

# MTG Low Profile Life Tracker



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## Summary

Life tracker for MTG or other card/board games. can go up 99, and much to my annoyance people call it "The Tank"

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Tags: [commander](#) [magicthegathering](#) [mtg](#) [mtgedh](#)  
[lifetracker](#)

This life tracker for Magic the Gathering is made to fit inside an Ultrapro Satin Tower and leave room for extra dice and spindowns.

There are two different version of the number tiles for the life tracker, one with raised numbers, and other with inset numbers. In ether case I find it easier to read if the numbers are painted.

### Notes:

- Please Note: Two copies of all parts need to be printed to assemble one life tracker.
- Before printing make sure you add supports to the ratchet on tracker\_body\_1, see example in provided pictures above.
- Number parts print best when oriented on edge as shown in the example above.

- The tracker body parts have a intentional interference fit. They are designed so they snap together without the need for glue. Due to this it is necessary for your printer to be properly calibrated for dimensional accuracy.

### **Tracker Body**

Remove supports and make sure there are no ruff spots left where they were connected.

### **Numbers**

Brake numbers off raft and clean up any bumpy areas that may be left on the edges and bottom of each number tile with a modeling knife.

### **Assembly**

Carefully place the numbers around tracker\_body\_1 and press tracker\_body\_2 down on top, I find this is easier with the use of a rubber band. Remember that the second half should have the number tiles arranged in reverse order.

Before connecting the two halves together make sure that the number are arranged in proper order and orientation, and that they spin smoothly without sticking.

Lastly press both halves together, this may take some force. Once attached they are difficult to separate again without damaging. So make sure that no more clean up is required before this step.

### **Painting (optional)**

I find that the life tracker is much easier to read, especially for my opponents if the numbers are painted, I recommend the use of acrylic paints.

## **Model files**

**tracker\_body\_1.stl**



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**tracker\_body\_2.stl**

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**number\_0.stl**

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**number\_1.stl**

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**number\_2.stl**

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**number\_3.stl**

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**number\_4.stl**

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**number\_5.stl**

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**number\_6.stl**

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**number\_7.stl**

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**number\_8.stl**

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**number\_9.stl**

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**number\_p.stl**

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**number\_inset\_0.stl**

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**number\_inset\_1.stl**

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**number\_inset\_2.stl**

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**number\_inset\_3.stl**

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**number\_inset\_4.stl**

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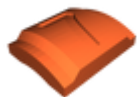
**number\_inset\_5.stl**

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**number\_inset\_6.stl**

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**number\_inset\_7.stl**

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**number\_inset\_8.stl**

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**number\_inset\_9.stl**

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**number\_inset\_p.stl**

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