



DAMAGE-COUNTER-CUBE



Muurph

[VIEW IN BROWSER](#)

updated 27. 5. 2022 | published 21. 8. 2021

Summary

A buildable/ foldable Damage Counter Cube to show the current damage of a Pokemon Card



0.78 hrs



1 pcs



0.15 mm



0.40 mm



PLA



4 g



Prusa
MK3/S/S+

[Toys & Games](#) > [Board Games](#)

Tags: [card](#) [counter](#) [cube](#) [dice](#) [pokemon](#) [pokemoncard](#)
[rpggame](#) [tabletop](#) [tcg](#) [pokemontcg](#) [countercube](#)
[counterdice](#) [pokemoncards](#)

This is a buildable/ foldable Damage Counter Cube for your Pokemon TCG. It is made to show the damage of the Pokemons in the Pokemon Trading Card Game.

You can choose two Types of Printmodels. One assambles by folding, that is quite easier to assamble in the right way. Second shows up a little more evenly, because all edges still look the same.

There also is a blank Model of both types to create your own Digits and Designs.

Settings:

Layer height: 0.15mm

First layer height: 0.15mm

Fill density: 15%

Fill pattern: Gyroid

Bridging angle: 90deg

First layer speed 10mm/s

color change: Layer 4

A Prusa-Slicer file with all settings included is also provided

Model files



damage-counter-cube_16x16.3mf



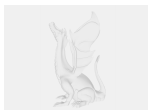
damage-counter-cube_16x16.stl



damage-counter-cube_16x16_foldable.stl



blank-cube_16x16.stp



blank-cube_16x16_foldable.stp

Print files



damage-counter-cube_16x16_015mm_pla_mk3s_47m.gcode

PLA 0.40 mm 0.15 mm 0.78 hrs 4 g Prusa MK3/S/S+

License

This work is licensed under a
[Creative Commons \(International License\)](#)



Public Domain

-
- ✓ | Sharing without ATTRIBUTION
 - ✓ | Remix Culture allowed
 - ✓ | Commercial Use
 - ✓ | Free Cultural Works
 - ✓ | Meets Open Definition