

CURSE OF THE CITADEL

STL File Guide

Campaign December 2023

available at [MyMiniFactory](#)

DUNGEON DIORAMA BOARD

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DUNGEON DIORAMA BOARD

WELCOME ADVENTURERS!

Before you start printing the set,
you should answer a few questions for yourself.

What do I want to use this set for?

Do I need a grid? What size is the grid?

Do I need to scale the set before printing?

Which locking system do I want to use?

This guide is designed to help you find the right
answers to your questions so that you can enjoy
this set in the long term!

THANK YOU
FOR YOUR INTEREST
IN THE FIRST SET OF
DIORAMA GAMING BOARDS



DIORAMA2PRINT.COM

ABOUT DIORAMA GAMING BOARD

explore a cinematic tabletop experience

Diorama Gaming Board is my own design driven concept, inspired by Computer Games and classic handcrafted Dioramas, to built modular tabletop gaming (dungeon) boards. It is my interpretation to focus on a cinematic tabletop experience and a fast gameplay using a magnet-based system.

USE CASES

Showcase

Set up your perfectly fitting diorama for miniature presentation.



above: gaminggeek's display case

below: test for my own display setup



Modular Dungeon

You need a modular Dungeon? No problem - the set is 100% modular and is created to be a modular dungeon.



Skirmish and Wargaming

This type of use case is still in its infancy. I'm already working on other parts to make the set more interesting for use on the classic battlefield or CityBoard.



MODULAR BOARD TYPES

diorama mode VS wargaming mode

Diorama Mode

Dioramas are often characterized by the fact that scenes were often built on pedestals or blocks were partially designed.

If you opt for the SOCKET variant, the locking system is 100% invisible so that you can achieve the same effect as with dioramas:

By dispensing with continuous brickwork, the settings appear to be built from a single block.

If you use the diorama borders, the scene appears to be on a pedestal.

In general, the „diorama mode“ is ideal if you prefer a quick game setup or want to save time and materials, as you need significantly fewer parts. It is characterized by the fact that only the essential design elements, usually in the form of wall sceneries, are displayed.

To be able to use the diorama mode even with several layers, you can use the „solid constructions“, as shown in this example:



Wargaming Mode

In wargaming mode, all sides of the terrain are displayed with complete walls. This means that all walls and ramparts are built up. This makes this configuration particularly suitable for use as wargaming terrain, so that it can be placed on the gaming table directly next to other terrain pieces.



SPECIAL FEATURES

What makes Diorama Gaming Board unique?

Open View Experience

I tried to create an open view into the scene of the gaming table by having only „Wall Scenerys“ representing the respective (room) theme, and the rest of the walls are done by low „Wall Basics“, which are thematically neutral. You can also do without those Basics, since the „Locking System“ is either way not visible (if you use the magnet based version). Alternatively, you can use the „Diorama Borders“ to create a more advanced finish to the scene!

Option: Removable Wall Scenerys and Doors

Obwohl ich die PIN´s

LevelUP! Verticality concept

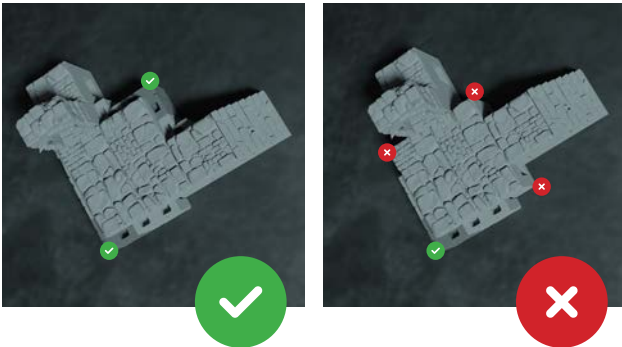
Which elements can I use for additional levels?

With Level-UP elements it is possible to create as many new levels as you like. All wall and floor elements can be used for this purpose. Only Special Scenerys, Placeholder and Transitions can only be used in Level 1.

Rules for creating multiple Dungeon Layers

With the currently available Level-UP-Walls it is not possible to build 25mm corners. There must always be 2 fields available for each corner, i.e. 50mm.

The pictures below show what is possible and what doesn´t work (yet).



Thick Floor-Elements and Diorama-Borders

Diorama Borders are basically designed for use in the display case, to build an atmospheric diorama for the miniature presentation, exactly fitting into the display case. These low „ornamental borders“, can form a nice finish to draw the viewer's eye to the scene. The combination of „Diorama Borders“ and thick ground elements makes the scene look like it was built directly on a base,

just like a diorama! I want these thick floor elements to be the signiature of my „Diorama Gaming Board“. They clearly separate the gaming board from the table and offer the possibility to represent sloping terrain like my „Cliff Special Scenery“ or „Contaminated Pit“.

Double-Wall-Thickness

Also significant is the double wall thickness: With a grid of 2.5 x 2.5 cm, the total wall thickness is a considerable 2.5 cm, but each wall element is only 1.25 cm thick, exactly half. The idea behind this is, that completely different wall elements can be used in side-by-side rooms to allow a wider variety of themes.



Special Scenery - setting highlights!

To realize a design that comes as close as possible to dioramas i integrated Special Scenery elements. With these i break the grid to dynamic and exiting highlights.

3D PRINTING

what I should consider before printing?

FDM or Resin printing? Do I need to scale the set before printing? Combining FDM and Resin printing?

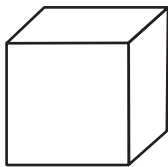
Scaling

Grid sizes and scaling factors

Grid Size	Scaling Factor	Percent
25mm (no scaling required)	1	100%
1 inch / 25,4mm	1.016	101.6%
27mm (need just a little more space?)	1.08	108%
28mm (need just a little more space?)	1.12	112%
30mm (sample prints: see community projects)	1.2	120%
32mm	1.28	128%

Required Printer Size

All Files of this first Campaign require a 10x10x10 cm Printer Size (if you print in 100%).



Required Printer Size
10x10x10cm

Optimized for FDM Printing

I printed everything in FDM without supports. All STL files are provided without support.

VERTICAL PRINTING (FDM)

I have not yet printed my floor elements vertically myself, but it is possible with supports. This avoids the typical grooves in the print. Here is an example from the community (*thank you Shawn for sharing this!*):



Resin Printing

I don't have experience with Resin Printers, but I now have initial feedback from the community:

It seems to be possible to print everything in good quality in resin (*note the required printer size*), but there are some (*time-consuming*) things to consider:

- The models are optimized for FDM and should be printed hollowed to avoid using too much material and drains have to be created.

(*Currently I am not able to create pre-hollowed files with drains. In the long term, of course, I would like to provide this.*)

- In the SOCKET version, the clips must be flexible and must not break quickly. You have to bear this in mind when choosing the resin and you could choose a more flexible variant to avoid this.

A friend made me some first resin prints (*Thank you Pascal!*) with very early prototype files. He told me he had a bit trouble with warping and he already carried out various finishing work using sandpaper and other tools. They were printed solid and tilted with supports and took a lot of resin (*printing hollow seems to be really necessary!*). You can see the result on this photo.



COMBINING RESIN AND FDM PRINTING

All Wall-Scenerys are printed 2 two parts. Only the lower part has the locking so that the upper part can also be printed in resin.

LOCKING SYSTEM

diorama sockets

I have developed my system for the use of 5mm ball magnets. That's why the **SOCKETS** are the 1st choice locking option. The idea behind the **SOCKETS** is a completely invisible locking system to remove all visual distractions. Nevertheless, I have developed an alternative clip system, the **LOCKS**, to offer an alternative if you can't or don't want to use ball magnets. The **LOCKS** also offer other interesting applications, which are explained on the following pages.

You find all files with this option in the „01_SOCKETS“-Folder: 📁 01_SOCKETS

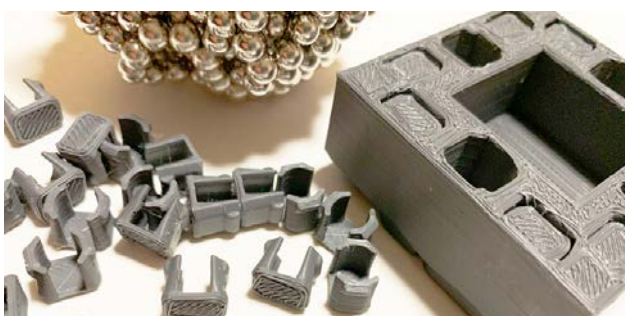
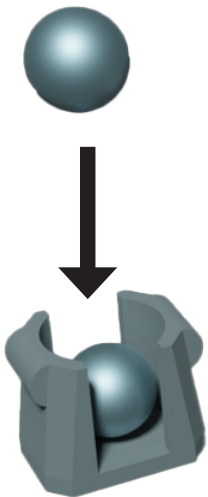
Diorama SOCKETS

STANDARD CLIPS

You find all files with this option in the „01_SOCKETS“-Folder. Diorama Sockets are used to insert 5mm Ball Magnets into the cutouts of the Dungeon Elements. If you choose this option the Locking system is 100% invisible, because you insert these from the bottom of the elements.

All images and file names in this guide are with the Socket-Option.

