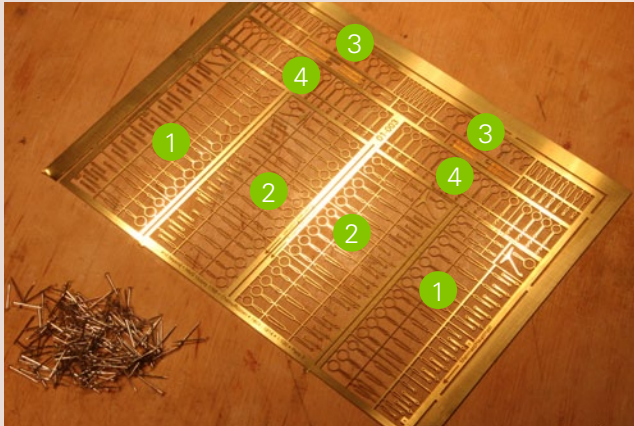




[tips & tricks for modelmakers]



- 1 Main mast sb/port
- 2 Fore mast sb/ port
- 3 mizzen mast sb/port
- 4 Futtock shrouds sb/port

Required basic tools:



Plate 3

Deadeye chains



Heller provides a little jig to prefix the lanyards onto the deadeyes.

If you wish to use those, first blacken the brass parts (here with blank parts for clarity reasons), then bend the lower part. Then slide the irons onto the backside of the deadeye and fix with CA.

Next you can add the paint. After fitting the lanyards the parts can be cut off. Afterwards one still needs to touch up the marks of the cutting with some paint.



The better version is the one that will be presented in these instructions. It is to cut and fit the deadeyes onto hull and shrouds and fit the lanyards as last, as on the real ship.

Attention: This system is optimized for the provided Heller deadeyes. It can be adjusted for wooden ones, please try out carefully before doing it!

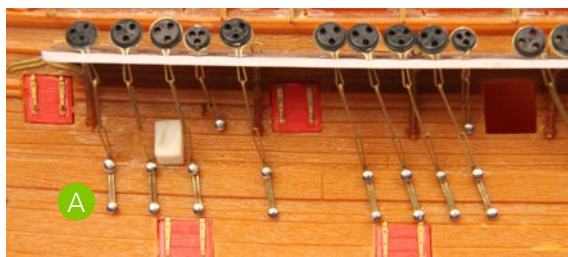
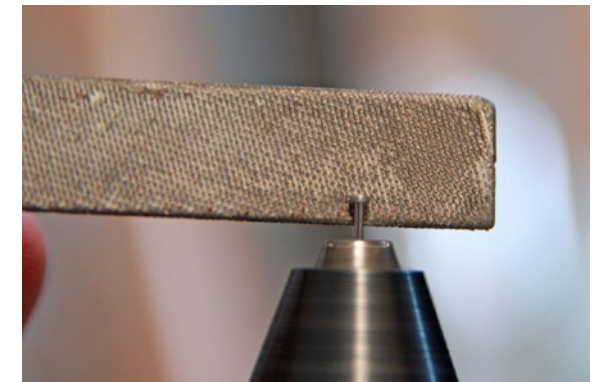
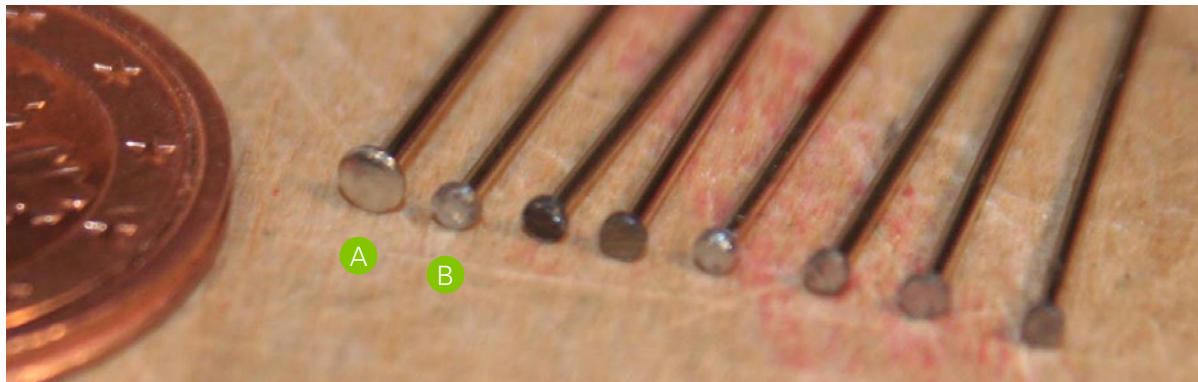
More details see page 11.



[tips & tricks for modelmakers]

Plate 3

Preparing the bolts



Preparing the bolts:

Use normal needles of max. 0,7 mm diameter of the shaft and a flat head. Put into a Dremel (or Proxxon or any other fast revolving machine) and reduce the diameter and height of the head even more by using a file.

A Original size of needle head

B Reduced head in diameter and height

Afterwards shorten the shaft to 3 to 4 mm.



Even faster it works with the Double-Twin-Super-Drive-Technology: Put the needle into one machine and have a grinding disc in another one.

