



Russian Railroads Buffer Stop



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Summary

The game Russian Railroads uses track pieces to indicate how far you've progressed along a path. While those are good,...

[Toys & Games](#) > [Other Toys & Games](#)

Tags: [multicolor](#) [game](#) [tabletop](#) [railroad](#) [boardgame](#)
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[russianrailroads](#)

The game Russian Railroads uses track pieces to indicate how far you've progressed along a path. While those are good, the end shouldn't be an empty piece of track, but a railroad "buffer stop" where rail cars are prevented from going further.

This is a custom piece designed for FDM printers to simulate a buffer stop that can be used in the Russian Railroads game. It was designed to be printed on the short side so that you can use a filament swap near the top to make the ends print in a silver/metal color (see pictures).

Print Settings

Printer Brand:

Prusa

Printer:

i3 MK3

Rafts:

No

Supports:

No

Resolution:

.3mm fast draft

Infill:

5%

Filament: Amazon Basics PLA Various How I Designed This

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Tinkercad

I created a block from tinker cad and then removed the angle from the block, making the distinctive shape. Using "boards" I added the design detail. I made sure to chamfer the edges that might impact print quality (like for the round stops). I also added "rails" that lead to the end. These rails and the round stops are the parts that are printed in a different color, so I wanted to make sure this would print 90 degrees (up) from how it would lay on the table.

Category: Games

Model files



russian_railroad_buffer_stop.stl

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

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