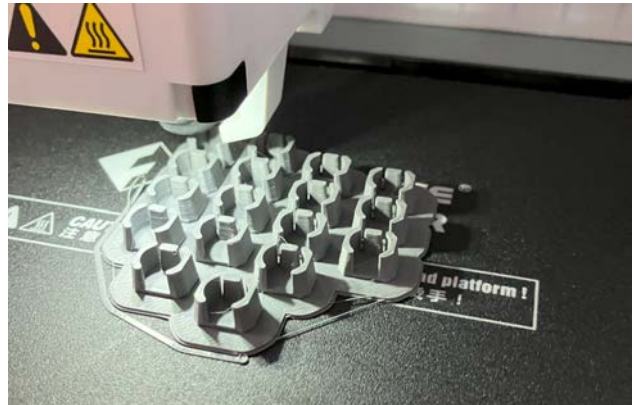
There is not much to say. The use of ball magnets is very convenient and the SOCKETS make them very easy to use. The sound of snapping ball magnets is really satisfying and I highly recommend the SOCKET-option for the best gaming experience!



120% SOCKET-CLIPS

In one project, all dungeon tiles were printed in 120%. In order to allow the use of 5mm ballmagnets for up-scaled versions, I have developed a new clip variant.

This variant has a small bar that ensures that the magnet can perform its function optimally.



LOCKING SYSTEM

diorama locks

The idea behind the LOCK system was to develop a clip system that would make it possible – similar to the use of magnets – to allow quickly set up and reconfigure the board during the game.

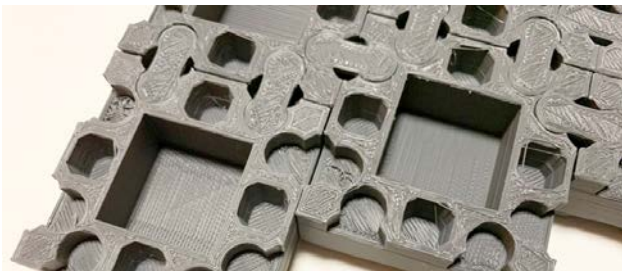
It has turned out that the LOCK solution is still very experimental, as new ideas are constantly emerging to optimize this and new use cases for the use of the LOCK solution arise, especially with regard to the combination with the SOCKET system.

You find all files with this option in the „02_LOCKS“-Folder:  02_LOCKS

Standard LOCK Clips

The standard clip represents a compromise between a firm connection of the elements and easy removability from below. (The ability to remove the Clip from below has the advantage that you do not have to disassemble entire parts in order to remove certain parts of a configuration.)

Overall, it connects the dungeon elements relatively strongly. This makes it possible to prepare larger parts. A big disadvantage is that rebuilding during the game is very time-consuming and difficult.



COMBINING DIFFERENT CLIPS

Combining with „Puzzle Style“ LOCK-Clips

In my opinion, this clip is particularly suitable for supplementing the „puzzle-style“ clip if necessary, as the standard clip is easier to remove.

Assembling huge dungeon tiles/rooms and combining with „magnet“ LOCK-Clips (see next page)

This clip is also suitable for creating larger dungeon elements that can then be permanently glued together. The clip gives these customized parts a significantly higher strength than if the parts were glued together without clips.

LOCKS with magnets, for example, can then be used at the edges. These large parts can then be combined with other SOCKET elements.

Assembling huge dungeon tiles/rooms for dioramas

Of course, this clip is also suitable for permanent installations such as dioramas, which have a permanent place in the display case. Please do not forget to glue them in place, as the clips alone cannot guarantee sufficient strength.

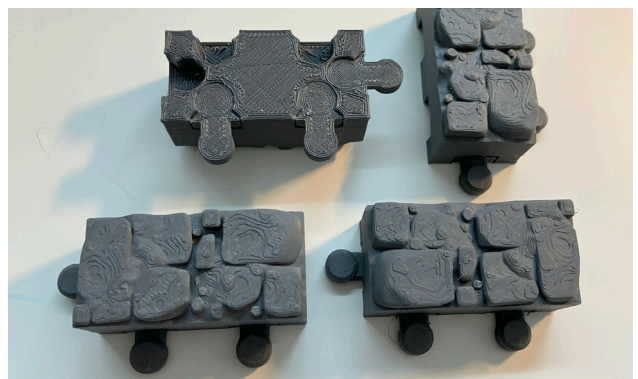
„Puzzle-Style“ LOCK-Clips

I have re-designed this type of clip to replace the old light clip. It is intended for **permanent installation** and has one side that sits very firmly and one side that **holds the counterpart in position**. This makes it possible to make quick changes to the board with these clips. It is not possible to firmly connect entire parts to each other in order to be able to lift them up.



PLACING THESE CLIPS

As the clips are permanently instrumented, the position must be carefully considered. The idea behind this is a system that works like a puzzle. As the walls and doors in particular should be interchangeable, I recommend using these clips on the floor elements.



LOCKING SYSTEM

diorama locks

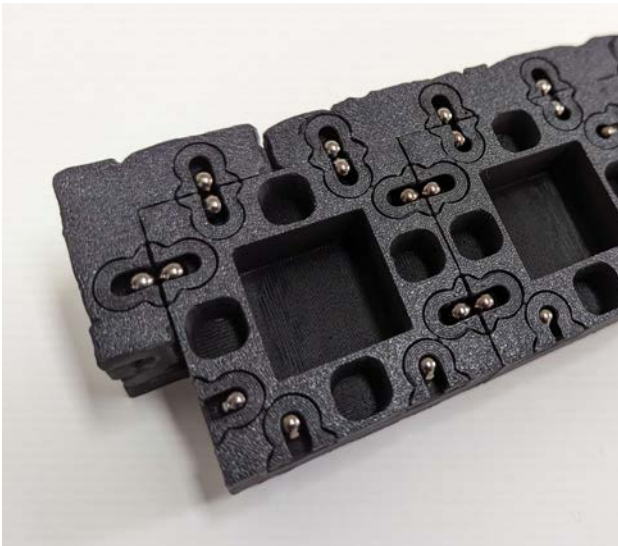
It has also become necessary to upgrade LOCK prints with magnets to make them compatible with SOCKET prints. This desire has given rise to completely new possibilities, especially the customized creation of larger dungeon elements that can still be used in the SOCKET system (see „Combining different clips“ on previous page).

There are currently 2 different new types of LOCK-Clips.

Clips for Ball Magnets

These clips make it possible to insert **5mm ball magnets**. This allows prints of the LOCK and SOCKET versions to be combined with this clip.

You can also use these clips if you prefer a slightly stronger connection between the magnets and don't mind the locking system being visible.

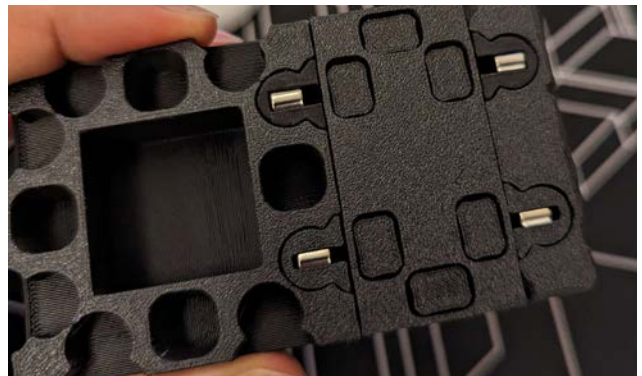


Clips for Bar Magnets

This type of clip is a prototype that I have not tested.

If you would like to try out whether it is possible to use the magnets in such a way that it works, taking the polarity into account, I would be happy to receive feedback!

These clips were designed for 5mm bar magnets. The recess depth for the magnet is 8mm - therefore the length of the bar magnet should not exceed a **length of 7mm and a diameter of 5mm**. They are intended for permanent installation - gluing should therefore not be necessary.



COMPLETE STL LIST

a complete overview of all STL files of the campaign

All files are listed in the following table. The list is the SOCKET version. There is a corresponding file in the LOCK folder. All Clips are listed here, as these are completely different files in both versions (LOCK and SOCKET).

Type/Folder	Subfolder	Info	File Name	Clip Slots
00_CLIPS		Clips „SOCKET“-Version	D2P-CotC_SOCKET-CLIP.stl	none
00_CLIPS		Clips „SOCKET“-Version	D2P-CotC_SOCKET-CLIP-120upscaling.stl	none
00_CLIPS		Clips „LOCK“-Version	D2P-CotC_LOCK-CLIP_Standard.stl	none
00_CLIPS		Clips „LOCK“-Version	D2P-CotC_LOCK-CLIP_Puzzle-Style.stl	none
00_CLIPS		Clips „LOCK“-Version (ball magnets)	D2P-CotC_LOCK-CLIP_Ball-Magnet_5mm.stl	none
00_CLIPS		Clips „LOCK“-Version (bar magnets)	D2P-CotC_LOCK-CLIP_Bar-Magnet_5mmx8mm_prototype.stl	none