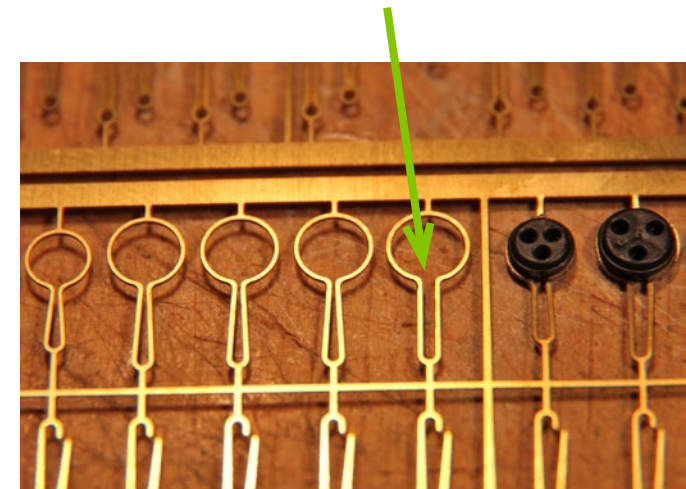
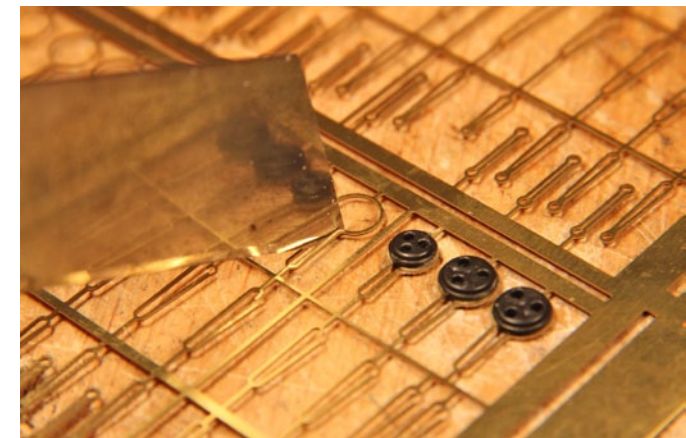
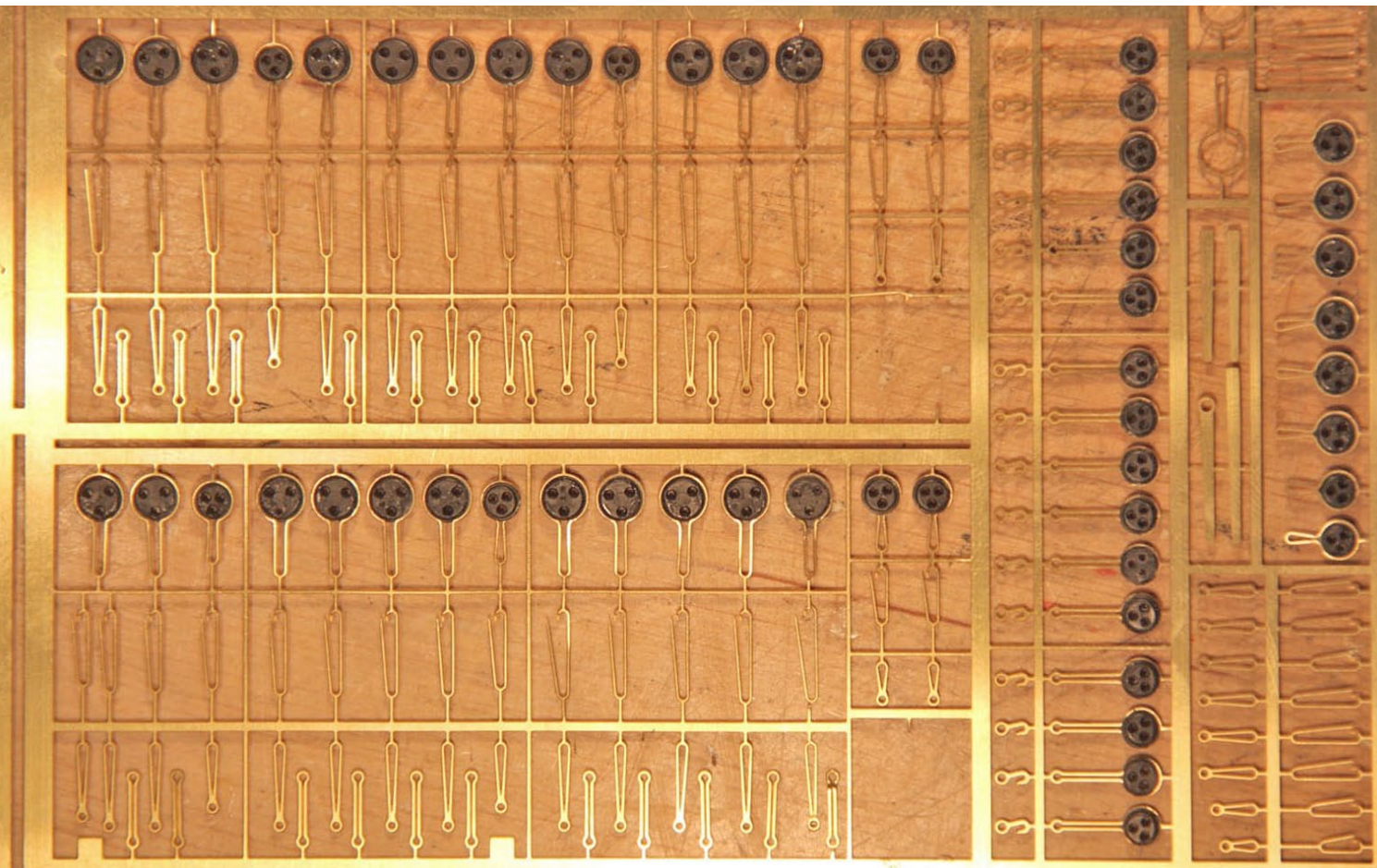


[tips & tricks for modelmakers]

Plate 3

Preparation of the deadeyes

If necessary open the middle with a sharp cutter or scalpel and glue in the deadeyes.





[tips & tricks for modelmakers]

Plate 3

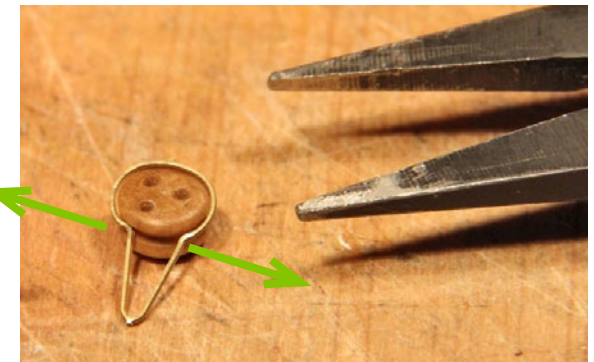
Handling the irons (1)



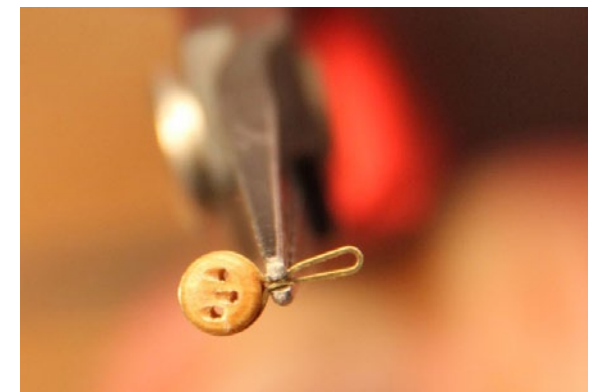
Keeping the irons in their provided assembly facilitates handling.



By holding the iron as shown, it can be worked easily without being bent unwantedly.



Some special feateures (here a wooden deadeye) need the iron to be opened. So pull it gently open. After gluing in the deadeyes close it again tightly with the help of the pliers.





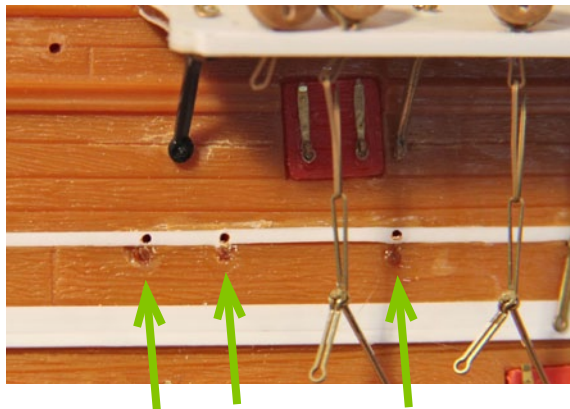
[tips & tricks for modelmakers]

