

## Barrage + Expansions Board Game Insert / Organizer

 Sortirus

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### Summary

Insert for Barrage board game including Project Leeghwater, The Nile Affair expansion + left space other!

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If you want, you can help me with designing inserts by donating here:  
[https://www.paypal.com/donate/?hosted\\_button\\_id=J2YS7MREH8MU8](https://www.paypal.com/donate/?hosted_button_id=J2YS7MREH8MU8)

Hello,  
for those that don't know my 'insert philosophy' - I am creating modular inserts that are focused on reducing setup and space on table, filament consumption is not my highest priority, but of course I'm trying to save some material where I can.

### Important Notes:

- This insert is made to fit also executive officers A-E, Geological Factor, Colorado expansions, Metal Coins, Wooden Wheels, but I don't have them yet, I preordered them on New Lands KS and when it arrives - I

will update this insert if I have to. More info at the bottom in section 'What future holds'.

- I'm not planning to fit Duel and 5th player expansion - maybe I could fit one of them, but then every holder would be very tight and that would cause some discomfort during the game.

## Supports:

- **vertical storage,**
- **The Nile Affair** expansion,
- **Project Leeghwater** expansion,
- should fit Wooden Wheels (don't have them yet, but space is left for them, around 6mm for each, so total 2.4cm),
- should fit Geological Factor (don't have it yet, I may need to redesign Tokens\_Tiles\_Holder or create separate holder for it),
- should fit Metal Coins (don't have them yet, but I hope they will fit in Coins holder, if not, I may need to redesign this holder),
- should fit Promo Officers A,B,C,D,E (don't have them yet, but space is left for them, I hope help tiles will fit near company help tiles),
- should fit new Colorado Expansion (don't have it yet, but space is left for it),
- everything above should fit without lid lift or minimal one (1-2mm)

## This insert features:

- **individual trays for each company components** - each with a cover,
- **separate holders for advanced technology tiles, contracts, external work tiles** - so you only need to take it out, remove cover and place on the board, without the need to sort them,
- **holder for resources, coins** - resources are in combined holder, unfortunately I needed to save space, coins are also in one box,
- **2 holders for setup components** - I wanted to make one giant holder for all setup components, sorted by expansion, but unfortunately I needed to separate them, so Irrigation and Productive Tiles (from Colorado expansion) are in separate holder.

## Requirements:

- about 690g of filament (depends on your settings).
- at least 216mm x 94mm print bed.

## Instructions:

**Supports** - no supports required.

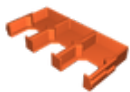
- **Player\_Components\_Holder, Player\_Components\_Holder\_Cover**  
- print 5 of these.
- everything else - print once.

## What future holds:

- When I receive every expansion mentioned in supports section - I may need to redesign Tokens\_Tiles\_Holder and possibly Irrigation\_and\_Productive\_Tiles\_Holder (but I think that these Productive tiles will be the same size as Irrigation tiles). In the worst case scenario - I will need to redesign all holders in order to fit everything and remove lid lift (although given my calculations - I left around 1cm for Colorado board and rulebook, so it should still fit).

Enjoy!

## Model files



**external\_work\_tiles\_holder.stl**



**contracts\_holder.stl**



**coins\_holder.stl**

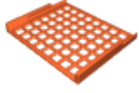


**coins\_water\_drop\_shelf.stl**



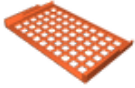
**headstream\_tiles\_holder.stl**

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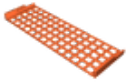
**coins\_holder\_cover.stl**

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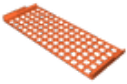
**tech\_tiles\_holder\_cover.stl**

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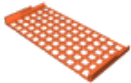
**resources\_holder\_cover.stl**

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**contracts\_holder\_cover.stl**

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**external\_work\_tiles\_holder\_cover.stl**

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**tokens\_tiles\_holder.stl**

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**player\_components\_holder.stl**

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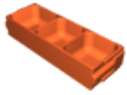
**tech\_tiles\_holder.stl**

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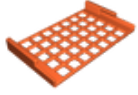
**irrigation\_and\_productive\_tiles\_holder.stl**

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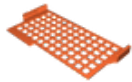
**resources\_holder.stl**

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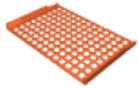
**irrigation\_and\_productive\_tiles\_holder\_cover.stl**

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**tokens\_tiles\_holder\_cover.stl**

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**player\_components\_holder\_cover.stl**

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