Floor Elements

01_Floor-Sets	Castle_Tiles		D2P-CotC_SOCKET_Castle-Tiles-01_25x25mm.stl	4
01_Floor-Sets	Castle_Tiles		D2P-CotC_SOCKET_Castle-Tiles-01_50x25mm.stl	6
01_Floor-Sets	Castle_Tiles		D2P-CotC_SOCKET_Castle-Tiles-01_50x50mm.stl	8
01_Floor-Sets	Castle_Tiles		D2P-CotC_SOCKET_Castle-Tiles-01_100x25mm.stl	10
01_Floor-Sets	Castle_Tiles		D2P-CotC_SOCKET_Castle-Tiles-01_100x50mm.stl	12
01_Floor-Sets	Classic_Dungeon_Tiles		D2P-CotC_SOCKET_Classic-Dungeon-Floor_50x25mm.stl	6
01_Floor-Sets	Classic_Dungeon_Tiles		D2P-CotC_SOCKET_Classic-Dungeon-Floor_50x50mm.stl	8
01_Floor-Sets	Classic_Dungeon_Tiles		D2P-CotC_SOCKET_Classic-Dungeon-Floor_100x100mm.stl	16
01_Floor-Sets	Classic_Dungeon_Tiles		D2P-CotC_SOCKET_Classic-Dungeon-Floor_150x25mm.stl	14
01_Floor-Sets	Classic_Dungeon_Tiles		D2P-CotC_SOCKET_Classic-Dungeon-Floor_150x50mm.stl	16
01_Floor-Sets	Classic_Dungeon_Tiles		D2P-CotC_SOCKET_Classic-Dungeon-Floor_Glowing-Mushroom-Option_75x75mm.stl	12
01_Floor-Sets	Classic_Dungeon_Tiles		D2P-CotC_SOCKET_Classic-Dungeon-Floor_Skull-Option_75x75mm.stl	12
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Basic-Floor_25x25mm.stl	4
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Basic-Floor_50x25mm.stl	6
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Basic-Floor_50x50mm.stl	8
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Basic-Floor_50x50mm_V2.stl	8
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Basic-Floor_100x25mm.stl	10
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Basic-Floor_100x50mm.stl	12
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Basic-Floor_100x100mm.stl	16
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Floor-Scenery_Contaminated-Pit_100x100mm.stl	16
01_Floor-Sets	CotC_Basic-Tiles	prints in 2 parts	D2P-CotC_SOCKET_Floor-Scenery_Pillar-Part-A_100x100mm_Option-01.stl	16
01_Floor-Sets	CotC_Basic-Tiles	prints in 2 parts	D2P-CotC_SOCKET_Floor-Scenery_Pillar-Part-A_100x100mm_Option-02.stl	16
01_Floor-Sets	CotC_Basic-Tiles	prints in 2 parts	D2P-CotC_SOCKET_Floor-Scenery_Pillar-Part-B_100x100mm.stl	none (Part B)
01_Floor-Sets	CotC_Basic-Tiles		D2P-CotC_SOCKET_Floor-Scenery_Winding-Stairs_100x100.stl	16

Wall Elements

02_Wall_Basics			D2P-CotC_SOCKET_Wall-Basic_25mm.stl	1
02_Wall_Basics			D2P-CotC_SOCKET_Wall-Basic_50mm.stl	2
02_Wall_Basics			D2P-CotC_SOCKET_Wall-Basic_100mm_Option-01.stl	4
02_Wall_Basics			D2P-CotC_SOCKET_Wall-Basic_100mm_Option-02.stl	4
02_Wall_Basics			D2P-CotC_SOCKET_Wall-Basic_Corner-inside_37.5mm.stl	2
02_Wall_Basics			D2P-CotC_SOCKET_Wall-Basic_Corner-inside_62.5mm.stl	4
02_Wall_Basics			D2P-CotC_SOCKET_Wall-Basic_Corner-outside_25mm.stl	2
02_Wall_Basics			D2P-CotC_SOCKET_Wall-Basic_Corner-outside_50mm.stl	4
02_Wall_Scenerys		prints in 2 parts	D2P-CotC_SOCKET_Wall-Scenery_Bricked-Door-Part-A.stl	4
02_Wall_Scenerys		prints in 2 parts	D2P-CotC_SOCKET_Wall-Scenery_Bricked-Door-Part-B.stl	none (Part B)
02_Wall_Scenerys		prints in 2 parts	D2P-CotC_SOCKET_Wall-Scenery_Dungeon-Part-A.stl	4
02_Wall_Scenerys		prints in 2 parts	D2P-CotC_SOCKET_Wall-Scenery_Dungeon-Part-B.stl	none (Part B)
02_Wall_Scenerys		prints in 2 parts	D2P-CotC_SOCKET_Wall-Scenery_Endless-Hallways_Fire-Basin-Part-A.stl	4
02_Wall_Scenerys		prints in 2 parts	D2P-CotC_SOCKET_Wall-Scenery_Endless-Hallways_Fire-Basin-Part-B.stl	none (Part B)
02_Wall_Scenerys		prints in 2 parts	D2P-CotC_SOCKET_Wall-Scenery_Fireplace-Part-A.stl	4
02_Wall_Scenerys		prints in 2 parts	D2P-CotC_SOCKET_Wall-Scenery_Fireplace-Part-B.stl	none (Part B)

Doors and Passways

03_Doors_and_Passways		prints in 2 parts	D2P-CotC_SOCKET_Door_50x25mm_Part-A.stl	4
03_Doors_and_Passways		prints in 2 parts	D2P-CotC_SOCKET_Door-Closed_50x25mm_Part-B.stl	none (Part B)
03_Doors_and_Passways		prints in 2 parts	D2P-CotC_SOCKET_Door-Open_50x25mm_Part-B.stl	none (Part B)

Columns

04_Columns	Detachable-Column_50x50	prints in 3 parts	D2P-CotC_SOCKET_Floor-Scenery_Detachable-Pillar-Part-A_50x50mm.stl	8
04_Columns	Detachable-Column_50x50	prints in 3 parts	D2P-CotC_Floor-Scenery_Detachable-Pillar-Part-B_Version01_50x50mm.stl	none (Part B)
04_Columns	Detachable-Column_50x50	prints in 3 parts	D2P-CotC_Floor-Scenery_Detachable-Pillar-Part-B_Version02_50x50mm.stl	none (Part B)
04_Columns	Detachable-Column_50x50	prints in 3 parts	D2P-CotC_Floor-Scenery_Detachable-Pillar-Part-C_50x50mm.stl	none (Part C)
04_Columns	Prototype-Column_50x50	prints in 3 parts/flat version	D2P-CotC_SOCKET_Floor-Scenery_Pillar-Part-A_50x50mm.stl	8
04_Columns	Prototype-Column_50x50	prints in 3 parts/flat version	D2P-CotC_Floor-Scenery_Pillar-Part-B_50x50mm.stl	none (Part B)
04_Columns	Prototype-Column_50x50	prints in 3 parts/flat version	D2P-CotC_Floor-Scenery_Pillar-Part-C_50x50mm.stl	none (Part C)

Special Scenery

04_Special_Scenerys			D2P-CotC_SOCKET_Special-Scenery_Cliff-A_100mm.stl	4
04_Special_Scenerys			D2P-CotC_SOCKET_Special-Scenery_Cliff-B_100mm.stl	4
04_Special_Scenerys			D2P-CotC_SOCKET_Special-Scenery_Cliff-C_100mm.stl	4

Placeholder

05_Placeholder			D2P-CotC_SOCKET_Placeholder_50mm.stl	2
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Diorama Border

06_Diorama_Borders			D2P-CotC_SOCKET_Border_25mm.stl	1
06_Diorama_Borders			D2P-CotC_SOCKET_Border_50mm.stl	2
06_Diorama_Borders			D2P-CotC_SOCKET_Border_100mm.stl	4
06_Diorama_Borders			D2P-CotC_SOCKET_Border_Corner-inside_37.5mm.stl	2
06_Diorama_Borders			D2P-CotC_SOCKET_Border_Corner-inside_62.5mm.stl	4
06_Diorama_Borders			D2P-CotC_SOCKET_Border_Corner-outside_25mm.stl	2
06_Diorama_Borders			D2P-CotC_SOCKET_Border_Corner-outside_50mm.stl	4

Level UP!

07_Level-Up_Constructions	Diorama_Constructions-Solid		D2P-CotC_SOCKET_Level-Up_Construction-solid_50x25mm.stl	12
07_Level-Up_Constructions	Diorama_Constructions-Solid		D2P-CotC_SOCKET_Level-Up_Construction-solid_50x50mm.stl	16
07_Level-Up_Constructions	Diorama_Constructions-Solid		D2P-CotC_SOCKET_Level-Up_Construction-solid_100x100mm.stl	32
07_Level-Up_Constructions	Standard_Constructions		D2P-CotC_SOCKET_Level-Up_Construction_50x25mm.stl	12
07_Level-Up_Constructions	Standard_Constructions		D2P-CotC_SOCKET_Level-Up_Construction_50x50mm.stl	16
07_Level-Up_Constructions	Standard_Constructions		D2P-CotC_SOCKET_Level-Up_Construction_100x100mm.stl	32
07_Level-Up_Stairs			D2P-CotC_SOCKET_Level-Up-Stairs_50x50mm.stl	8
07_Level-Up_Stairs			D2P-CotC_SOCKET_Level-Up-Stairs-Corner_50x50mm.stl	8
07_Level-Up_Stairs			D2P_CotC_Lvl-Up-Stairs_Minature-Support.stl	none
07_Level-Up_Walls			D2P-CotC_SOCKET_Level-Up_Wall_25mm.stl	2
07_Level-Up_Walls			D2P-CotC_SOCKET_Level-Up_Wall_50mm.stl	4
07_Level-Up_Walls			D2P-CotC_SOCKET_Level-Up_Wall_100mm.stl	8
07_Level-Up_Walls			D2P-CotC_SOCKET_Level-Up_Wall-Corner-inside_37.5mm.stl	4
07_Level-Up_Walls			D2P-CotC_SOCKET_Level-Up_Wall-Corner-outside_25mm.stl	4
07_Level-Up_Walls			D2P-CotC_SOCKET_Level-Up_Wall-Transition-Left_50mm.stl	2
07_Level-Up_Walls			D2P-CotC_SOCKET_Level-Up_Wall-Transition-Right_50mm.stl	2