Plate 3

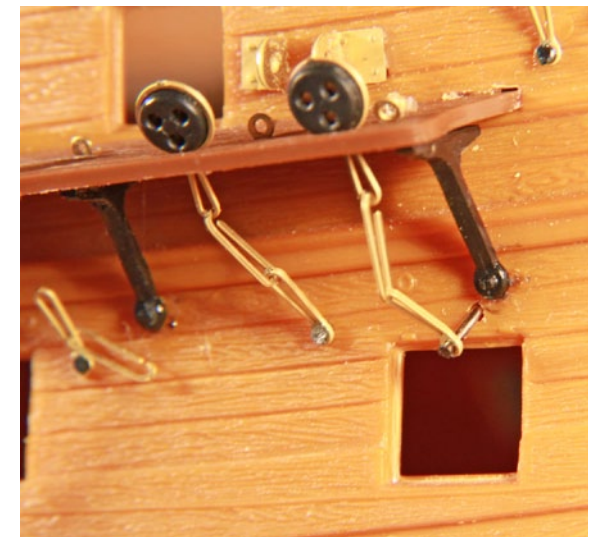
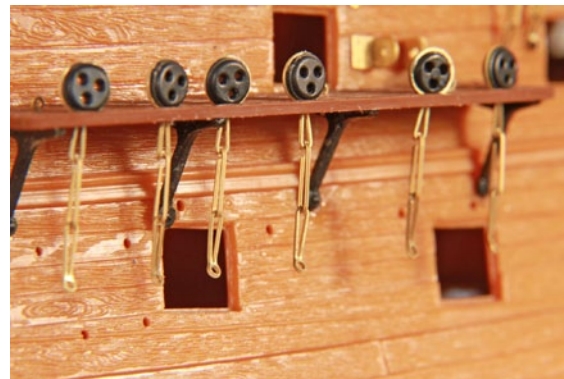
Handling the irons (2)

If needles need to be repositioned, use some stretched sprue to close the holes and drill new ones.

Like this there is no difference in drilling if the new hole overlaps the old one partially.



Then slide in the deadeyes into the channel and check the needed angle, take them out and bend them accordingly, assemble the set in situ and glue the needle in.





[tips & tricks for modelmakers]

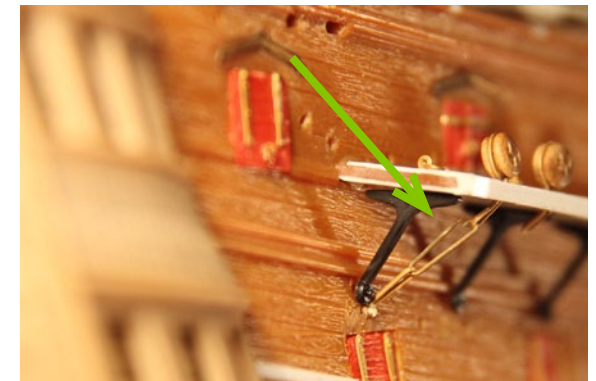
Plate 3

Handling the irons (3)

There is a small overlap in the middle iron. It is meant to point upwards and inwards.

This is to give a small way of adapting the length as much as a base for closing the link without seeing a gap.

Close it carefully and solder or glue as preferred.



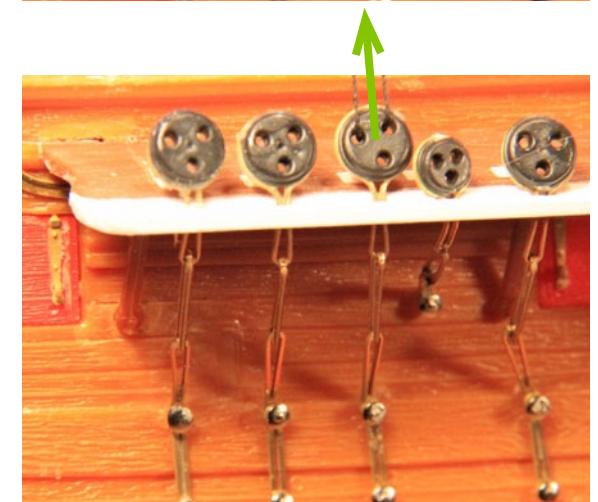
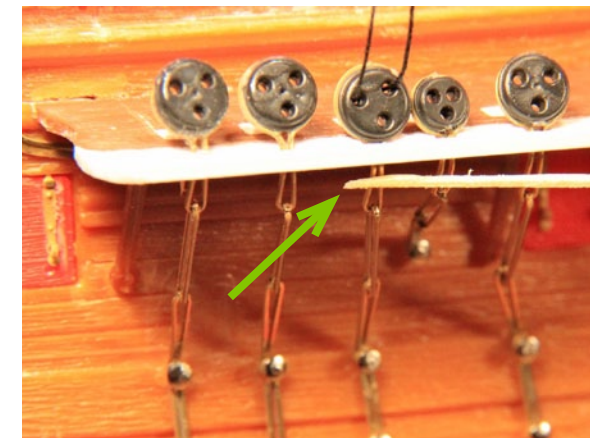
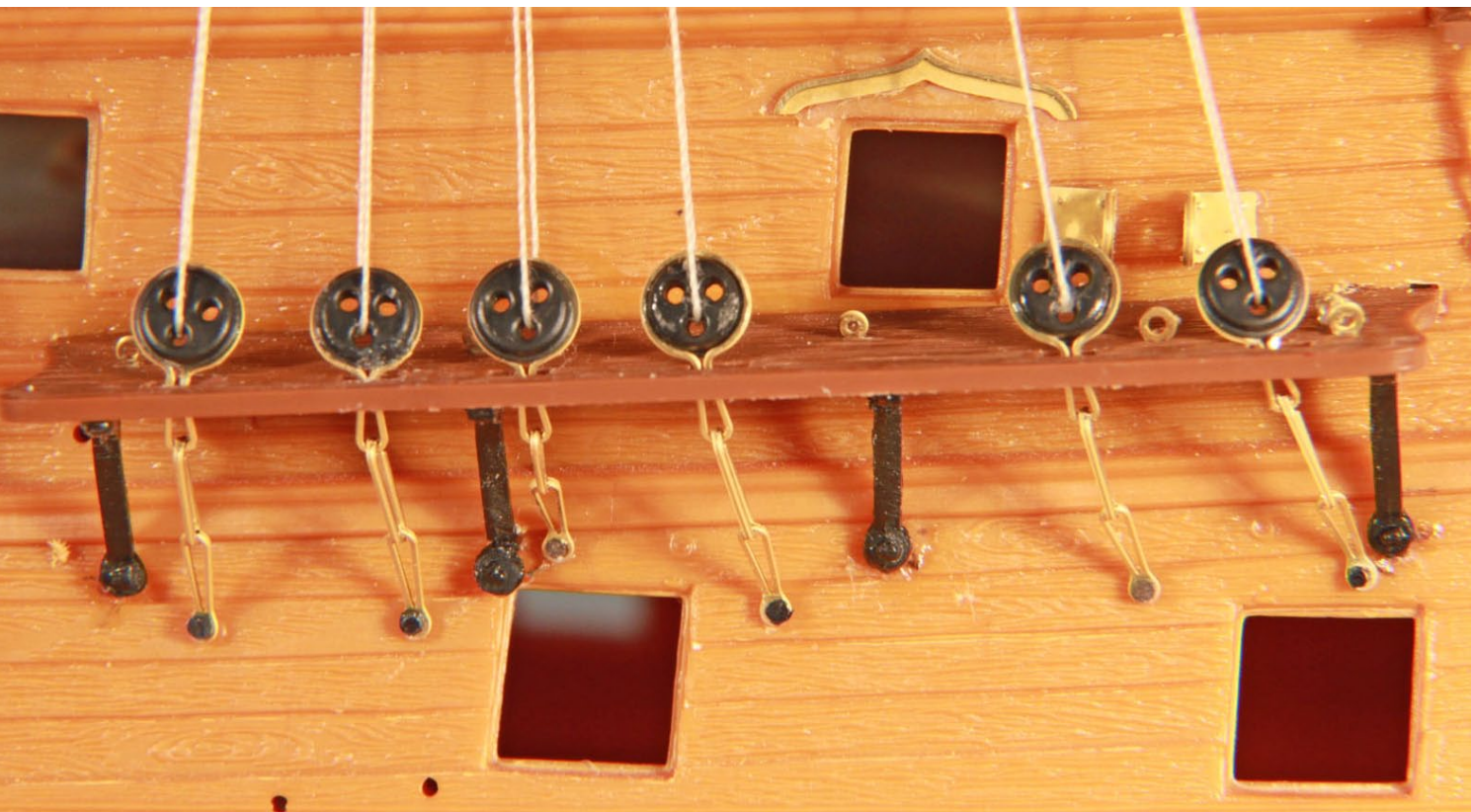


