



Articulated MWO Mauler Mech

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Summary

This is the MWO Mauler, standing about 7" tall. It is articulated, poseable and needs no glue to stand.

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This is the Mechwarrior Mauler, In large scale, articulated form. The joints are a ball and socket design, with an additional pin joint in the elbows. It's been scaled so that it sits about 7" tall, or about 1:70 Scale.

Print List:

- 1 Foot, 1 Foot Mirrored
- 1 Lower Leg, 1 Lower Leg Mirrored
- 1 Upper Leg, 1 Upper Leg Mirrored
- 1 Waist
- 1 Torso
- 1 Upper Arm, 1 Upper Arm Mirrored
- 1 Lower Arm, 1 Lower Arm Mirrored
- 2 Arm Pins
- 2 Rotation Joints
- 7 Split Joints

Optional - 1 Split Joint Installation Tool. This makes putting in the little split joints much easier, but a 7mm wrench can be substituted if desired.

Printing Instructions -

The joints probably should be PETG as they are designed to flex a little when installed, but the rest of the thing should work fine with PLA. The joints may work in PLA too, but i haven't tested them using it. Use supports, and be careful about orientation when placing the parts on the bed. Also, Note: When printing the split joints, and pins, place the flat face on the side on the bed, as this helps with strength. I also recommend printing at a 0.16mm layer height, to help with a few of the overhangs on the back of the mech, but that can be seasoned to taste.

Assembly Instructions:

To install the split joints, first put each into a hole with the little lugs inside. Then twist about 90 degrees to lock it in place. The expectation is that it fits in fairly tightly, but If the fit is too tight, or too loose, re-print the split joint, changing the scale by 1 or 2 percent. A second tip on fit up is to use a small peice of paper wedged between the joint and main body when assembly, in order to tighten up the locking lugs.

Also, note that there are two types of split joint - the long throw variety allows for a slightly larger amount of movement, but pushes the parts farther apart. I usually use them on the ankles and the regular ones elsewhere, but they are interchangeable, so use whichever ones you like.

Other notes:

I've tested the joints between about 70% and 140%, so scaling the mech a bit up or down shouldn't be a problem.

Model files



mauler-lower-leg-finished.stl



mauler-foot-finished.stl



mauler-upper-arm-rotating.stl



mauler-upper-leg-finished.stl



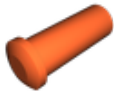
mauler-rotation-joint.stl



split-pin-removal-tool-tall.stl



split-joint-long-throw.stl



mauler-arm-pin.stl



split-joint.stl



mauler-lower-arm-rotating.stl



mauler-waist-finished.stl



mauler-torso-finished.stl

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