

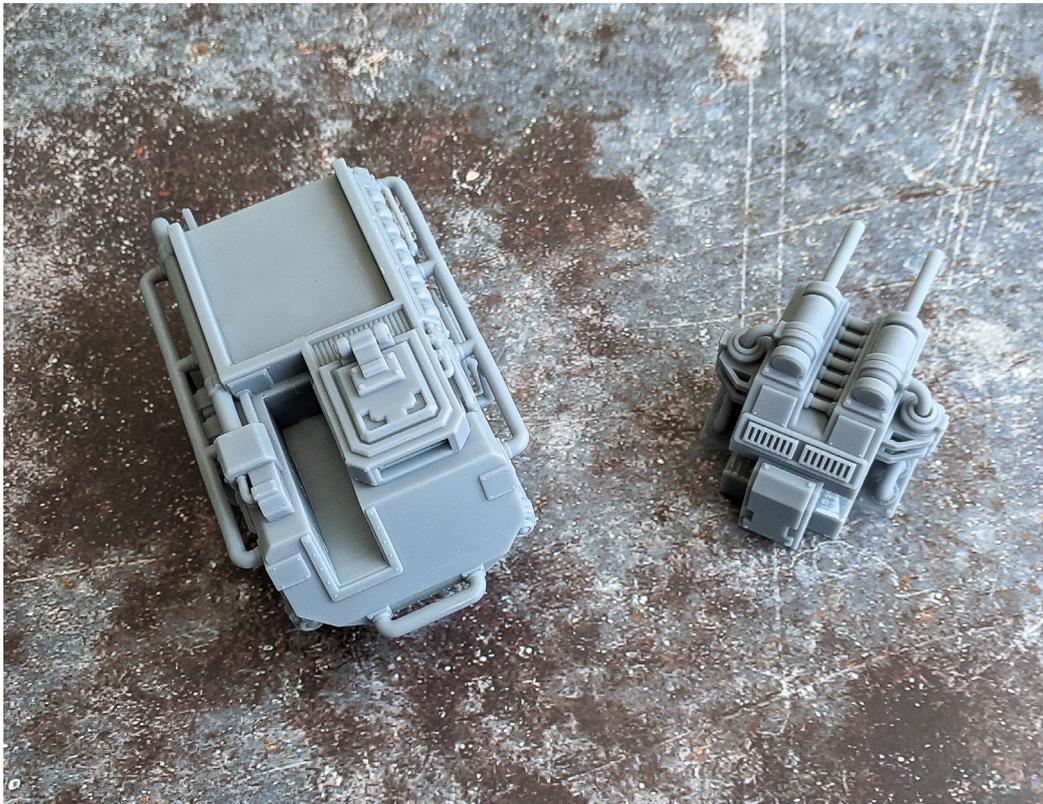
HOW TO BUILD THE WELL RUNNERS

This build guide is for the Well Runner vehicles from our Dimozian Sands collection of STLs. Each Well Runner shares a front hull & wheels but everything else is unique and so you can make two distinct vehicles with the parts.

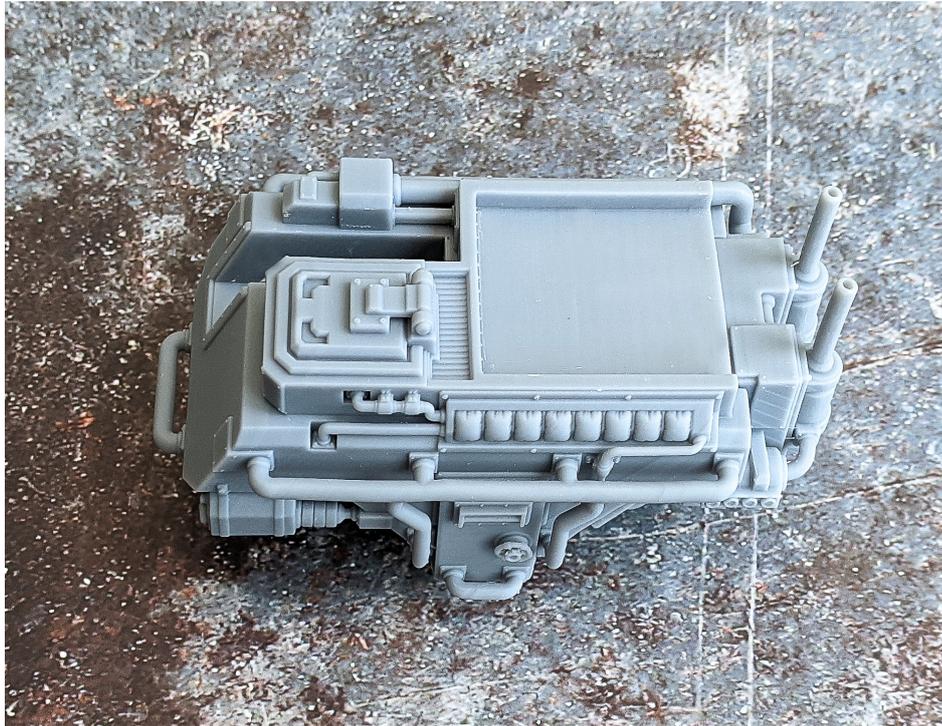
Let's get started!