[tips & tricks for modelmakers]

Plate 3

Handling the irons (4)

The irons should look out the top side of the board a bit. So let them loose/push them down, apply some CA on the down side of the channel and pull them up with a thread until the glue sets. So the irons and deadeyes stay in their natural position until rigging might take place.

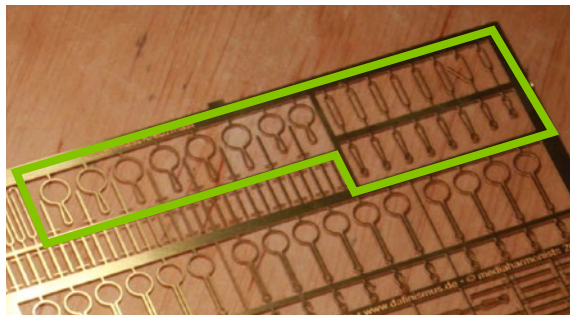




[tips & tricks for modelmakers]

Plate 3

Mizzen chains



Stick the prepared bolts into the eye of the lower part and put some CA onto the shaft and push into the hole of the hull.



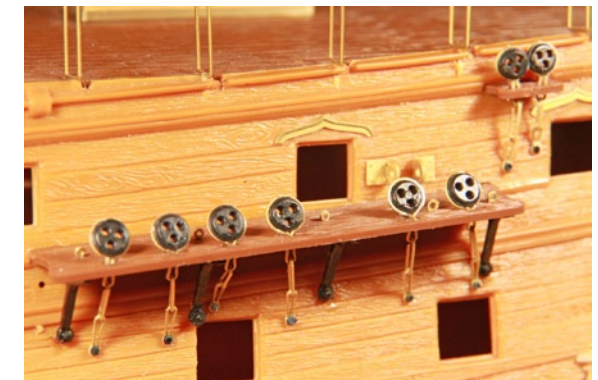
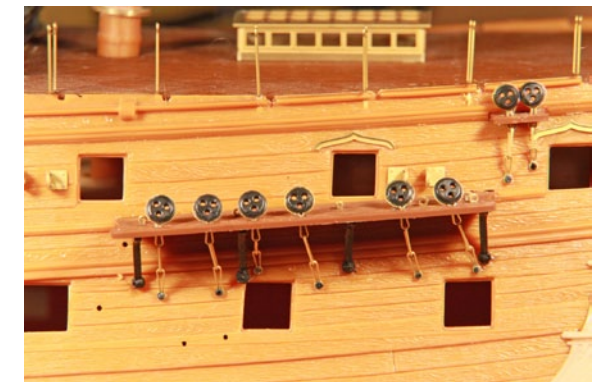
If ever a deadeye needs to be shortened, cut off the upper part of the middle iron and use some fine round pliers and bend to the required length.

The irons are meant to hang slightly loose in the channels.

Stick in the mast provisionally and fix some auxiliary „shrouds“ using normal thread ...



... pull the irons upwards and fix them inside the channels with a good touch of CA and cut of the helping threads.

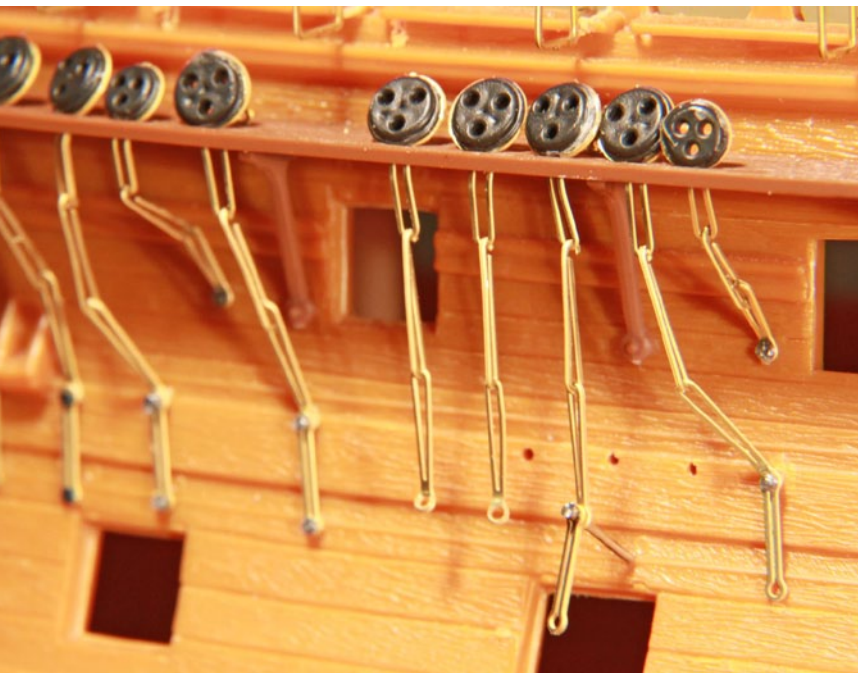
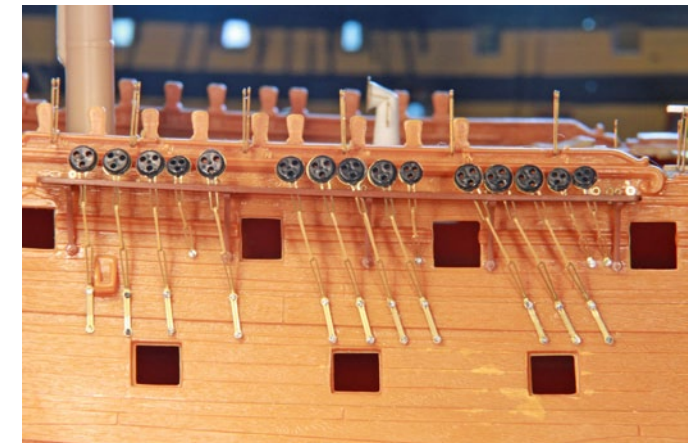
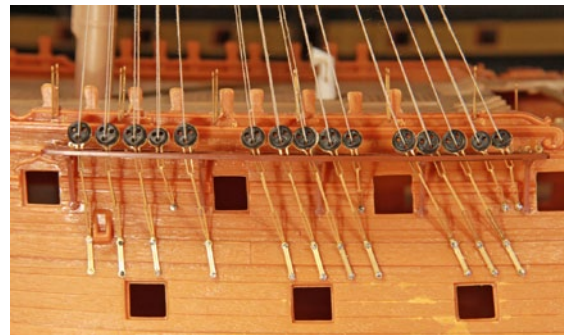
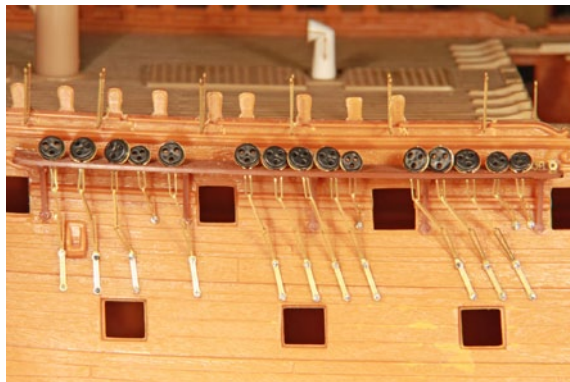




