

Maghex Linked Bases For Frosthaven & Other Games

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Summary

Maghex compatible and polarity independent magnetic bases for Frosthaven, Gloomhaven(soon) and any other hex based game.

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Model

CHANGELOG:

V1.0. Initial release

TLDR;

Maghex compatible and polarity independent magnetic bases for Frosthaven, Gloomhaven(soon) and any other hex based game.

.zip file has much better folder structure and all the CAD files included so I suggest using that.

ALL tiles EXCEPT for tile 11 will fit in a 290x290 build volume printer. If you don't have a printer that big, I have split up the necessary tiles to also fit into a 230x230 build volume printer.

The tiles have quantities on them like “2x”, “3x”, etc... These are ACTUAL max quantities needed for any one scenario and are less than the amount of tiles in the base Frosthaven game.

You will still need single hexes to link tiles together. Print however many you think you need. Print CenterMag singles if you want to use walls and/or doors. Any hex can be converted to CenterMag with the included adapter.

PRINT SETTINGS:

Material: PLA or PLA Pro. Most filaments will work fine.

Walls: 2

Layer Height: .2mm STRONGLY recommended. Technically, any divisor of .6mm should be fine.

Top/Bottom Layers: 3+ top, 3+ bottom. This is important and the tiles are designed around it.

Infill: 20% of whatever pattern you fancy.

Wall Generator: Arachne. I tried classic and Arachne had much better results with such small features.

Others: if you want nice top surface for tile mating, turn ironing on in the height range of 4-5mm.

END TLDR;

Intro

I wanted linked bases for Frosthaven, much like the ones by the original Maghex creator Xevin, but did not see anything out there so I decided to make it myself.

What is “polarity independence?”

It does not matter what way you put the magnets in. They will rotate in a tiny housing to attach to other bases as needed.

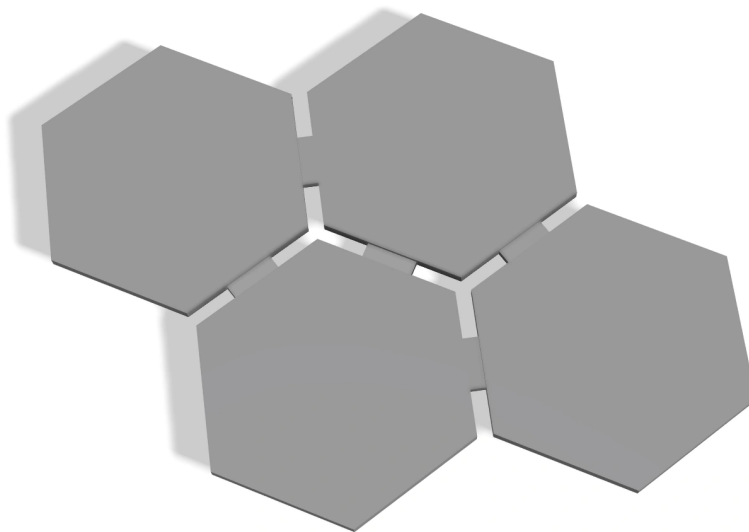
Why do this?

The answer for this is fourfold:

1. Inserting magnets already sucks, so not having to worry about polarity is a clear win in terms of time and frustration saved.
2. Linked bases, at least with the way Frosthaven and Gloomhaven are setup, have certain tile configurations where polarity is incompatible. This is not a common occurrence, but common enough that I wanted to solve it without having to print special single hexes with weird polarity orders.
3. Inserting magnets is easier than other bases. It's just a little flange to push past and then it's in there for good.
4. They sound awesome when they click together.

What other advantages does this set of bases have?

1. A section of the wall is flush with the top of the tile surface, meaning special **LINKED** tile configurations are possible as shown below.



