



Spirit Island Defend Tokens (Multicolour, Stackable)



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Summary

Defend 1, 2 and 4 shields for Spirit Island, printed complete in two colours with no supports

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Defend tokens for Spirit Island: small heater shields worth 1, 2 or 4 defend, each printed complete and already coloured. No supports, no glue, no painting.

- A chestnut shield with a gold rim and the value inlaid flush in gold. 15 x 17.4 mm, 3.2 mm tall.
- **Stackable:** the top is a shallow rimmed dish and the underside a bevelled foot that drops into the dish of the shield below, so a stack on a land does not slide apart. Each shield adds 2.4 mm.
- The underside repeats the value in gold, so a flipped shield still says what it is worth.

Files

- **si_defend_shields.3mf**: the full set, 20 of each value (60 shields), filaments already assigned. Map the two colours to your slots and print.
- **One 3MF per value** (si_defend_single1.3mf and so on): one shield with its colours assigned. Add copies (right-click, Fill bed with copies) for as many as you need.
- **One STL per colour** (si_defend1_chestnut.stl and so on), sharing one origin. Import both files of one value together, answer Yes to loading them as a single object with multiple parts, then give each part its filament.

Colours

Chestnut (or any brown/red) and gold (cream works well too).

Print settings

- 0.16 mm layers, 2 walls, 15 % infill
- No supports, no brim, ironing off
- Prime tower on; print a whole plate at once, as a lone shield is mostly prime tower
- PLA (PETG works too)

The full set of 60, sliced for a 2-colour printer at 0.16 mm: about 34 g, 2.6 h.

Model files



si_defend_single1.3mf



si_defend_single4.3mf



si_defend1_chestnut.stl



si_defend1_gold.stl



si_defend2_chestnut.stl



si_defend_single2.3mf



si_defend4_gold.stl



si_defend4_chestnut.stl



si_defend_shields.3mf



si_defend2_gold.stl

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