1. Head into the Main Body folder where you will find the Well Runner - Main Hull, and then two versions of the Rear Hull. One is for the Heavy Well Runner which is twice as long as the Light Well Runner.

We're going to make the Light Well Runner first, so print 1x Main Hull and 1x Light Well Runner - Rear Hull.

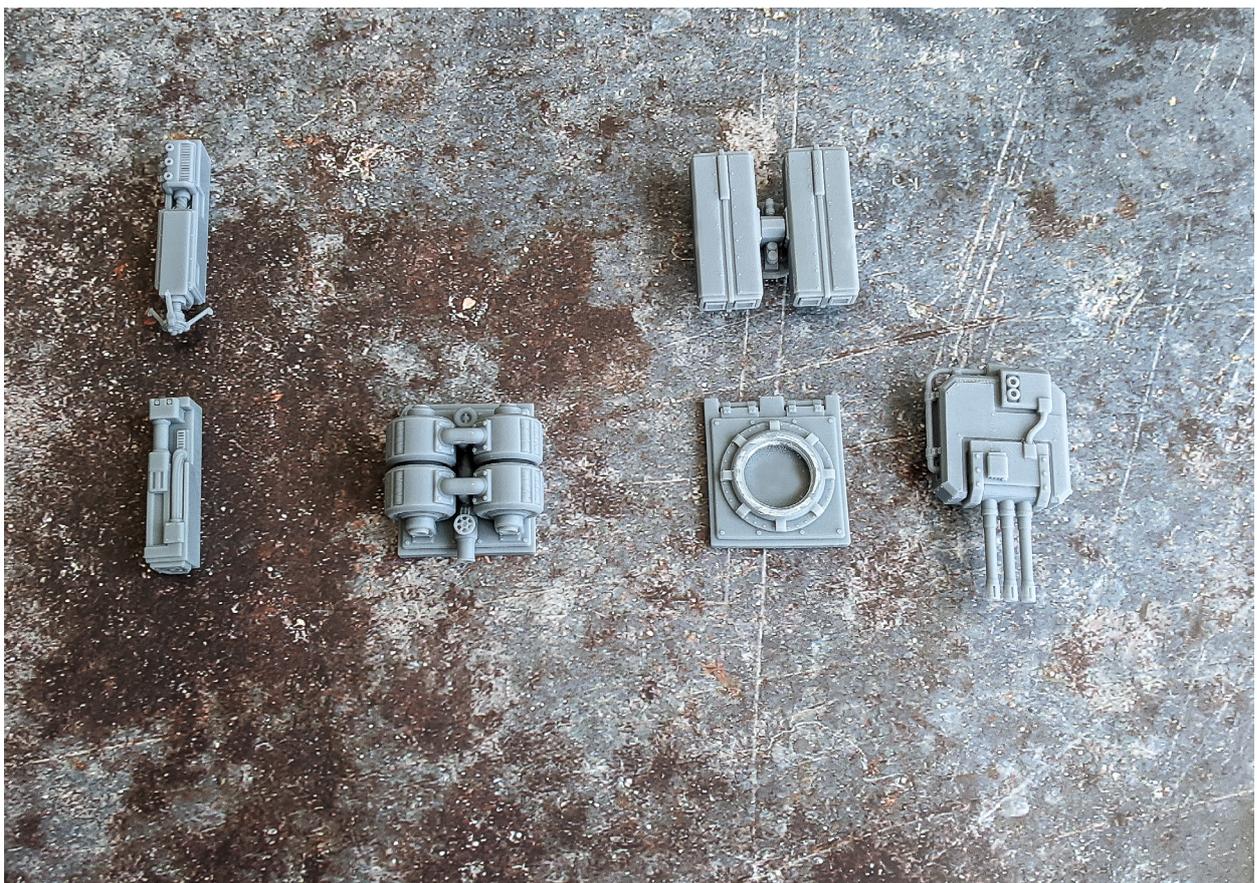


2. The two parts should slot together without any problem, and can then be glued. If there are any fit issues, you can stand away the support marks which will create a tighter fit.

