



Health/Point Counter (0 - 99)



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Summary

Counter for values 0 - 99. Design lightly locks numbers into place so they can't freely rotate on their own.

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Tags: [health](#) [points](#) [dial](#) [counter](#) [point](#)

No supports and no glue needed for this model.

I wasn't a fan of any of the 0 - 99 point counters I found on Thingiverse or Printables. Thankfully, I stumbled onto this model by manuefl, which is fantastic. It is easy to assemble, incorporates a striking color change on the dials, and locks values in to place without using finnickly and breakable geared methods you see in the auto-rollover counters.

However, their counter was for 0 - 15 on each dial, specifically for Arkham Horror. I modified it to be a generic 0 - 99 counter by modifying the locking mechanism, and changing out the values on the dials. I also increased wheel sizes to push the numbers closer together, and to allow me to increase the size of each number.

I am using this for the War of the Ring Card Game, so I included an .svg file that I put together to allow me to print custom fronts/backs for the dials. Just change the pictures out with whatever you want, print it out on sticker paper, and cut it out with an x-acto knife. I used inkscape to put it

together, which is a free app you can use to change the pictures in the file out.

Print it with the numbers facing down towards the bed. I was hesitant at first, but it works extremely well. Especially if you enable the “extra perimeters on overhangs” option they added into PrusaSlicer.

If you have any questions, please just let me know!

This remix is based on



Arkham Horror Damage and Horror Counter

by manuelyf

Model files



cover.stl



wheel-left.stl



wheel-right.stl



base.stl

Other files



vector-outlines.svg



vector-outlines.pdf

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