

FrostHaven LaserOx Card Dividers



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Summary

Card Dividers for the various types of FrostHaven Cards, Outpost, Road events, Guard Decks, Items, etc!

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Tags: [organizer](#) [card](#) [folder](#) [frosthaven](#) [laserox](#)

These card dividers should help organize your Frosthaven LaserOx Organizer a bit, by providing clear distinction between available and unavailable cards.

They fit perfectly with unsleeved cards. I've been sleeving the "available" cards and so far, I haven't had an issue with sizing though **they certainly won't fit if you sleeve every item card.**

If you're planning on sleeving all the cards, perhaps print these a bit thinner (scale the z axis), or use a 2D printer.

I printed these at 0.2mm layers, and added a filament change on the last 2 layers using Prusa Slicer.

Colors suggestions:




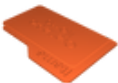

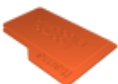
- Item Cards in Gold + Black

- Town Guard / Event Challenges in Silver + Marble
- Winter Road / Outpost in Marble + Black
- Summer Road / Outpost in Jade + Mable
- Personal Quests / Random Scenarios in Red + Marble

Feedback and requests are more than welcome.

Happy Frosthavening!

Model files

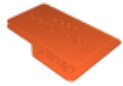
 frosthaven_laserox_small_cards		13 files
	fh_lo_items_available_items.stl	
	fh_lo_items_unavailable_items.stl	
	fh_lo_items_craftable_items.stl	
	fh_lo_items_uncraftable_items.stl	
	fh_lo_items_random_blueprints.stl	
	fh_lo_items_locked_blueprints.stl	



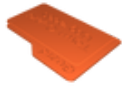
fh_lo_items_random_items.stl



fh_lo_items_locked_random_items.stl



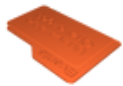
fh_lo_guard_town_guard_deck.stl



fh_lo_guard_town_guard_upgrades.stl



fh_lo_events_available_challenges.stl



fh_lo_events_unavailable_challenges.stl



fh_lo_items_solo_scenario.stl



frosthaven_laserox_big_cards

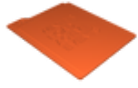
12 files



fh_lo_winter_outpost_active.stl



fh_lo_winter_outpost_locked.stl



fh_lo_winter_road_active.stl



fh_lo_winter_road_locked.stl



fh_lo_summer_road_active.stl



fh_lo_summer_road_locked.stl



fh_lo_summer_outpost_active.stl



fh_lo_summer_outpost_locked.stl



fh_lo_town_buildings.stl



fh_lo_town_building_upgrades.stl



fh_lo_personal quests.stl

fh_lo_random_scenarios.stl



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