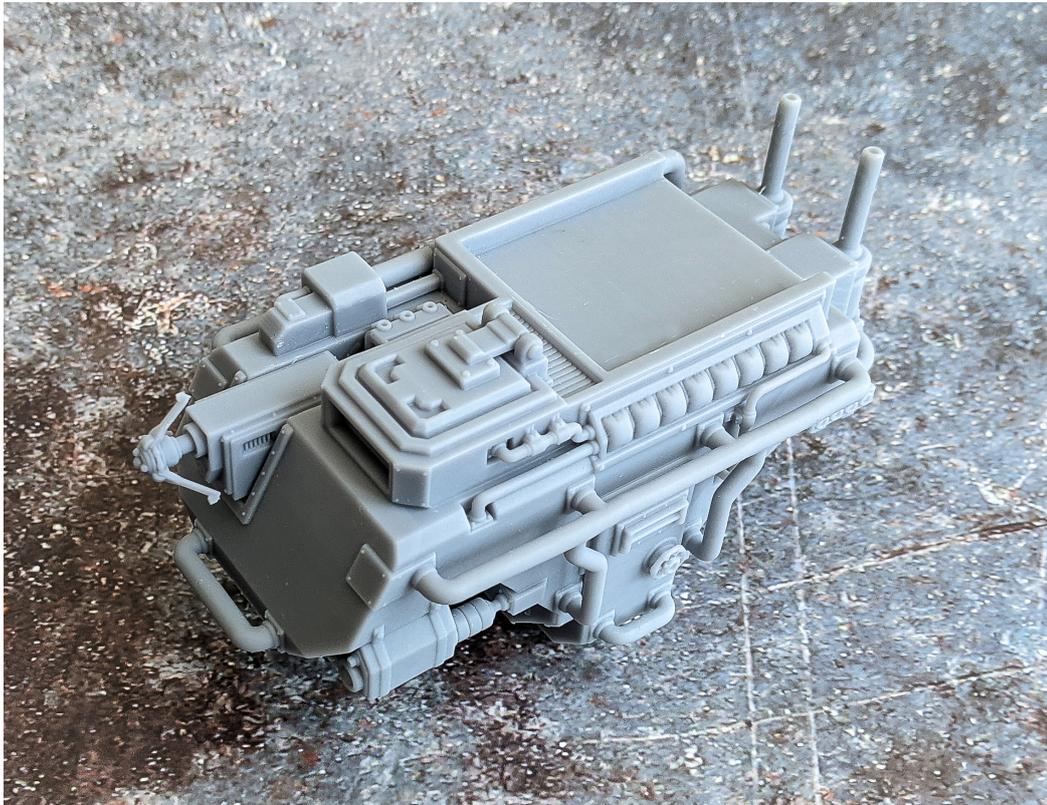


3. Now we can look at the modular options. Head into the Accessories folder, and then into Front Accessories. For the Main Hull you can choose a Sensor module or a Harpoon module, and this is the same for both Well Runners.

In the Back Accessories, you'll find three options which are unique to the Light Well Runner: Cannons & Launchers which sit on the Turret Mount, and Water Tanks.



4. Here you can see we chose to attach the Harpoon module to the Main Hull. It simply slid into the slot and can then be glued.