[tips & tricks for modelmakers]

Plate 3

Fore chains



There still is the preventer chain plate for the main and fore channels, but otherwise it is business as usual:

- Glue the deadeyes into the irons
- hook in and bend the lower part
- prepare and hook in the middle parts
- new: mount the preventer chain plate onto the (needle) bolt, and thread through the lower part of the chains
- put a tad of CA onto the shaft of the bolt and push it in and adjust the direction
- fix auxiliary shrouds and adjust the direction of the chains, and fix with CA.
- And a new detail: Drill the hole for the lower bolt of the preventer chain plate and glue in the bolt.

Attention:

The fore channels provided by the kit are too narrow. So the hammock cranes collide with the shrouds. Please consider the following:

- make scratch build new ones that are larger
- put some styrene in between the hull and the channel board to create distance
- close the holes in the channel board and drill new ones more outside

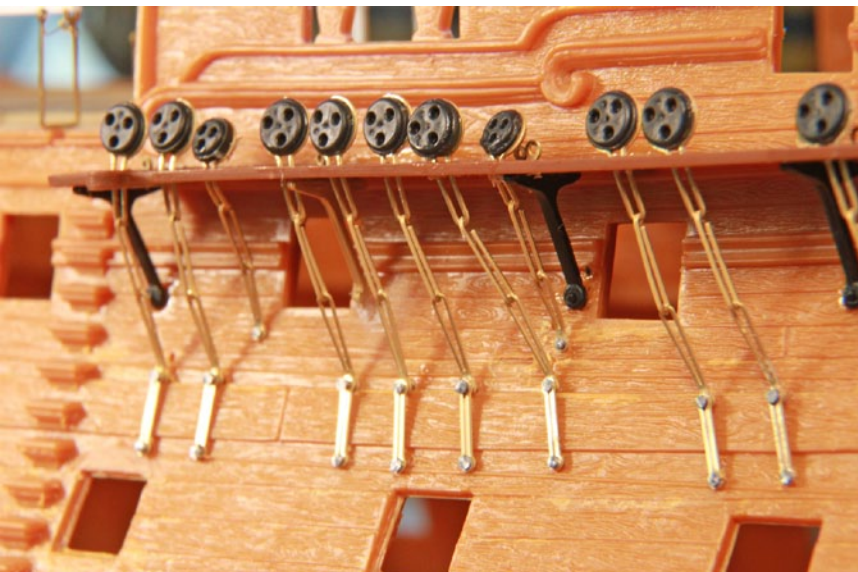
Please check these options before fitting chains and cranes!



[tips & tricks for modelmakers]

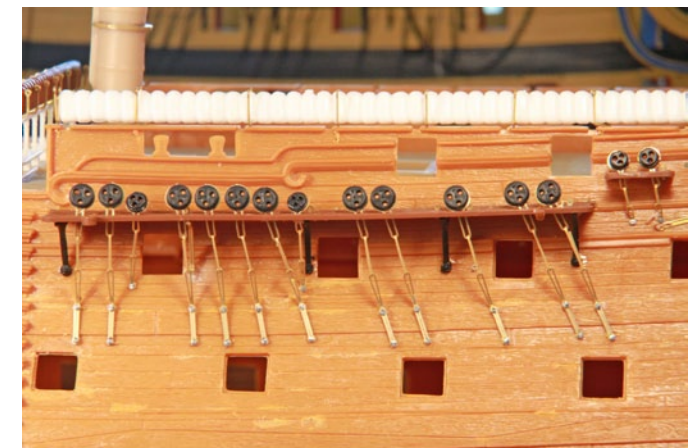
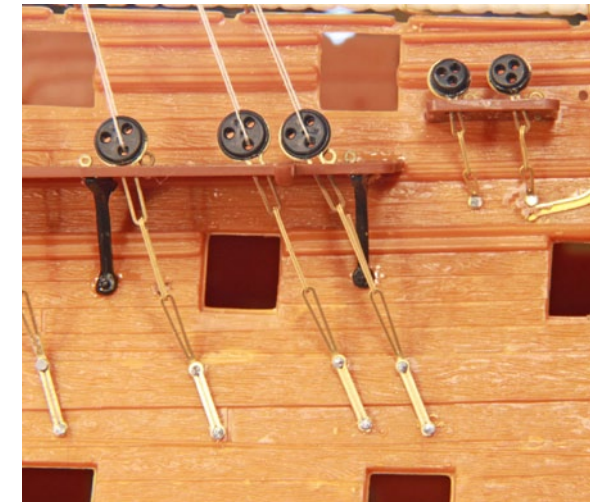
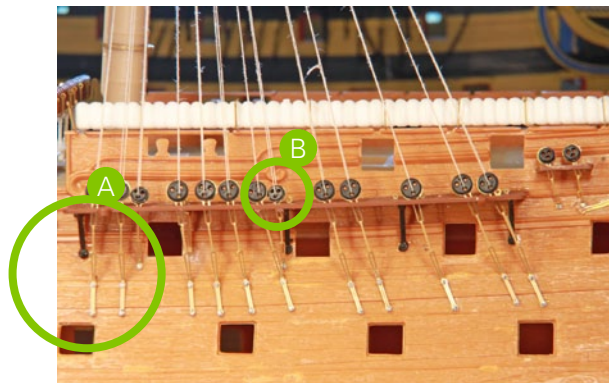
Plate 3

Main chains



Remarks:

- A** There is a shorter version for the use with the side entry port
- B** This deadeye is not provided by Heller. Either leave out or use some drilled sprue to create the missing deadeyes.



Attention:

The lower parts of the chains have different lengths because of the different rake, so do *not* exchange the parts!



[tips & tricks for modelmakers]

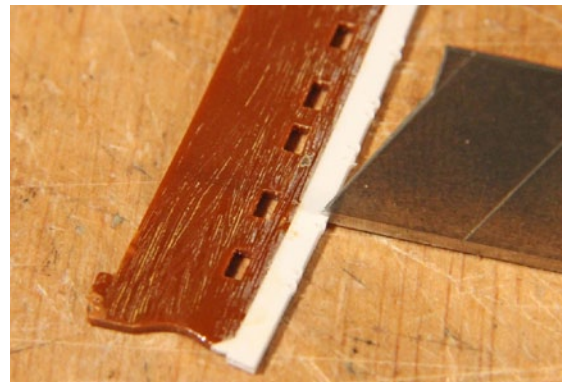
Plate 3

Fore Channels

The fore channels of the Heller parts are too narrow. This creates a collision in between the hammock cranes and the shrouds. The channel boards should have the same width as the main channels.