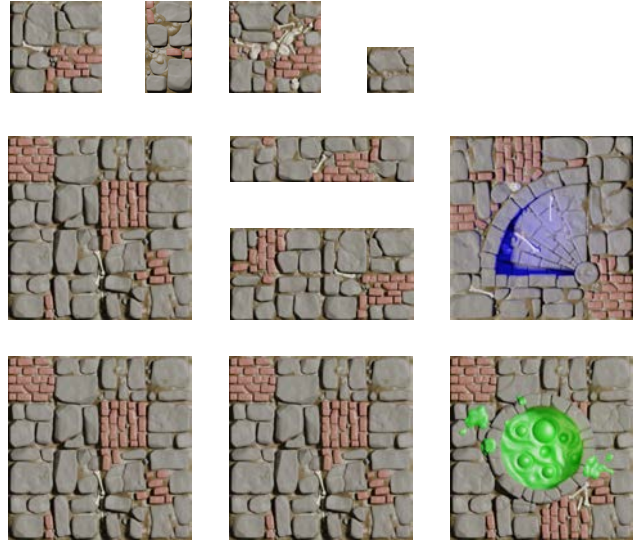
Transitions

08_Transitions	Battlefield-Transitions-Stairs	Wargaming Terrain Transition	D2P-CotC_SOCKET_Battlefield-Transition_Stairs_50mm.stl	2
08_Transitions	Battlefield-Transitions-Stairs	Wargaming Terrain Transition	D2P-CotC_SOCKET_Battlefield-Transition_Stairs_100mm.stl	4
08_Transitions	Battlefield-Transitions-Stairs	Wargaming Terrain Transition	D2P-CotC_SOCKET_Battlefield-Transition_Stairs_Eckelement.stl	2
08_Transitions		OpenLOCK-Connector	D2P-CotC_SOCKET_OpenLOCK-Transition_Stairs_50x50mm.stl	2

COTC BASIC FLOOR TILE SET

01_Floor-Sets/CotC_Basic-Tiles

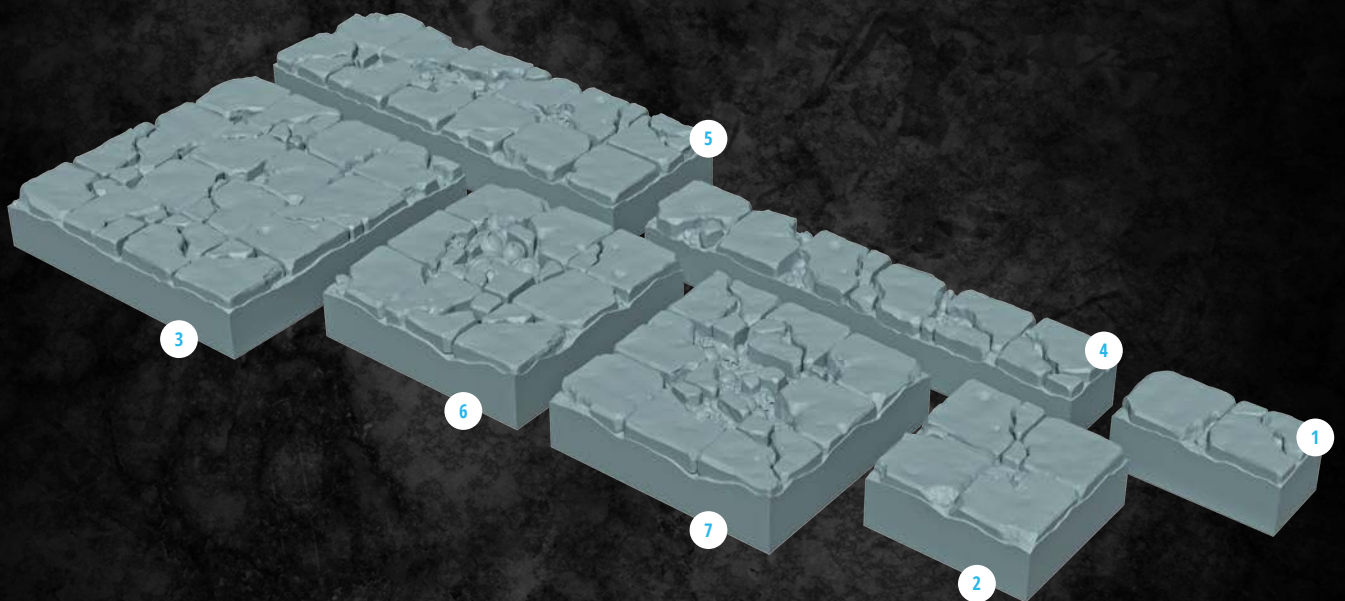
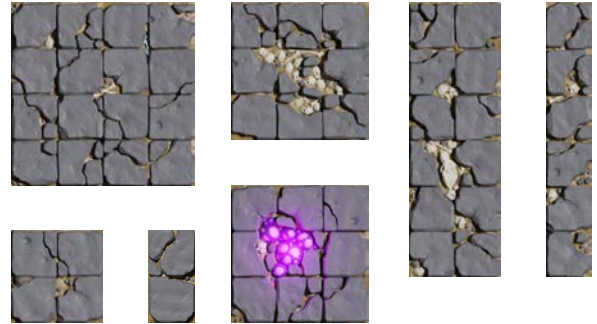
- 1 D2P-CotC_SOCKET_Basic-Floor_25x25mm.stl
- 2 D2P-CotC_SOCKET_Basic-Floor_50x25mm.stl
- 3 D2P-CotC_SOCKET_Basic-Floor_50x50mm.stl
- 4 D2P-CotC_SOCKET_Basic-Floor_50x50mm_V2.stl
- 5 D2P-CotC_SOCKET_Basic-Floor_100x25mm.stl
- 6 D2P-CotC_SOCKET_Basic-Floor_100x50mm.stl
- 7 D2P-CotC_SOCKET_Basic-Floor_100x100mm.stl
- 8 D2P-CotC_SOCKET_Floor-Scenery_Contaminated-Pit_100x100mm.stl
- 9 D2P-CotC_SOCKET_Floor-Scenery_Pillar-Part-A_100x100mm_Option-01.stl
- 10 D2P-CotC_SOCKET_Floor-Scenery_Pillar-Part-A_100x100mm_Option-02.stl
- 11 D2P-CotC_SOCKET_Floor-Scenery_Pillar-Part-B_100x100mm.stl
- 12 D2P-CotC_SOCKET_Floor-Scenery_Winding-Stairs_100x100mm.stl



CLASSIC DUNGEON TILE SET

01_Floor-Sets/Classic_Dungeon_Tiles

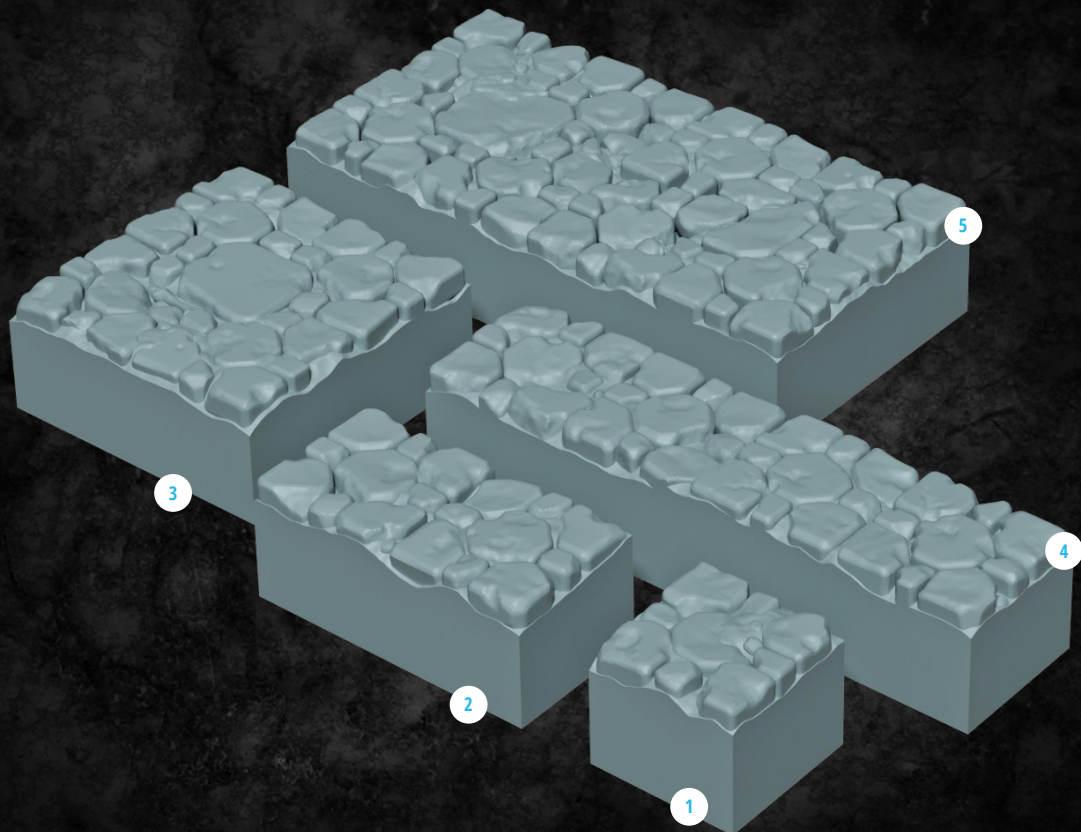
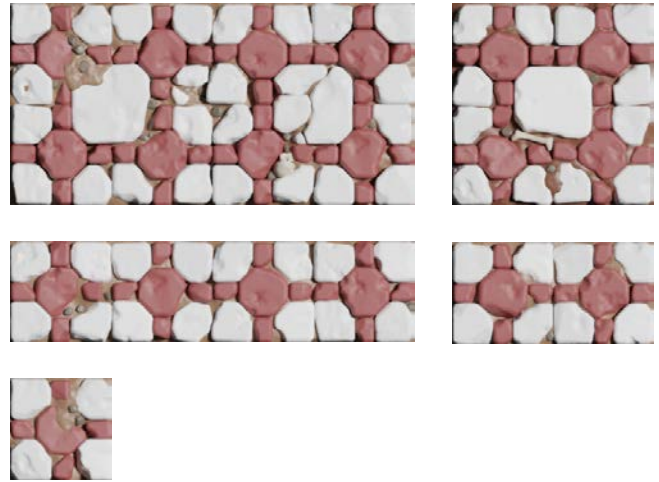
- 1 D2P-CotC_SOCKET_Classic-Dungeon-Floor_50x25mm.stl
- 2 D2P-CotC_SOCKET_Classic-Dungeon-Floor_50x50mm.stl
- 3 D2P-CotC_SOCKET_Classic-Dungeon-Floor_100x100mm.stl
- 4 D2P-CotC_SOCKET_Classic-Dungeon-Floor_150x25mm.stl
- 5 D2P-CotC_SOCKET_Classic-Dungeon-Floor_150x50mm.stl
- 6 D2P-CotC_SOCKET_Classic-Dungeon-Floor_Glowing-Mushroom-Option_75x75mm.stl
- 7 D2P-CotC_SOCKET_Classic-Dungeon-Floor_Skull-Option_75x75mm.stl