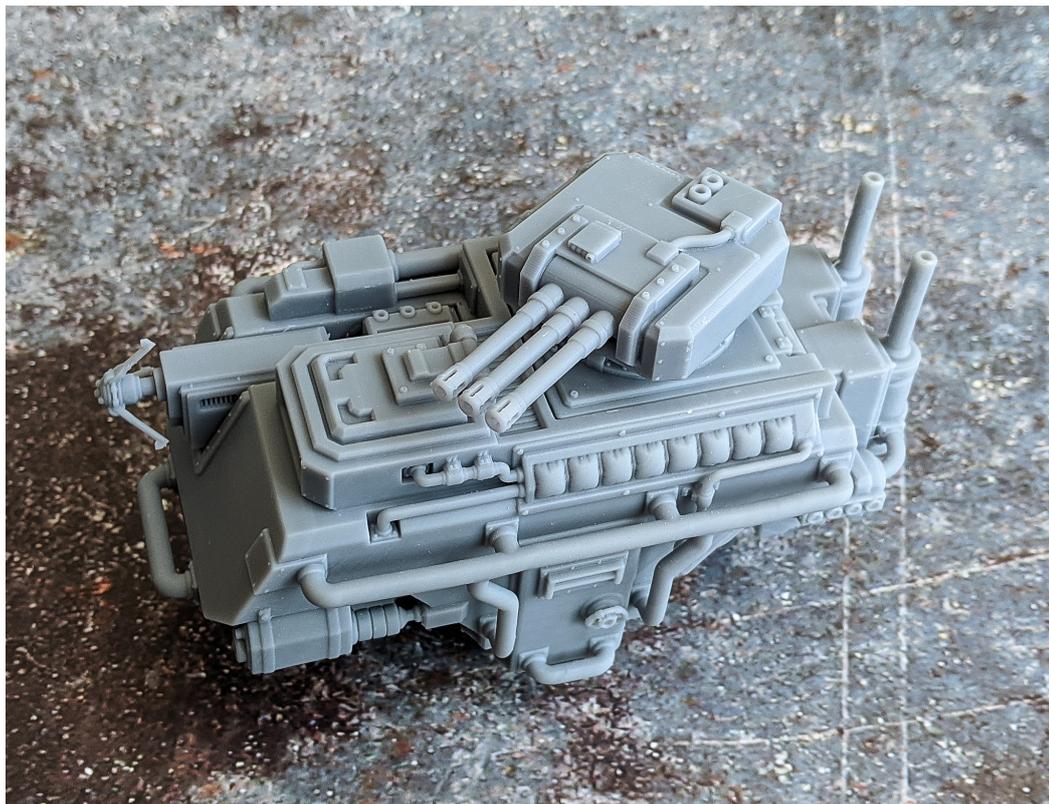
5. If you choose to use the Water Tanks accessory, then you simply pop it into the space on the back of the Well Runner and glue it down.



6. If you prefer to arm the Well Runner for attacks, then you need to add the Turret Mount first. This simply sits in the same slot, and can then hold either the Cannons or the Launchers.



7. Light Well Runner with the Cannons in place. They can rotate in the slot to face whichever direction you prefer.



8. With the modular options in place, it's time to add the wheels. Head into the Tyres folder and print one of each - Left Front & Left Rear and Right Front & Right Rear. Then line them up on the miniature so the tyre treads face in the same direction. In the below image you can see the Launchers option too.



9. Once the tyres are lined up in the slot, you can glue them into place and the Light Well Runner is finished!



10. Right, now we can take a look at building the Heavy Well Runner! Start off in the Main Body folder again, and print the Main Hull for a second time and the Heavy Rear Hull.



11. Slot the two pieces together in the same way as before and glue them in place. Any fit issues can usually be corrected by sanding and a little modelling putty, if needed.



12. Next head into the Accessories folder and choose which front module to print. We picked the Sensors this time. You can also head into the 'Drill for Heavy Well Runner' folder and print both items.



13. The Sensors slot into the space on the Main Hull again, and the Drill End can be glued into the slot on the Drill. The Drill then fits onto the back of the Heavy Well Runner.



14. The final stage is the wheels. This time head into Tyres and print 1x Front left and 2 x Rear Left, and 1s Front Right and 2x Rear Right. Since the rear body is twice as long, you need double sets of rear tyres. Line up the treads again before gluing.



15. If you'd prefer to have two smaller accessories on your Heavy Well Runner, you can actually use any combination of the Back Accessories, like below giving you lots of modularity.



We hope you like the two Well Runner vehicles in the Dimozian Sands collection! We think they make a fun set, so you can have a smaller mini and a larger mini, both of which can be set up for battle or utility, working in tandem with the Well Head terrain.



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