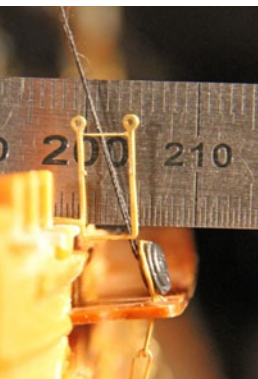
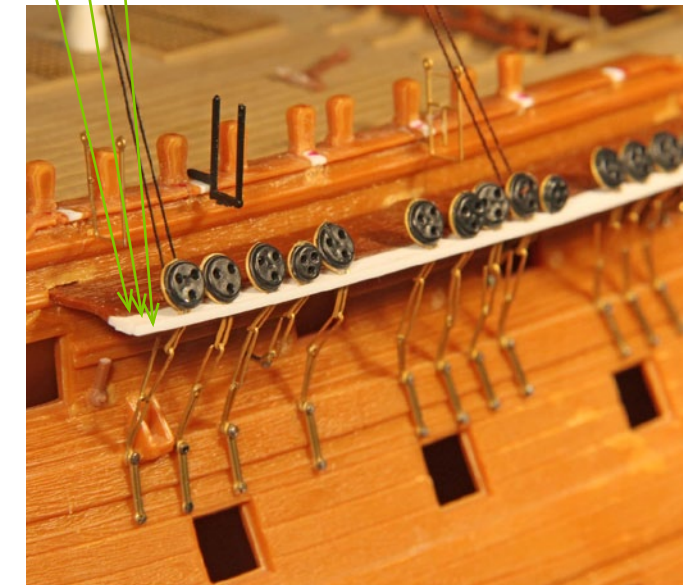
Just take the opportunity and provide thinner slots into the channels – a suggestion valid for all the channels and stools by the way.

Depending on the widening it can happen, that the holes for fixing the irons have to be replaced a mm higher. Just check it out before working.

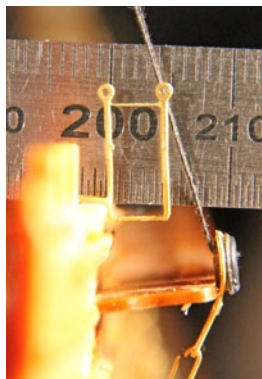


2 stripes of 1 mm x 1 mm Evergreen doubled and glued (it is easier than bending one piece of 1 mm x 2 mm), take the old slots as a orientation, cut out the slots 0,5 mm deep and put one stripe of 1 mm x 1 mm Evergreen as final lath.

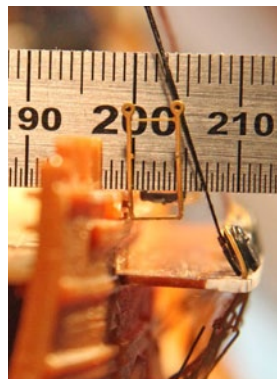
1 mm x 1 mm Evergreen as doubeling
1 mm x 1 mm Evergreen as doubeling
1 mm x 1 mm Evergreen outside as finish



Original



Irons put on the
outer edge



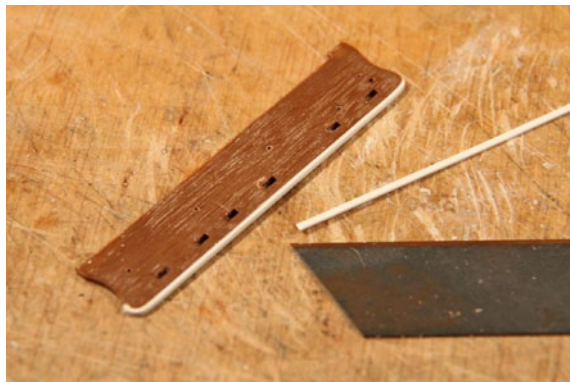
Broadened channels



[tips & tricks for modelmakers]

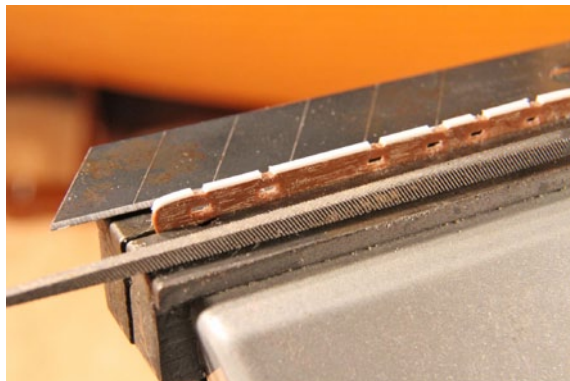
Plate 3

Channels makeover



Use Evergreen to build up in several layers to better follow the curves.

Mark the slots.



Patch up the sides with sheet.

Cut off the excess material.



Use a file and a pliers as guide.

Still missing the lath that covers the slots and secures the deadeyes.





[tips & tricks for modelmakers]

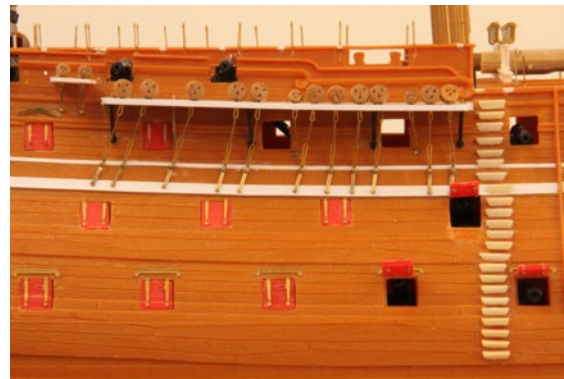
Plate 3

Widening the upper wale

The upper wale is too narrow on the Heller cast and should be widened. Also this avoids that the preventer chain plates have to be cranked as they have to be without widening.

To do so glue 3 stripes of Evergreen 1 x 0,4 mm underneath the wale and one of the same size atop the wale. Before doing so, just mark the position of the holes for the redrilling.

Now the chainplates will sit properly on the wale.