1. Designed for 3x3 cylindrical magnets, these should also work with 3mm ball magnets (not tested but will be soon).
2. Excellent printability with good surface area and .3mm chamfers all around to negate elephants foot.
3. You can turn any hex into a centermag hex by printing the adapter.

Tiles blank for now, but any linked combination is technically possible, paving the way for unique and large tile designs

Are these compatible with Maghex tiles, walls and doors.

Yes, of course. These are fully compatible with all Maghex tiles, walls and doors. I have included Maghex Centermag tiles, including extended length ones from 2 long all the way to 7 long. Note that this will not work for the “point to point” orientation, in which case I am working on multi length versions of that, but for now use single tiles.

Will the magnets fall out?

No. <https://streamable.com/uqxmze>

Do they work? Do they sound cool?

Yes. <https://streamable.com/yutifq>

TODO:


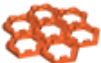

CREDITS:

Xevin for his original work on Maghex. <https://www.thingiverse.com/thing:3530085>

Singularity Games for the polarity independence. <https://www.printables.com/model/513520-openlock-magnetic-connection-system-v3>

All the users on reddit who commented on my post. <https://www.reddit.com/r/Gloomhaven/comments/1bno2jf/comment/kx579ij/?context=3>

Model files

 MageKnight-WIP		1 file
 basehex-mageknight.stl		
 BaseHexes		9 files

basehex-centermagadapter.stl



4basehex-centermag.stl



2basehex-centermag.stl



7basehex-centermag.stl



3basehex-centermag.stl



basehex-centermag.stl



5basehex-centermag.stl



basehex.stl



6basehex-centermag.stl





Tiles

4 files



single-blanktile.stl



rhombus-blanktile.stl



double-blanktile.stl



triangle-blanktile.stl

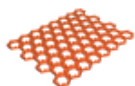


Frosthaven

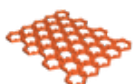
30 files



tile12lr-frostaven-230-4x.stl



tile16-frosthaven-290-1x.stl



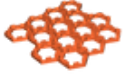
tile13-frosthaven-3x.stl



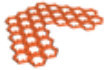
tile03-frosthaven-1x.stl



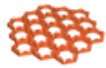
tile09l-frosthaven-230-2x.stl



tile02-frosthaven-4x.stl



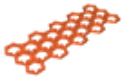
tile12-frosthaven-290-2x.stl



tile04-frosthaven-2x.stl



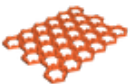
tile14r-frosthaven-230-1x.stl



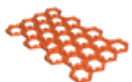
tile06-frosthaven-290-1x.stl



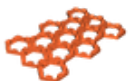
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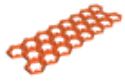
tile10-frosthaven-2x.stl



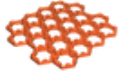
tile16r-frosthaven-230-1x.stl



tile06l-frosthaven-230-1x.stl



tile07-frosthaven-290-3x.stl



tile05-frosthaven-1x.stl



tile12m-frostaven-230-2x.stl



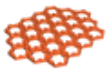
tile11m-frosthaven-2x.stl



tile07l-frosthaven-230-3x.stl



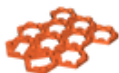
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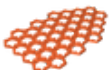
tile08-frosthaven-1x.stl



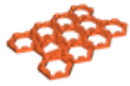
tile09m-frosthaven-230-2x.stl



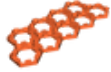
tile06r-frosthaven-230-1x.stl



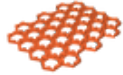
tile14-frosthaven-290-1x.stl



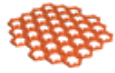
tile07r-frosthaven-230-3x.stl



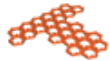
tile01-frosthaven-4x.stl



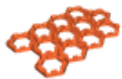
tile14l-frosthaven-230-1x.stl



tile15-frosthaven-1x.stl



tile09-frosthaven-290-2x.stl



tile11lr-frosthaven-4x.stl

frosthaventiles.3mf

Other files

maghexlinkedcadstls.zip

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