CASTLE TILE SET

01_Floor-Sets/Castle_Tiles

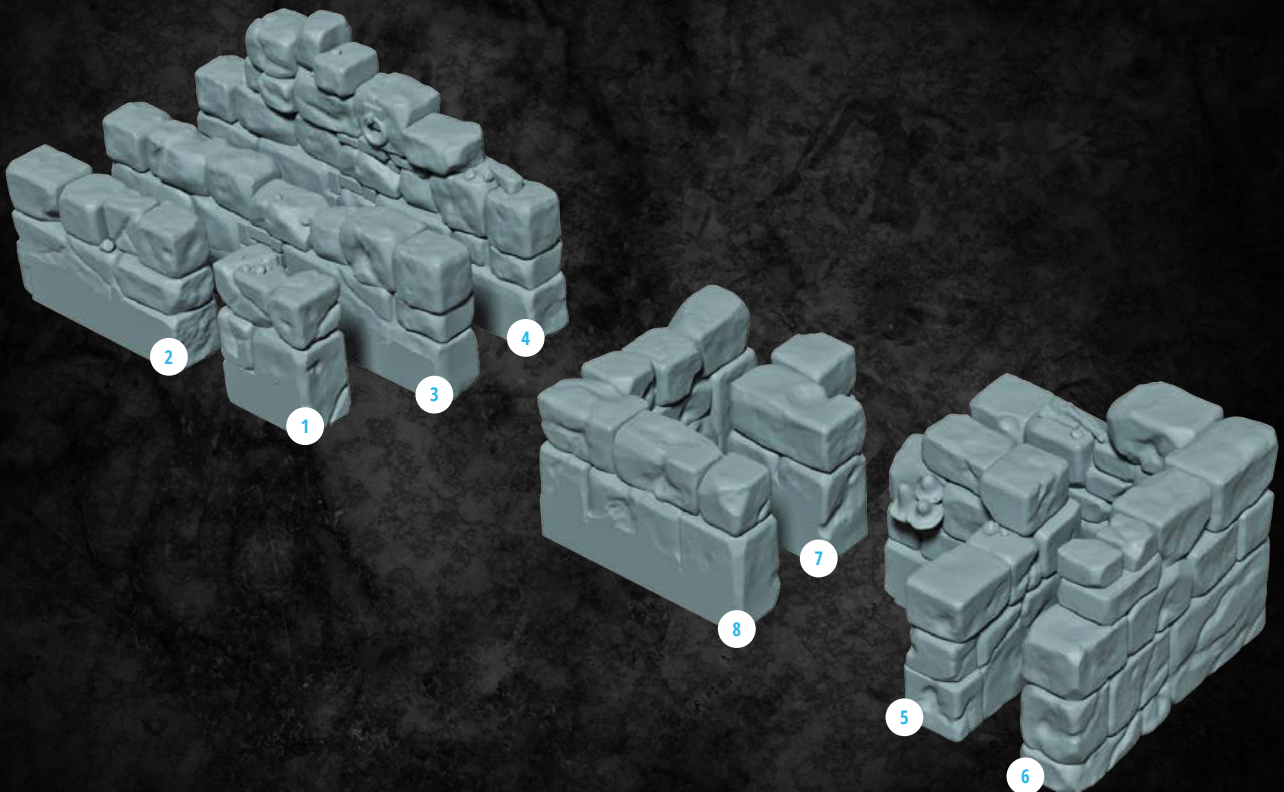
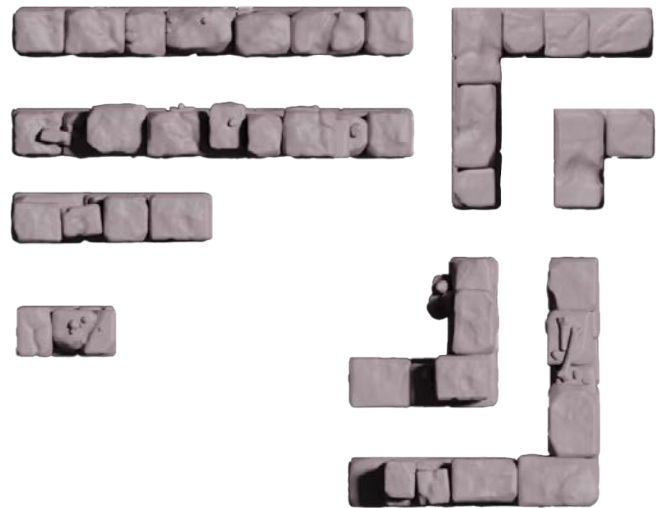
- 1 D2P-CotC_SOCKET_Castle-Tiles-01_25x25mm.stl
- 2 D2P-CotC_SOCKET_Castle-Tiles-01_50x25mm.stl
- 3 D2P-CotC_SOCKET_Castle-Tiles-01_50x50mm.stl
- 4 D2P-CotC_SOCKET_Castle-Tiles-01_100x25mm.stl
- 5 D2P-CotC_SOCKET_Castle-Tiles-01_100x50mm.stl



BASIC WALL SET

02_Wall_Basics

- 1 D2P-CotC_SOCKET_Wall-Basic_25mm.stl
- 2 D2P-CotC_SOCKET_Wall-Basic_50mm.stl
- 3 D2P-CotC_SOCKET_Wall-Basic_100mm_Option-01.stl
- 4 D2P-CotC_SOCKET_Wall-Basic_100mm_Option-02.stl
- 5 D2P-CotC_SOCKET_Wall-Basic_Corner-inside_37.5mm.stl
- 6 D2P-CotC_SOCKET_Wall-Basic_Corner-inside_62.5mm.stl
- 7 D2P-CotC_SOCKET_Wall-Basic_Corner-outside_25mm.stl
- 8 D2P-CotC_SOCKET_Wall-Basic_Corner-outside_50mm.stl



WALL SCENERY SET

02_Wall_Scenerys

- 1 D2P-CotC_SOCKET_Wall-Scenery_Bricked-Door-Part-A.stl
- 2 D2P-CotC_SOCKET_Wall-Scenery_Bricked-Door-Part-B.stl
- 3 D2P-CotC_SOCKET_Wall-Scenery_Dungeon-Part-A.stl
- 4 D2P-CotC_SOCKET_Wall-Scenery_Dungeon-Part-B.stl
- 5 D2P-CotC_SOCKET_Wall-Scenery_Endless-Hallways_Fire-Basin-Part-A.stl
- 6 D2P-CotC_SOCKET_Wall-Scenery_Endless-Hallways_Fire-Basin-Part-B.stl
- 7 D2P-CotC_SOCKET_Wall-Scenery_Fireplace-Part-A.stl
- 8 D2P-CotC_SOCKET_Wall-Scenery_Fireplace-Part-B.stl



DOOR SET

03_Doors_and_Passways

- 1 D2P-CotC_SOCKET_Door_50x25mm_Part-A.stl
- 2 D2P-CotC_SOCKET_Door-Closed_50x25mm_Part-B.stl
- 3 D2P-CotC_SOCKET_Door-Open_50x25mm_Part-B.stl