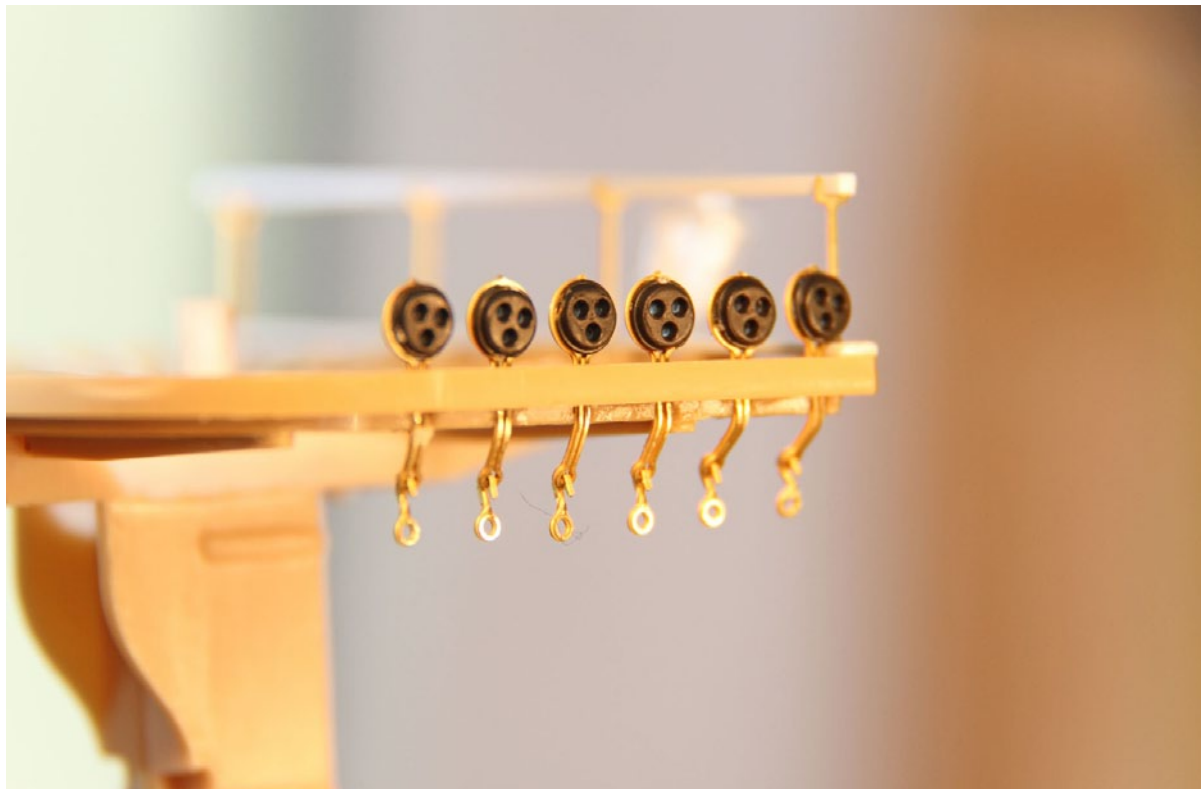
Pictures showing an alternate version with build bulkwards on poop and forecastle and no entrance port.



[tips & tricks for modelmakers]

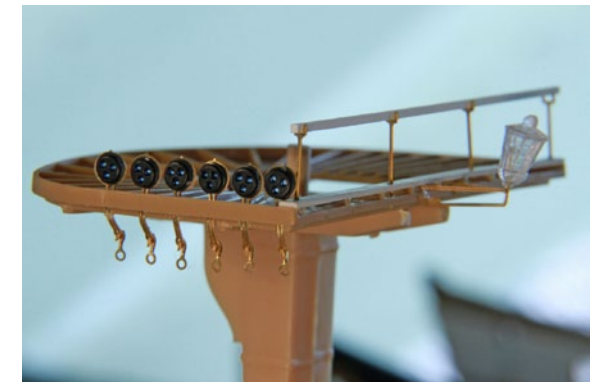
Plate 3

Futtock shrouds

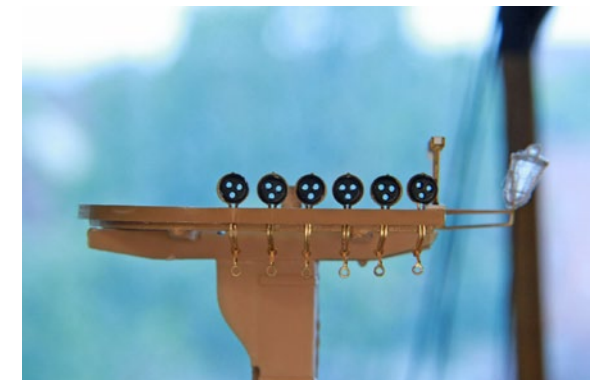


The deadeyes are fixed as described earlier, the holes in the fighting tops have to be broadened using a scalpel or thin file (drilling would give too big holes). The irons have to be well fixed with CA in the hole of the top, and the lower part of the iron has to be bent into the appropriate direction. The hooks have to be twisted 90 degrees in between the ring and the hook.

Fore, main and mizzen futtock shrouds are identical so no danger of mix ups.



Remark:
Stanchions for the rail and supports for the lantern are on plate 4.





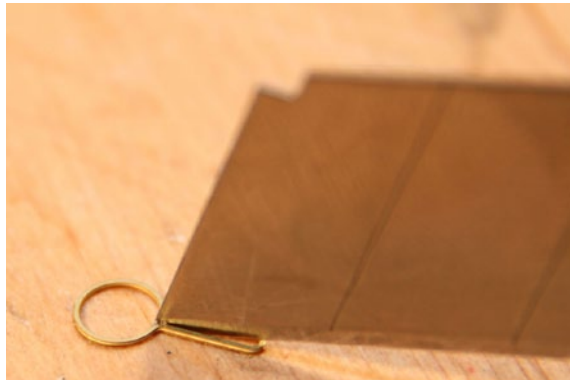
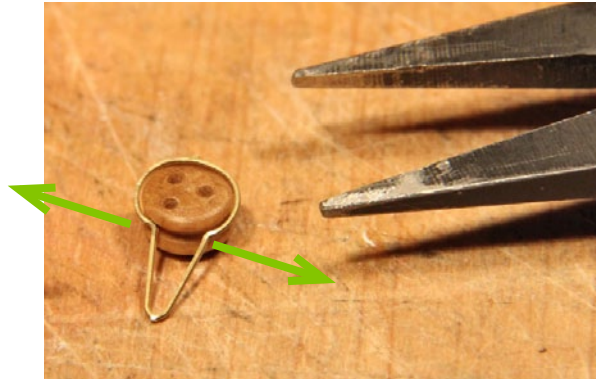
[tips & tricks for modelmakers]

Plate 3

Wooden deadeyes

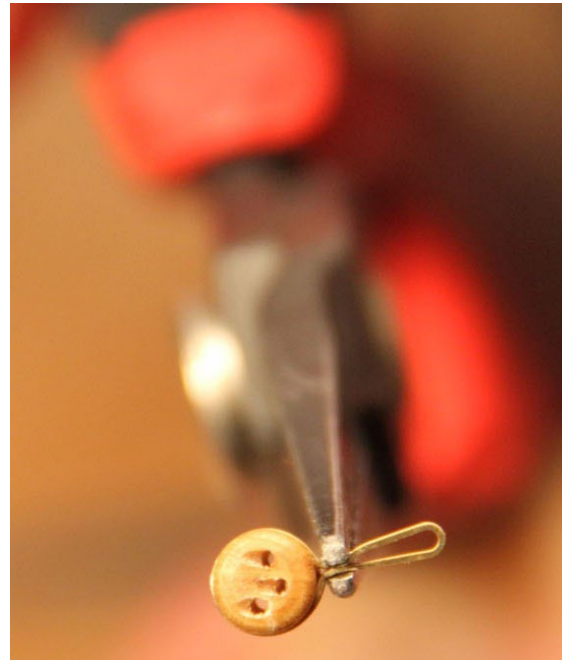
The chains are optimized for the Heller plastic deadeyes.

Nevertheless the irons are flexible enough to be used with wooden deadeyes. Just open the irons very carefully, if necessary cut open the neck inbetween the two bars.



