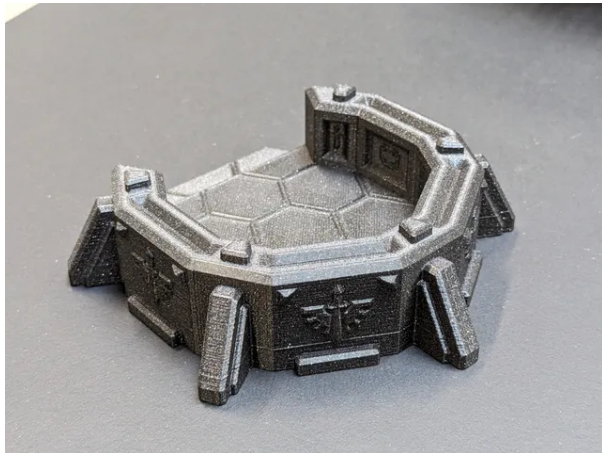




Pit of Glory (terrain)



Nygaard Design

VIEW IN BROWSER

updated 18. 6. 2026 | published 18. 6. 2026

Summary

Entrenchment Terrain, can be used as part of a scenario (see ideas in description)



13.42 hrs



1 pcs



0.15 mm



0.40 mm



PLA



128 g



Prusa
MK3/S/S+

[Tabletop Miniatures](#) > [Props & Terrains](#)

Tags: [terrain](#) [props](#) [gaming](#) [tabletop](#)

You can scale it based upon whether you use the old 25mm bases or the new bigger figures..

100% scale is meant for 32mm bases.

Prints with no supports.

Check out my other terrain models:

<https://www.printables.com/@NygaardDesign/collections/1739823>

Ideas for enhancing your gameplay by using Terrain

Strategic Strongpoint:

- **Defensive Position:** The outpost can act as a fortified location providing cover and defensive bonuses to units occupying it.

- **High Ground Advantage:** Units positioned on or within the outpost could gain line-of-sight benefits or increased range.

Mission Objectives:

- **Data Uplink:** Players must secure the outpost to transmit or intercept critical battle plans via the communication dish.
- **Weapon Control:** Gaining access to the railgun allows a player to perform a powerful attack once per game turn.
- **Sabotage:** One team aims to destroy the outpost to disrupt enemy communications or artillery support.

Narrative Campaigns:

- **Outpost Siege:** Create a scenario where one player defends the outpost against waves of attackers.
- **Rescue Mission:** An important character is trapped inside the outpost, and players compete to rescue or capture them.
- **Supply Hub:** The outpost serves as a critical supply point, affecting resource availability in a series of linked games.

Environmental Effects:

- **Hazardous Terrain:** Damage to the outpost could leak toxic substances, creating areas that affect unit movement or health.
- **Power Surge:** Control of the outpost's energy systems could disable or empower nearby electronic equipment or units.

Resource Control:

- **Ammo Depot:** Holding the outpost provides additional ammunition or special weapons to the controlling player.
- **Energy Node:** The outpost could supply power to activate other terrain features or units on the battlefield.

Special Abilities Activation:

- **Orbital Strike Coordination:** Using the communication dish, a player can call in an orbital strike after meeting certain conditions.
- **Railgun Barrage:** Controlling the railgun allows for a targeted attack with specific rules for damage and range.

Gameplay Mechanics:

- **Fog of War Reduction:** The communication array could reduce fog of war effects, revealing hidden enemy units.
- **Jamming Signals:** The outpost could disrupt enemy communications, affecting command abilities or reserve deployments.

Alternate Game Modes:

- **King of the Hill:** Players gain points for each turn they control the outpost, encouraging aggressive tactics.
- **Infiltration:** Stealth units attempt to infiltrate the outpost to retrieve data without triggering alarms.

Multiplayer Scenarios:

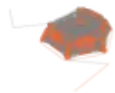
- **Three-Way Battle:** In games with multiple players, the outpost becomes a central point of conflict among all factions.
- **Allied Defense:** Two players team up to defend the outpost against a stronger opponent.

Model files



pit-of-glory.stl

Print files



pit-of-glory_015mm_pla_mk3s_13h25m.gcode

PLA 0.40 mm 0.15 mm 13.42 hrs 128 g Prusa MK3/S/S+

License

This work is licensed under a
[Creative Commons \(4.0 International License\)](https://creativecommons.org/licenses/by-nc/4.0/)



Attribution-NonCommercial

-
- ✗ | Sharing without ATTRIBUTION
 - ✓ | Remix Culture allowed

- ✖ | Commercial Use
- ✖ | Free Cultural Works
- ✖ | Meets Open Definition