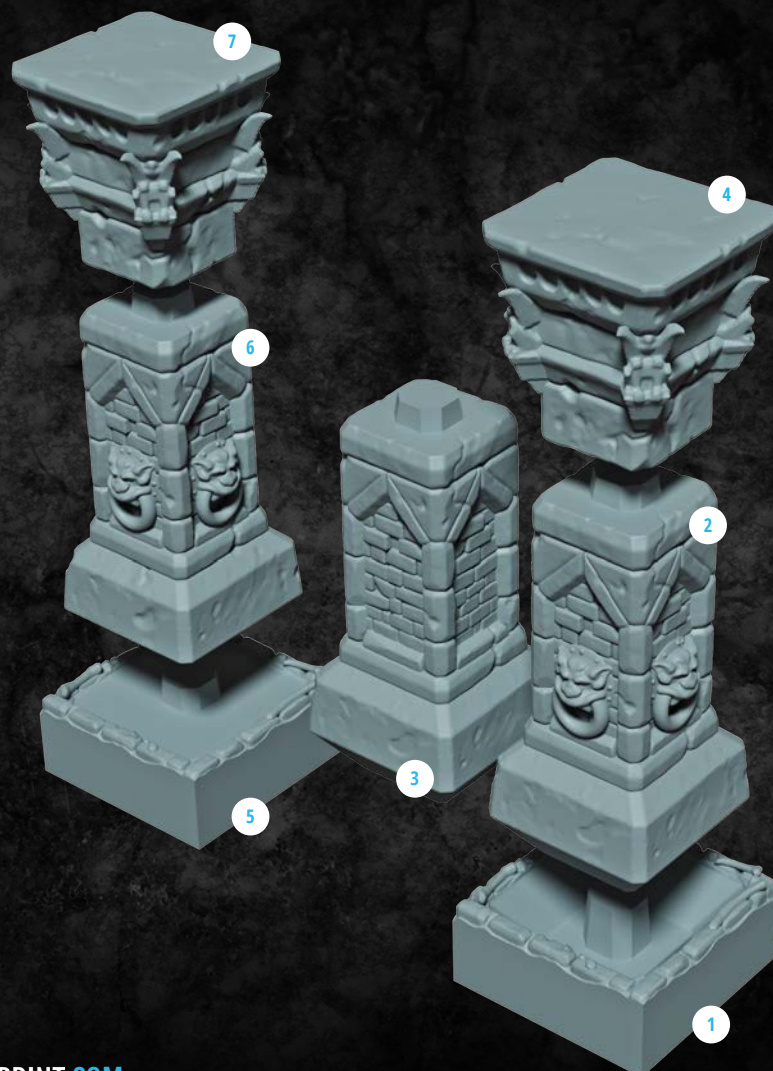


SINGLE COLUMNS

04_Columns/Prototype-Column_50x50

04_Columns/Detachable-Column_50x50

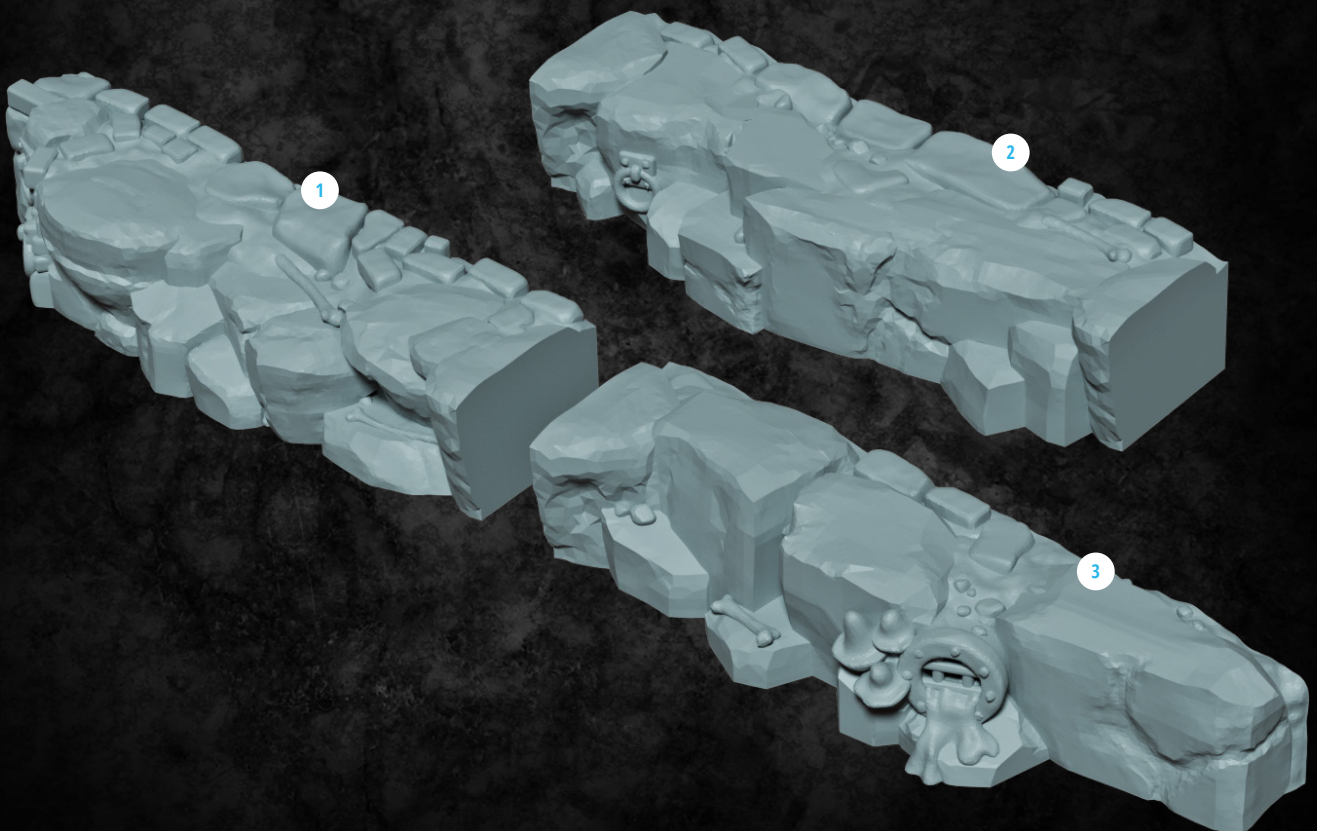
- 1 D2P-CotC_SOCKET_Floor-Scenery_Detachable-Pillar-Part-A_50x50mm.stl
- 2 D2P-CotC_Floor-Scenery_Detachable-Pillar-Part-B_Version01_50x50mm.stl
- 3 D2P-CotC_Floor-Scenery_Detachable-Pillar-Part-B_Version02_50x50mm.stl
- 4 D2P-CotC_Floor-Scenery_Detachable-Pillar-Part-C_50x50mm.stl
- 5 D2P-CotC_SOCKET_Floor-Scenery_Pillar-Part-A_50x50mm.stl
- 6 D2P-CotC_Floor-Scenery_Pillar-Part-B_50x50mm.stl
- 7 D2P-CotC_Floor-Scenery_Pillar-Part-C_50x50mm.stl



CLIFF SET

04_Special_Scenerys

- 1 D2P-CotC_SOCKET_Special-Scenery_Cliff-A_100mm.stl
- 2 D2P-CotC_SOCKET_Special-Scenery_Cliff-B_100mm.stl
- 3 D2P-CotC_SOCKET_Special-Scenery_Cliff-C_100mm.stl



PLACEHOLDER

05_Placeholder

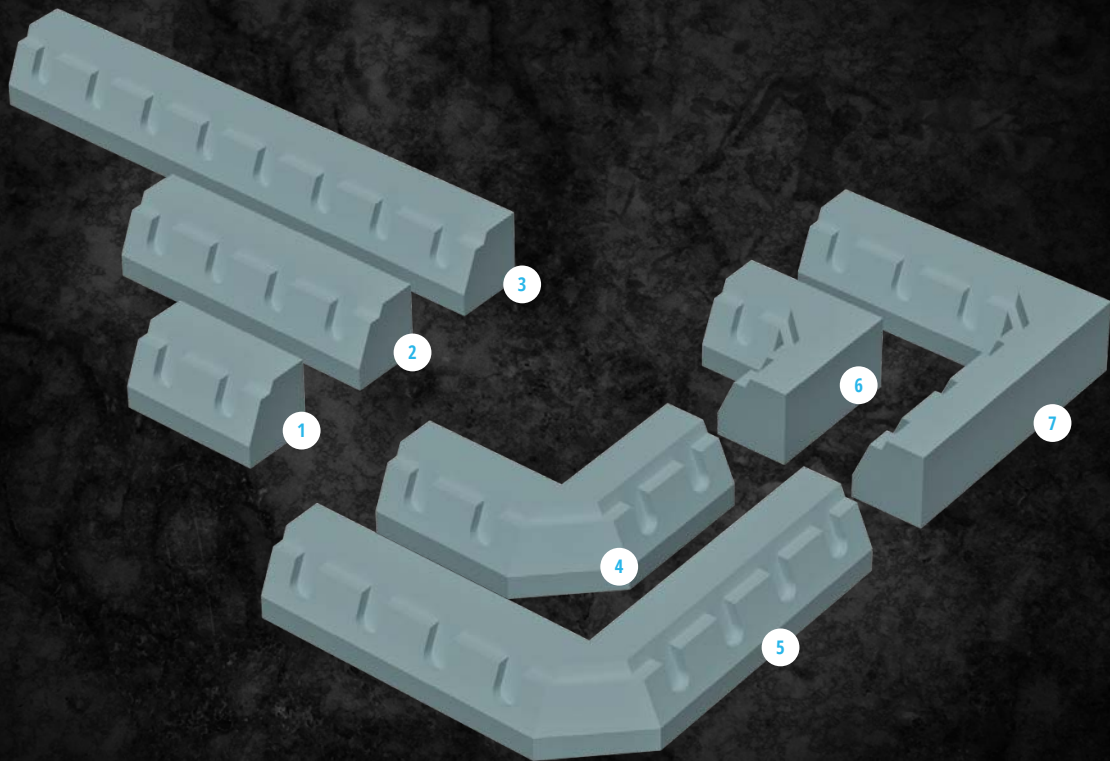
1 D2P-CotC_SOCKET_Placeholder_50mm.stl



DIORAMA BORDER SET

06_Diorama_Borders

- 1 D2P-CotC_SOCKET_Border_25mm.stl
- 2 D2P-CotC_SOCKET_Border_50mm.stl
- 3 D2P-CotC_SOCKET_Border_100mm.stl
- 4 D2P-CotC_SOCKET_Border_Corner-inside_37.5mm.stl
- 5 D2P-CotC_SOCKET_Border_Corner-inside_62.5mm.stl
- 6 D2P-CotC_SOCKET_Border_Corner-outside_25mm.stl
- 7 D2P-CotC_SOCKET_Border_Corner-outside_50mm.stl