Here shown are the deadeyes from Krick, the big ones for the fore and main channels are 5 mm the other ones are 3.5 mm and 2.5 mm.

Also the ones from Syrene shop work very well! Just try out other suppliers too, just be careful while adapting!

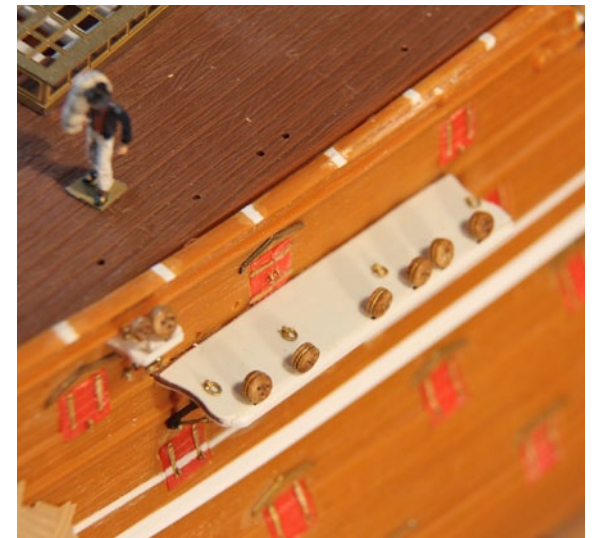
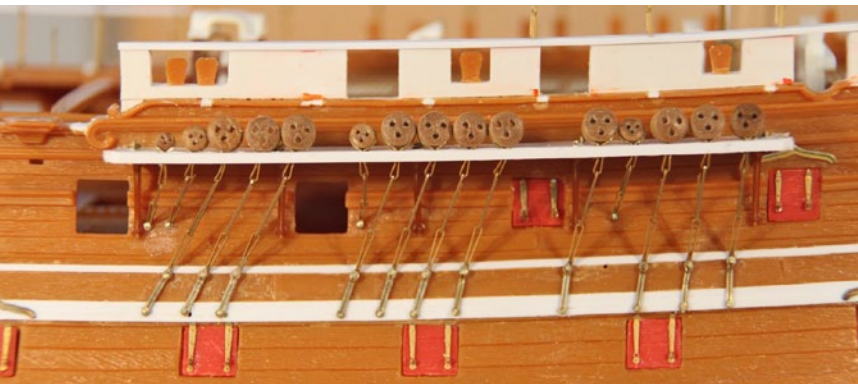




[tips & tricks for modelmakers]

Plate 3

Wooden deadeyes

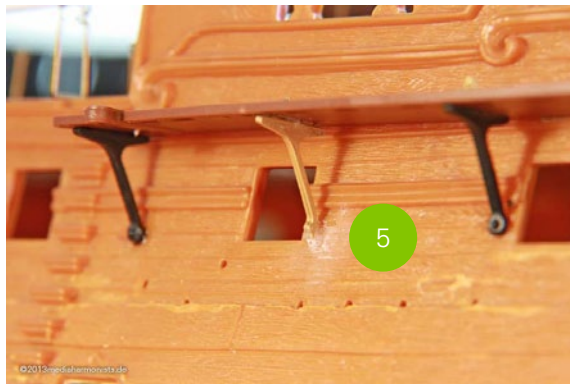




[tips & tricks for modelmakers]

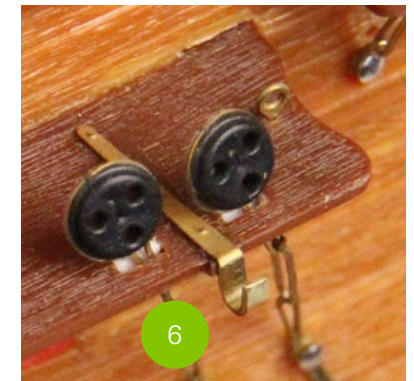
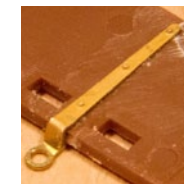
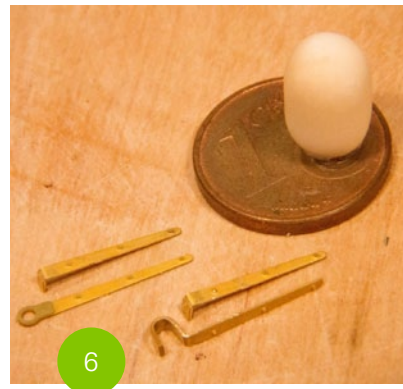
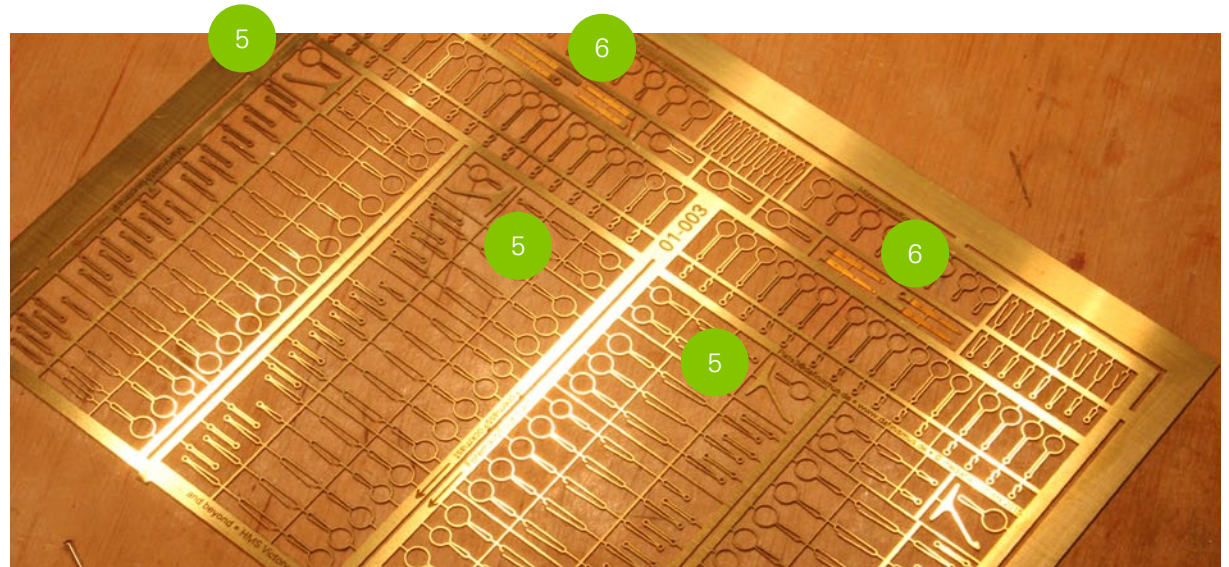
Plate 3

Channel board supports brackets and fittings stun' sail boom



There are extra support brackets 5 for the main channels on the plate, as Heller parts no. 24 is one short each side in the kit. Glue two parts together to get the required thickness and reposition the 3 ones in the middle.

The fittings for the stun'sail boom 6 come in 2 parts each. Crank the lower part around the edge of the channel and also bend the hook for the aft part.





[tips & tricks for modelmakers]

Plate 3

Further remarks

- D** spare parts
- E** additional small deadeye
- F** alternatives for with/without side entry port
- G** needles

