

Wrangell USFS Cabins - USFS9

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WELCOME to the Wrangell Ranger District USFS Cabins scenery set. There are 23 cabins in this group, all located (of course) in the Wrangell area. This is installed like all other mods for FS2020. You unzip the mod and put it into your Community Folder.

Anan Bay Cabin - ANA1 - #1 - The position of this cabin is exact, there was a “ghost” image for it when I cleared out the vegetation. It is about in the center of a small peninsula. I created two access points for it (2 docks) with a small path for each leading from the cabin to the shoreline. I had to delete some water along the shoreline which revealed many trees before being hidden. The topography is good and nothing was done with terraforming.

Anan Lake Cabin - ANA2 - #2 - This is a Hunter Style cabin located on the South end of Anan Lake. The lake needed quite a bit of work around the shorelines, the west shoreline had “black soil” areas (no water) and the east shoreline water was covering the trees. Both of these shorelines were repaired. This is the same lake the Anan Bear Observatory is on (which we will add at a later date).

Berg Bay Cabin - BERG - #3 - This is a small A-frame cabin on Berg Bay. This one took a lot of work, the edges of the bay were incorrect with water/vegetation. The island was mostly missing and had to be added. Getting the terrain correct at the cabin location took a great deal of time, the water/land interface didn't look good and had to be re-done several times.

Deep Bay Cabin -(DEP1) - #4 - This one is a little different. The “cabin” is sort of a small complex of cabins up on a hill. The dock is for a general store and a couple of houses for fishermen. So you will have to go up the hill to see the cabins. This one was very difficult, the whole bay, (and next-door bay) were reconstructed with terraforming and an apron for the water.

Eagle Lake USFS Cabin - EAG1 #5 - A Panebode style cabin on Eagle Lake, about equidistant between Wrangell and Ketchikan. Nestled into the shoreline on the western side of the lake. There were cliffs all along the side where the cabin placement had to be made, terraformed to make a “spot” for the cabin.

Frosty Bay Cabin - FBUC - #6 - A Hunter Style cabin on tiny Frosty Bay. This bay had cliffs all around, no place for a cabin. I flattened the whole bay area ... falloff of 200 meters. Then put in a “water” apron to replace the bay and get rid of the cliff markings (white) all around the bay. (Colorized to match the ocean). Then the cabin was placed.

Garnet Ledge cabin - GLUC - #7 - An A-Frame Cabin that we positioned on the shoreline for the convenience of the simmer. This (we believe) is actually positioned far up the creek, back in the woods, on the north bank, but it was unclear. The terrain was cliff-like and we had to flatten the creek outfall area.

Gut Island 1 Cabin - GUT1 - #8 - A Hunter-style cabin out on the middle of a slough. The “waterway” is dry, you can land on it near the cabin. The runway is there, but it is transparent. This location is best for tundra-equipped aircraft. You can land “wheeled/amphibian” but you must be careful. Gut Island Cabin 2 is only a mile away ... follow the waterway and taxi to it.

Gut Island 2 Cabin - GUT2 - #9 - A hunter Style cabin also out in the middle of the slough. The “waterway” is also dry. Recommended equipment is Tundra or wheeled aircraft, you can land on the dry waterway. This cabin is only about a mile from Gut Island Cabin 1.

Harding River Cabin - HBC1 - #10 - A Hunter-style cabin on a sandy peninsula at the mouth of the Harding River. The peninsula was not there and the shoreline was all cliffs. All were terraformed and the shoreline was added.

Koknut Cabin - KOK1 - #11 - A Panabode style cabin out on a wide tundra area. This will be tundra/wheeled only for aircraft (also helo). This one was easy to do as there was no terraforming necessary.

Little Dry Island Cabin - LDIC - #12 - A large A-frame cabin. This is on the side of a slope overlooking a large tundra-like area. This has a nice staircase down to an observation deck. This is for wheeled/tundra/helo aircraft.

Mallard Slough Cabin - MSUC - #13 - An A-frame cabin on a slough. This can be accessed by helo, tundra or amphibian. If you are doing a water landing, watch the buoy markers carefully for the entrance to the channel. Wheels down taxiing is recommended the water is shallow. There is a water start and a land start.

Marten Lake Cabin - MLUC - #14 - Supposedly an “A” frame per the text, but the picture at the USFS site shows a Panebode. We put in an “A” frame. This is for water landings only, and mostly amphibians. Have your wheels down as you approach the cabin, the water is shallow. I had to make the entire lake and terraform all of it.

Middle Ridge Cabin - MID1 - #15 - This is a new cabin, somewhat larger. A nice gravel trail down to a small lake (too small to land upon), with a rowboat for the guests. Since there was no place to land a float/amphib or tundra, rather than make this helicopter only, I put in a small little runway nearby (dirt) that you can land upon. No lake was present, so one was created from Google Earth.

Mount Flemer Cabin - MTFL - #16 - A small A-frame on the Stikine river basin. Most of the basins had water running up the cliffs. All was terraform-flattened. Some missing vegetation was added along the river boundaries.

Mount Rynda Cabin - RYND - #17 - A small A-frame on the Stikine river basin. Had to do some terraforming on the cabin side of the river (cliffs), added some vegetation. Elevated cabin 1.5 feet and added sandy shoreline.

Sergief Island Cabin - SERG - #18 - A Panebode Cabin on the edge of a wooded area on an open slough. Tundra and Heli landing only. This is bear country. No major terraforming was done on this location.

Shakes Slough Cabin #1 - HSL1 - #19 - A Panebode Cabin on a bluff overlooking the Shakes Slough area. The main problem for this one and #2 (below) is the water was running up many of the shorelines. Also, much vegetation was missing. The color of the water and sand both changed halfway to Cabin 2. It went to nearly white (a tile problem?). I replaced all of the sand that was white with matching color from Cabin 1. Did the same for the water. It all looks blended now.

Shakes Slough Cabin #2 - HSL2 - #20 - An A-frame cabin set back from the shoreline. The water and sand in this area were all white (see above). It all now blends with the Cabin 1 colors and textures.

Steamer Bay Cabin - STBY - #21 - A fancy A-Frame in a quiet cove tucked behind the coastline. A lot of work had to be done on this one, water up the shorelines, etc. It now looks very nice.

Twin Lakes Cabin - TWNL - #22 - An A-Frame on a peninsula in a small “double” lake. The lake is called “Figure 8 Lake”. The landing zone is short and it is on the larger of the two twin lakes, then go through the adjoining canal to the smaller lake where the cabin is. There was no water in these lakes and most of the vegetation was missing. All fixed.

Virginia Lake Cabin - VRNA - #23 - A Virginia Lake style cabin (fitting for Virginia Lake!) on a beautiful little lake. This one has a road coming to it and there is a security light in the front yard for those very dark (spooky?) nights. A lot of terraforming around the shoreline and a flatten all the way around the edges. It was nice to finally use the beautiful Virginia Lake cabin model.

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