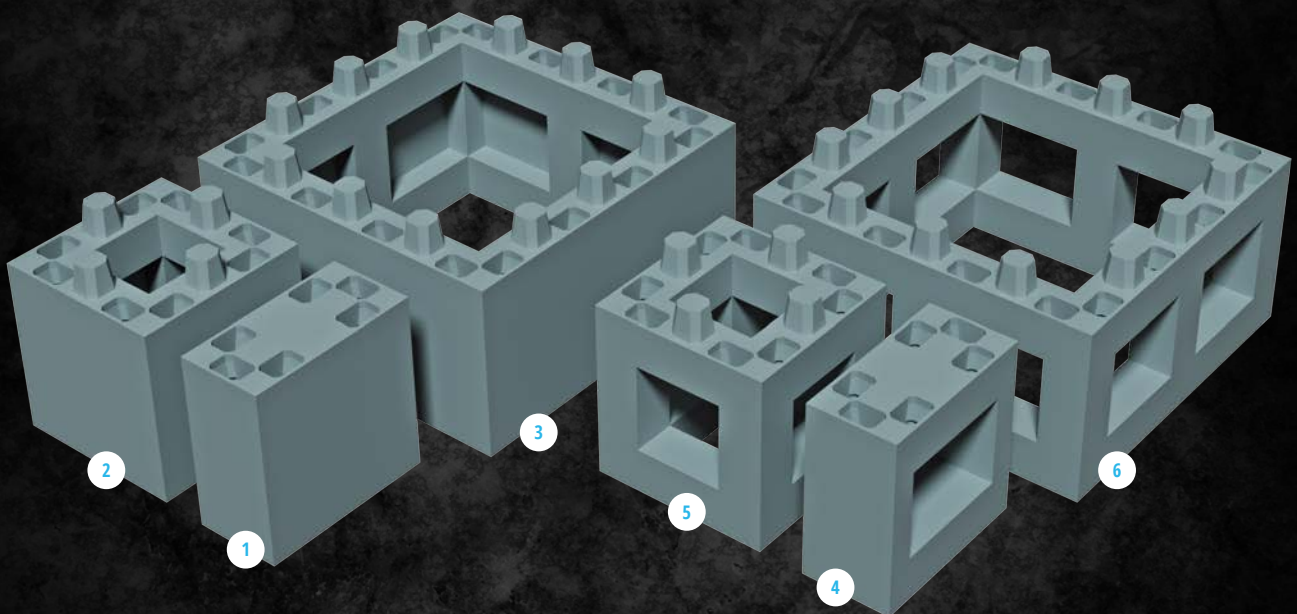
LEVEL-UP! CONSTRUCTIONS SET

07_Level-Up_Constructions/Diorama_Constructions-Solid

07_Level-Up_Constructions/Standard_Constructions

- 1 D2P-CotC_SOCKET_Level-Up_Construction-solid_50x25mm.stl
- 2 D2P-CotC_SOCKET_Level-Up_Construction-solid_50x50mm.stl
- 3 D2P-CotC_SOCKET_Level-Up_Construction-solid_100x100mm.stl
- 4 D2P-CotC_SOCKET_Level-Up_Construction_50x25mm.stl
- 5 D2P-CotC_SOCKET_Level-Up_Construction_50x50mm.stl
- 6 D2P-CotC_SOCKET_Level-Up_Construction_100x100mm.stl

LEVEL
UP!

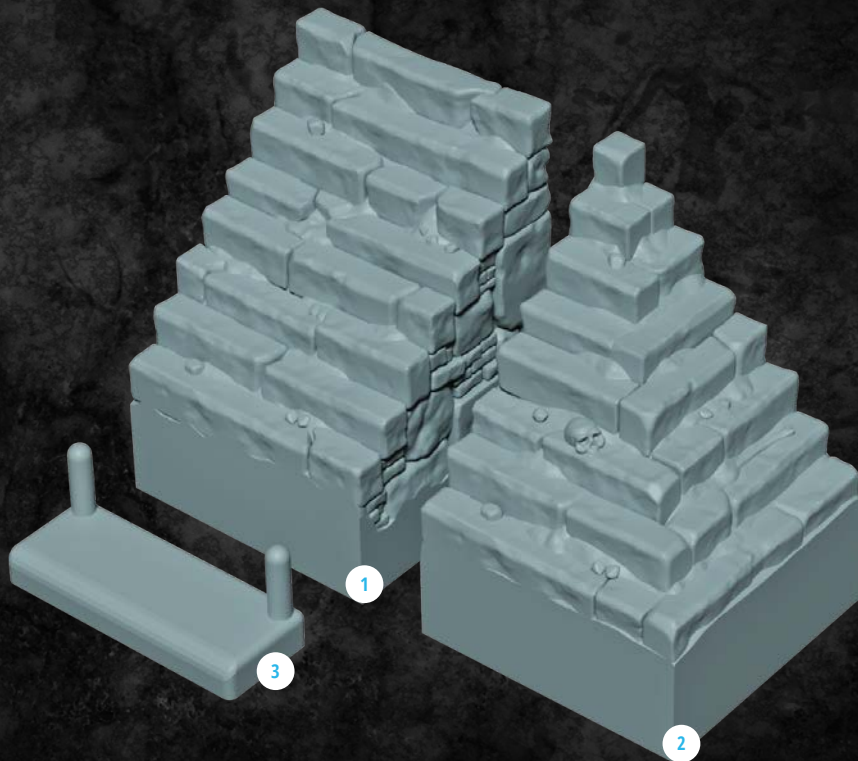


LEVEL-UP! STAIRS SET

07_Level-Up_Stairs

- 1 D2P-CotC_SOCKET_Level-Up-Stairs_50x50mm.stl
- 2 D2P-CotC_SOCKET_Level-Up-Stairs-Corner_50x50mm.stl
- 3 D2P_CotC_LvL-Up-Stairs_Miniature-Support.stl

Level
UP!

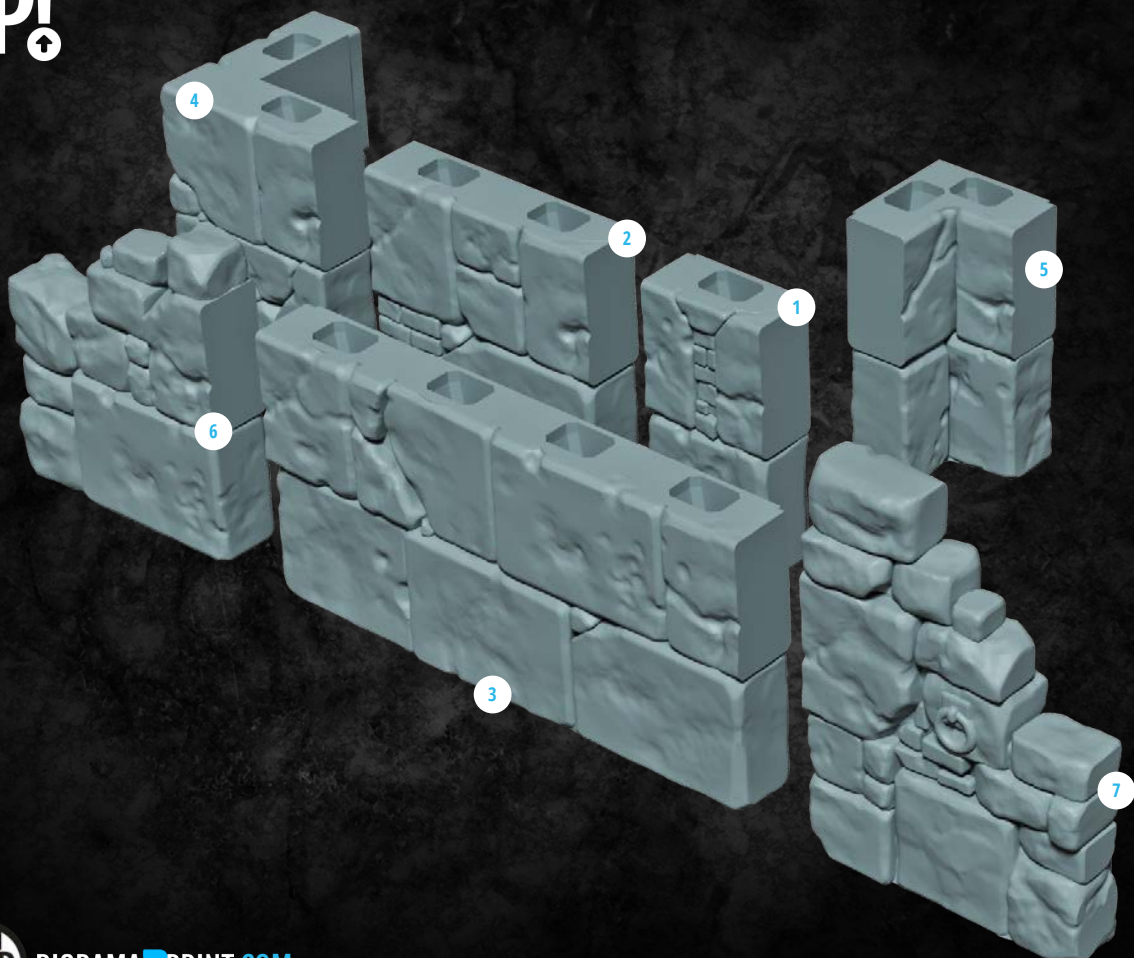


LEVEL-UP! BASIC WALL SET

07_Level-Up_Walls

- 1 D2P-CotC_SOCKET_Level-Up_Wall_25mm.stl
- 2 D2P-CotC_SOCKET_Level-Up_Wall_50mm.stl
- 3 D2P-CotC_SOCKET_Level-Up_Wall_100mm.stl
- 4 D2P-CotC_SOCKET_Level-Up_Wall-Corner-inside_37.5mm.stl
- 5 D2P-CotC_SOCKET_Level-Up_Wall-Corner-outside_25mm.stl
- 6 D2P-CotC_SOCKET_Level-Up_Wall-Transition-Left_50mm.stl
- 7 D2P-CotC_SOCKET_Level-Up_Wall-Transition-Right_50mm.stl

