



# Skeleton Army Meeples



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## Summary

This pack contains twenty-one different skeletal warriors for your D&D and board game experiences. These models are...

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

Tags: [undead](#) [dungeonsanddragons](#) [boardgame](#) [skeleton](#)  
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This pack contains twenty-one different skeletal warriors for your D&D and board game experiences. These models are sized for Meepleverse and Pocket Tactics by DutchMogul, so make sure to check those out as well. There's even a big skeletal boss to thrill and terrify your players!

I print everything on a raft, but you can probably print these guys straight on glass. After printing, be careful pulling the skeletons loose, as sometimes the heads can break off. If they do, not a big deal. A dab of glue will fix them quick and easy.

Category: Toy & Game Accessories

# Model files



**large\_display\_skeleton\_pitchfork\_780237.stl**

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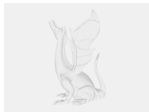
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**large\_display\_scythe\_skeleton\_780237.stl**

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**large\_display\_skeleton\_double\_swords\_780237.stl**

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**large\_display\_skeleton\_archer\_780237.stl**

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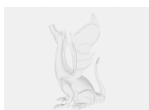
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**large\_display\_skeleton\_axe\_guard\_780237.stl**

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**large\_display\_skeleton\_zweihander\_2\_780237.stl**

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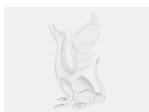
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**large\_display\_skeleton\_armored\_warrior\_780237.stl**

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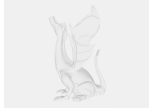
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**large\_display\_skeleton\_club\_guard\_780237.stl**

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**large\_display\_skeleton\_spear\_guard\_final\_780237.stl**

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**large\_display\_skeleton\_berserker\_780237.stl**

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**large\_display\_skeleton\_zweihander\_780237.stl**

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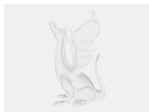
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**large\_display\_skeleton\_armored\_sword\_guard\_780237.stl**

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**large\_display\_skeleton\_boss\_780237.stl**

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**large\_display\_skeleton\_pitchfork\_780237.stl**

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**large\_display\_war\_sledge\_skeleton\_780237.stl**

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**large\_display\_skeleton\_mace\_guard\_780237.stl**

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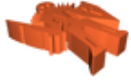
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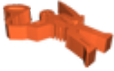
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**skeleton\_armored\_sword\_guard.stl**

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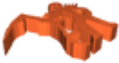
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**battlehammer\_skeleton.stl**

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**scythe\_skeleton.stl**

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**skeleton\_armored\_warrior.stl**

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**skeleton\_boss.stl**

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**skeleton\_spear\_guard\_final.stl**

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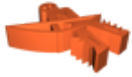
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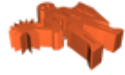
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**skeleton\_archer.stl**

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**skeleton\_mace\_guard.stl**

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**armored\_skeleton\_halberdier.stl**

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**resting\_armored\_skeleton\_halberdier.stl**

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**skeleton\_zweihander\_2.stl**

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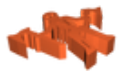
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**skeleton\_sword\_guard.stl**

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**skeleton\_double\_axe.stl**

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**skeleton\_pitchfork.stl**

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**skeleton\_double\_swords.stl**

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