

## A Church for 28mm Tabletop Wargaming



Udo's 3D World

VIEW IN BROWSER

updated 21. 6. 2024 | published 21. 6. 2024

### Summary

A project I've been working on for years, with printing, doing the electronics and painting everything. But I just...

---

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

---

Tags: [tabletop](#) [wargaming](#) [thingiverse](#)

---

A project I've been working on for years, with printing, doing the electronics and painting everything. But I just recently finished it, so I now want to share it with you! A massive tabletop terrain piece: A church.

Compared to a real church, this is still quite small, but on a table, this might be one of the larger terrain pieces. Make sure to add LEDs in the side parts, to make it look really cool!

If you want to support me in creating more free designs, and developing more tools, become a patron now: <https://www.patreon.com/Udos3DWorld>

About the construction:

I separated everything into archives so it's easier for you to find the files. Most of the construction should be clear, but there are some cases where some extra info might be needed:

For the walls, you should use the StandardConnector from the inside to connect the walls, while the side pieces hold them from the outside. You also need to use the StandardConnector from the outside to create the tower above the main door, to connect the lower 150mm high wall pieces with the higher 75mm pieces.

The innerEdgeConnector is there to connect walls at the outer corners from the inside, so you need 4 of them on the main body of the church, 4 of them in the upper part of the tower, and another 2-4 to hold the door piece together.


The MainWindowsConnector is there to connect the big wall parts next to the altar (you need it printed once normally and once mirrored).


For the roof, glue the RoofBeamHolder to the top on the back of the big main window. To create the roof, use the ChurchRoofHolder (and \_End at the side where the tower is) together with the RoofFull, RoofSide and RoofEnd Side, and make sure that at the tower, you use the RoofFullEndSide part, that has a very small cutoff to fit next to the tower. Glue both roof sides to the RoofBeam.

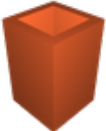
If you have any more troubles, let me know and I'll help you :-)


Category: Toys & Games

## Model files

 **Sides** 3 files

 **sideholdertop2.stl**

 **sideholderglass.stl**

 **sideholdermain.stl**



## Accessories

7 files



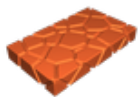
**benchbeam\_2.stl**



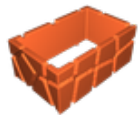
**benchbeam\_3.stl**



**bench\_side.stl**



**altar\_top\_remcobblestone\_60304stl\_rem.stl**



**altar\_base\_remcobblestone\_88980stl\_rem.stl**



**benchbeam\_0.stl**



**benchbeam\_1.stl**



## Roof

12 files



**roofendside.stl**

**roofbeam.stl**



**churchroofholder.stl**



**roofbeamholder.stl**



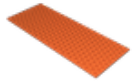
**churchroofholderend.stl**



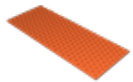
**roofside.stl**



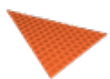
**rooffullendside.stl**



**rooffull.stl**



**rooftop.stl**



**roofholder.stl**



**bellholderfinal.stl**



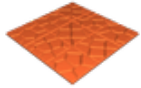


**bellwithout.stl**

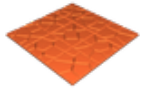


**Floor**

7 files



**cobblestone\_3x3\_1.stl**



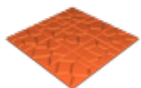
**cobblestone\_3x3\_3.stl**



**cobblestone\_3x3\_4.stl**



**churchfloorcablelower.stl**



**cobblestone\_3x3\_2.stl**



**churchfloorcableupper.stl**



**floor\_fleur.stl**



## Walls

21 files



**inneredgeconnector.stl**



**standardconnector.stl**



**mainwindow.stl**



**door1back.stl**



**churchsideentrance.stl**



**basicpartdamaged2.stl**



**door2back.stl**



**basicpartdamaged.stl**



**basicpart.stl**



**churchportalholder.stl**



**floordamaged1.stl**



**door2\_complete.stl**



**mainwindowside.stl**



**mainwindowconnector.stl**



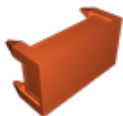
**basicpartdamaged3.stl**



**door1\_complete.stl**



**floorpart.stl**



**balcony.stl**



**upperroofpart.stl**



**churchportal.stl**



**basicpartbalcony.stl**

[Find source .stl files on Thingiverse.com](#)

## License ©



This work is licensed under a  
**Creative Commons (4.0 International License)**

**Attribution-ShareAlike**

- 
- ✗ | Sharing without ATTRIBUTION
  - ✓ | Remix Culture allowed
  - ✓ | Commercial Use
  - ✓ | Free Cultural Works
  - ✓ | Meets Open Definition