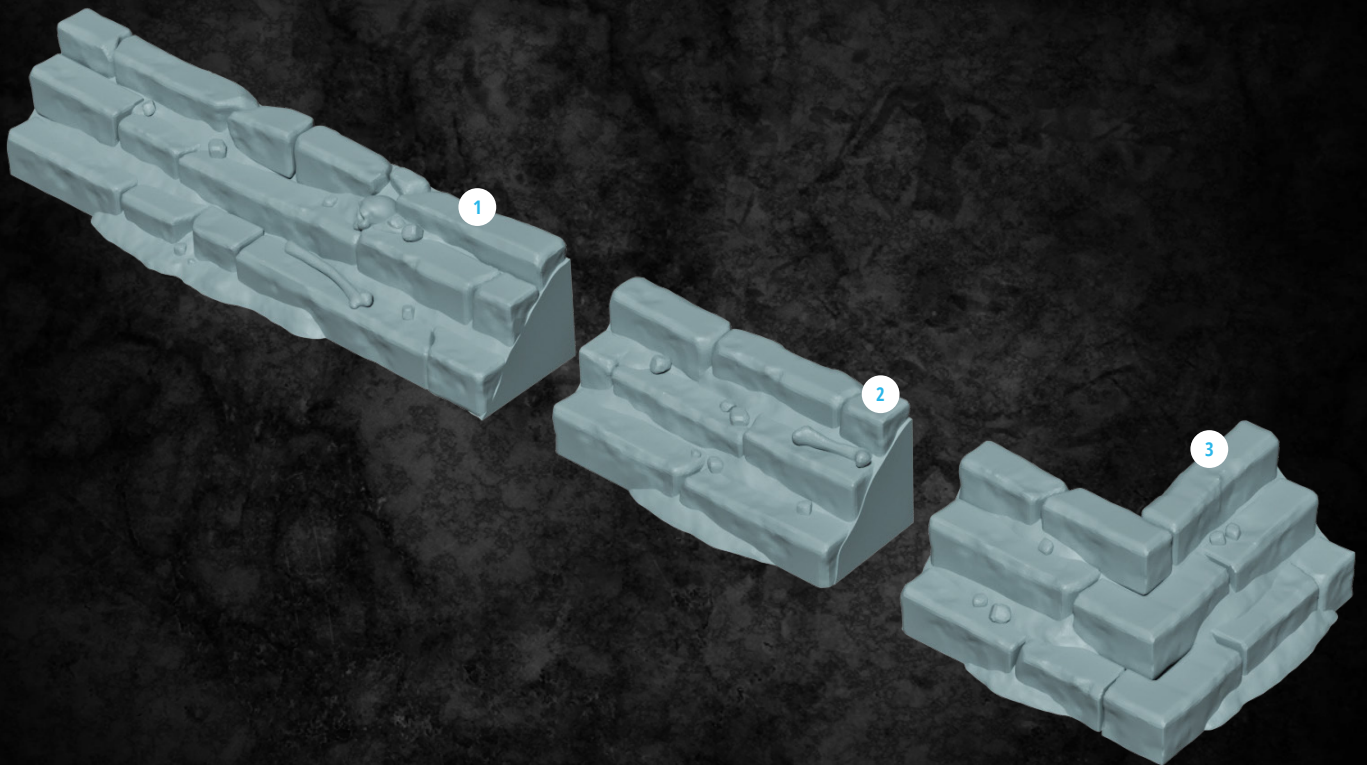
LEVEL
UP!



WARGAMING TRANSITIONS

08_Transitions/Battlefield-Transtions-Stairs

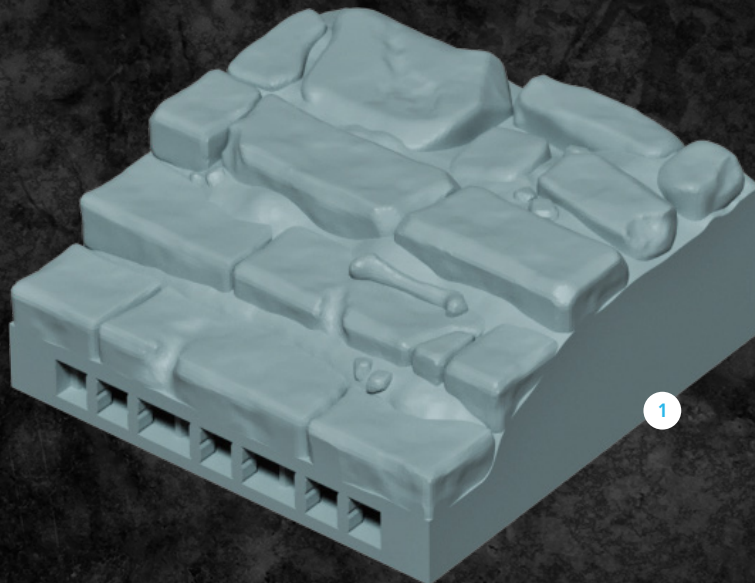
- 1 D2P-CotC_SOCKET_Battlefield-Transition_Stairs_50mm.stl
- 2 D2P-CotC_SOCKET_Battlefield-Transition_Stairs_100mm.stl
- 3 D2P-CotC_SOCKET_Battlefield-Transition_Stairs_Eckelement.stl



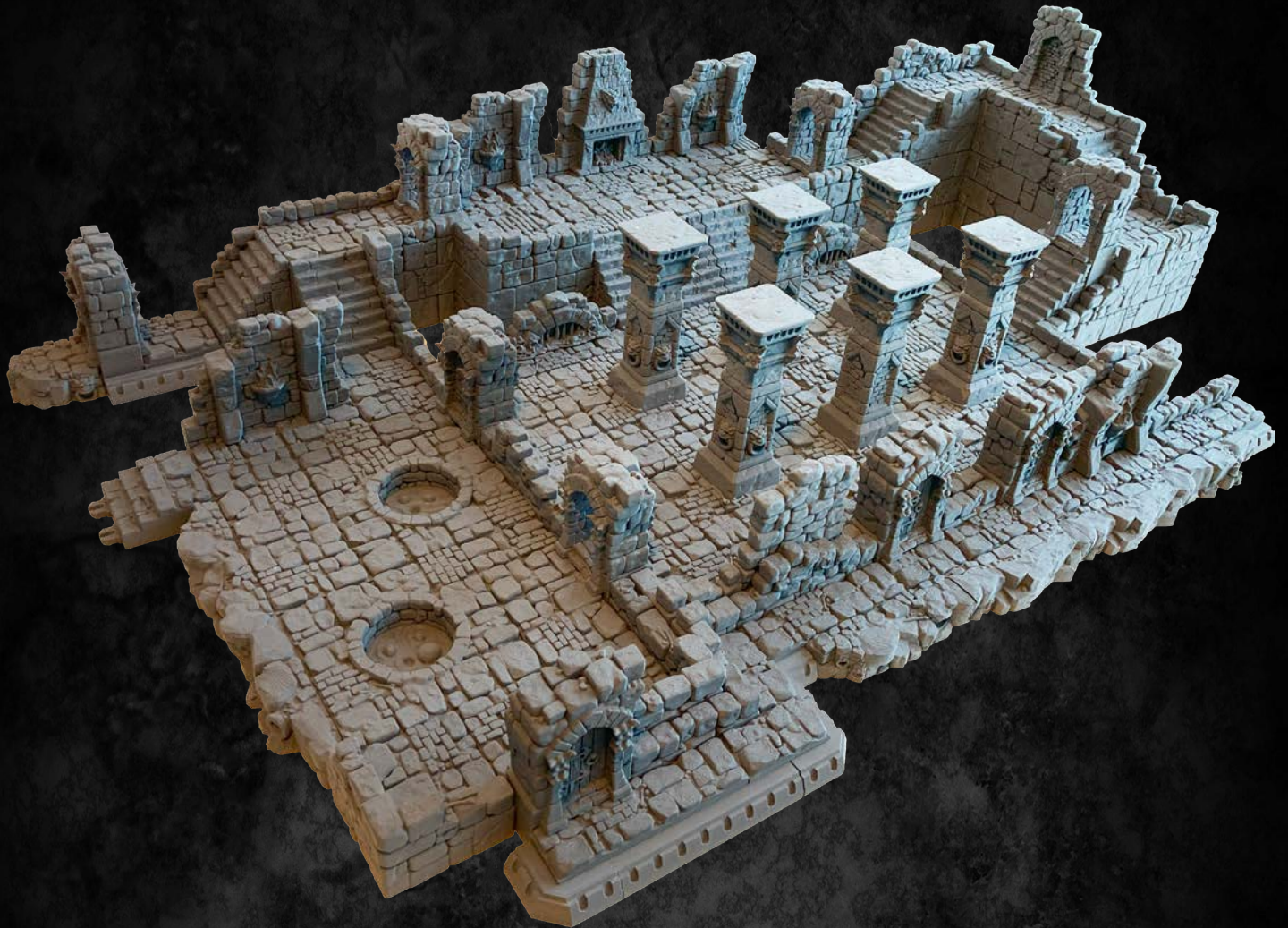
OPEN LOCK TRANSITION

08_Transitions

1 D2P-CotC_SOCKET_OpenLOCK-Transition_Stairs_50x50mm.stl



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