



Instructions:
Underground Tunnels

V1.0



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KEY CONCEPTS

The Underground Tunnels System is a modular terrain set in which bulkheads/walls and features are inserted into a frame.

Tunnel sections are built on a 'grid based' layout with frames being placed adjacent.

Multilevel structures can be built by using the 'Multilevel Support' bulkheads and slotted into the grooves on the underside of the frames.

The range of bulkheads can be expanded with the 'Ordus Station: Modular Interiors' terrain set.

HELP & COMMUNITY

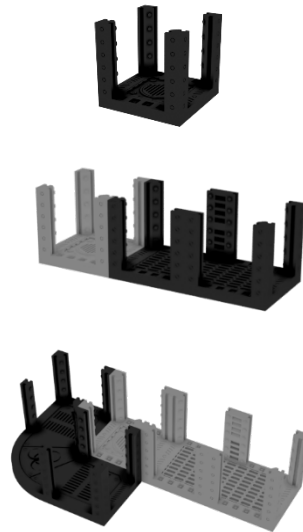
- Share your builds
- Get assistance
- Suggest improvements
- Join the community

<https://www.facebook.com/groups/64964644419610>

Frame Placement

Note the sizing of frames as 1x1, 2x1 or 2x2. These refer to the 'grid' spacing they occupy. There is also a 'Bend' option.

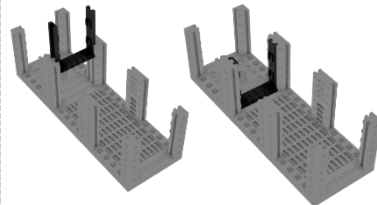
Frames also have a variety of flooring patterns and wall openings.



Connecting Frames

To directly connect frames together, use the 'Doorway (Frame and Connector)' model.

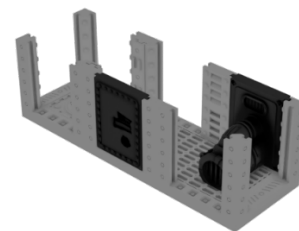
These slide downwards onto the frame.

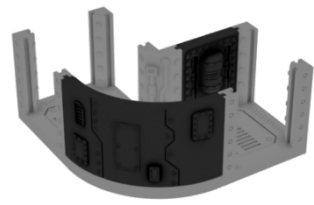


Adding Bulkheads

Bulkheads slide into the frame, are double sided and can be rotated 180° horizontally or vertically for custom builds.

Note that the 'Frame Bend' has spaces for standard and 'Curve' bulkheads.

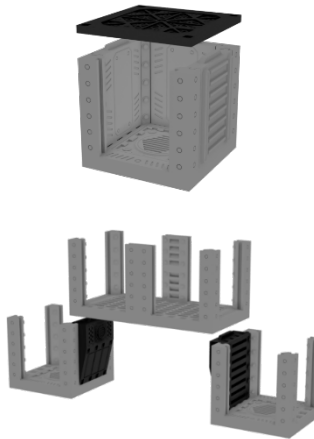




Multilevel Tunnels

All frames and platforms have notches on their underside which can be used to slot into 'Multilevel Support' Bulkheads.

Note the different type of multilevel support bulkheads that allow for a different off-set when stacking upper levels.



Laser Barriers

The 'Doorway Laser Barrier' can be inserted into the 'Doorway (Frame and Connector)'.

