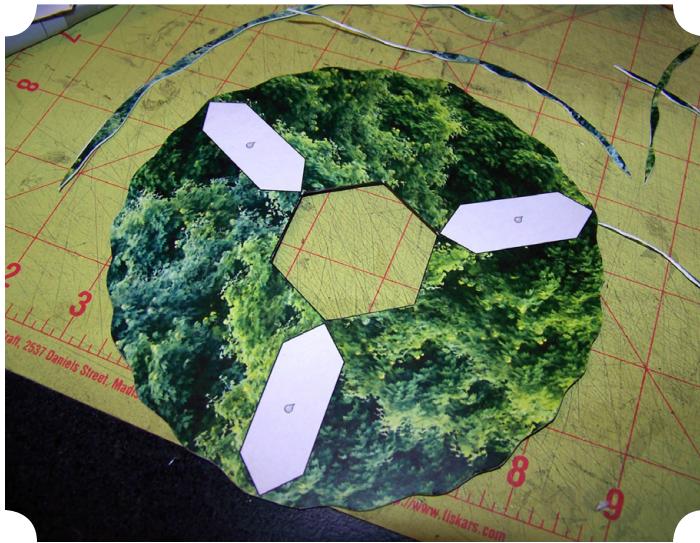


11: Cut out and score piece D1. Glue into a tube shape.



12: Cut away the edges of the finished platform piece in an irregular natural shape.

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13: You don't have to cut much away to make the edges look natural.



14: All sections of the trunk simply glue into tube shapes.



15: Slip the upper cap piece over the main trunk BUT DO NOT GLUE!



16: Glue the upper cap piece to the bottom of the main platform as shown above.

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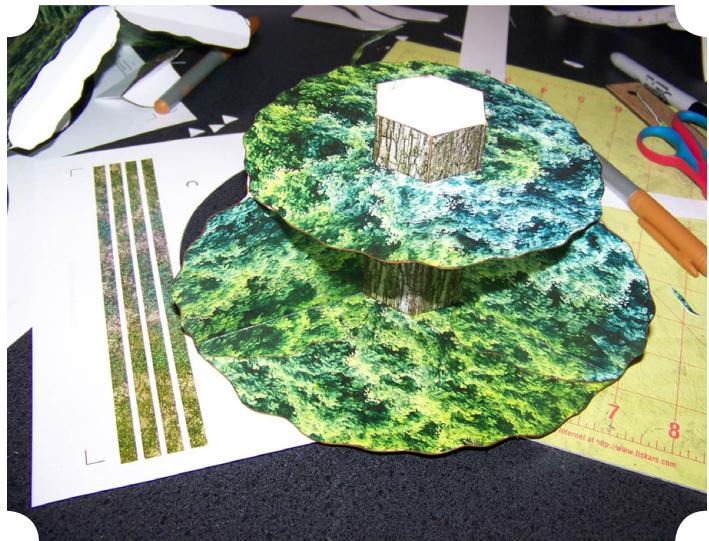
17: The trunk in place. Note where the white glue areas line up with the ones on the main platform piece.



18: Begin gluing the completed H1/H2 pieces into place as shown. Glue the top tabs first to the leaf platform. Once dry, you can then apply glue to the trunk flaps and glue to the tree trunk cap. It may help to apply glue to the trunk tabs with a scrap of paper (shown above.)

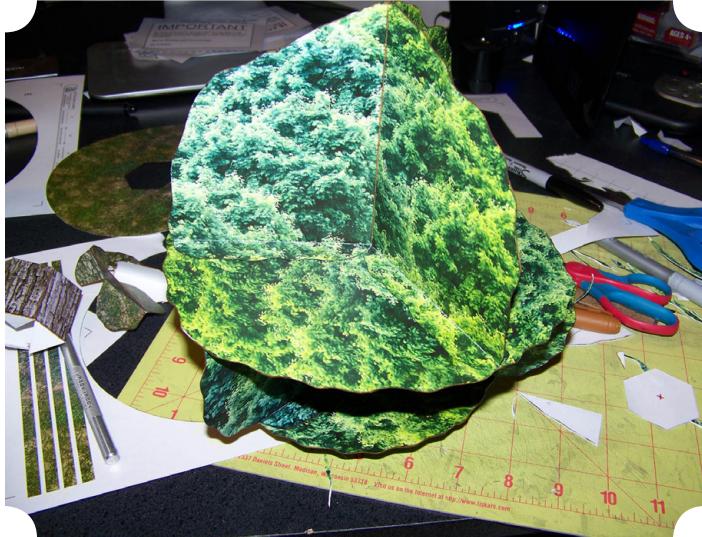


19: Continue gluing the H1/ H2 pieces into place until all three are completely dry.



20: Add piece F/G over the trunk cap as shown and glue to the remaining tabs of the three H1/H2 pieces.

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21: Glue the completed 'A' assembly to the top as shown.



22: Glue the base piece to a section of foam core and cut out.



23: Glue the trim strips to the edge of the base.



24: Glue a scrap of card stock to the bottom of the base covering the hexagon cutout.

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25: Apple glue to the interior of the hexagon cutout.



26: Insert piece D2 and allow to dry.



27: Glue the three H3 pieces into place around the trunk as depicted above.



28: The finished tree model. If you do not glue the trunk to the base or the tree cap you will be able to disassemble your tree for easy storage. The length of the trunk can be reduced to create trees of various heights.



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