

# DARKHYVE ASSAULT

**Instructions:**

## CORE SET

V1.0



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## Key concepts

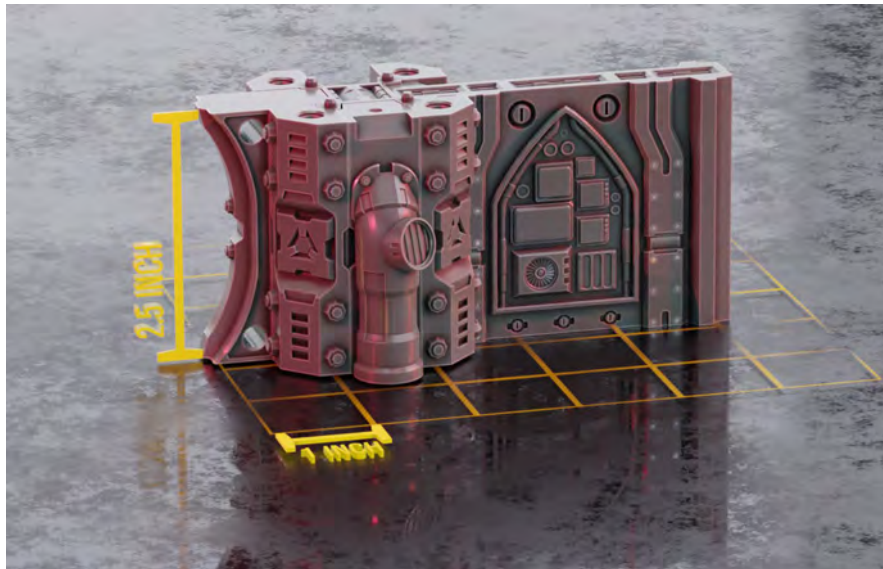
The Assault Series terrain range is designed to push-fit together by inserting walls into junctions.

All parts print without supports on FDM (check your orientation).

**Connection Tightness** - The connection has been tested with PLA on FDM printers but also resin. Both have great results but depending on your paint/primer/varnish thickness and printer calibration, you may wish to scale walls to be slightly thinner or thicker.

Glue is not required, but can be used for a permanent set-up.

Assault Series terrain is based on a 1 inch grid:



Building vertically is done by stacking sections. Junctions and platforms have pegs and sockets.

**Note that junctions and walls have a variety styles**

## HELP & COMMUNITY

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

<https://www.facebook.com/groups/64064644410610>

## The parts

### WALL A (Standard Walls)

These are the walls used in most builds. When inserted into a junction, they will span 3 inches.

**PUSH-FIT INTO JUNCTIONS!**

Note the variants:

- Ends have long/short end details that match junction thicknesses. This is only aesthetic.
- Doors / Blast Doors / Ramp Doors (see below)



### Wall B (Short Walls)

When inserted into a junction, they will span 2 inches.

**We suggest using without platforms on top in order to keep modularity**

They are designed to be used as extra cover options without blocking passage like standard walls



### Removable doors

Slide-in doors are easily inserted into the door frames.

Note doors have variants with tabs.

EG - Wall A\_02



### Hinged doors

Use a clipped section of PLA filament as the hinge-pin for the doors. Print door on their side (hinge on top)



### Removable Blast Doors

Large slide-in doors

EG - Wall A\_03



## Removable Ramp Doors

Slide in the ramp Blast Doors. When lifted slightly, they will pass the notch and pivot into a ramp

EG - Wall A\_16



## Junctions (standard corners & pillars)

Junctions allow you to insert walls and inserts on four edges. Standard junctions are 1 inch.

There are options for thick/chunky or thin junctions.

Not the variants with or without pegs/holes that allow for stacking and placement of platforms or crossbeams on top.



## Junctions (Side)

These allow for connecting walls two, sideways edges and typically take up 1 inch. These are best used when not placing platforms on-top to ensure modularity.



## Inserts (Add detail or filler to junctions)

These have a selection of depth to match the two thicknesses of junction but are compatible with both.

They add detail to the setup.



## Ramps & stairs

These are placed next to walls, flat on the tabletop or on a platform and allow travel to upper levels or over walls.

Note the notches that allow mid-placement of miniatures.



## Platforms & Walkways

Note the holes on the bottom of platforms, walkways and crossbeams, these are placed onto the pegs of the junctions.

More sizes, configurations and shapes of platforms are available in other, compatible sets.



## Platform A (standard platforms)

These are best built in a grid pattern makes for faster set-ups.



Note that placing the platforms correctly will leave an outer set of pegs exposed on the junctions. This is where you can extend with more platforms or add platform fillers, walkways and even crossbeams (from other sets). There are many more options available in other sets.

## Walkway A (connects junctions)

These walkways span across junctions and match the length of a standard wall (Wall A). Note the bolts on top to identify the holes beneath.

**There are more variety of walkways, with wider placement options, available in other sets.**



## Platform Filler A (Edge details)

These thin platform strips add thematic detail and extend the platforms to the edges. Note the orientation of the holes beneath for best fit.

