

WDhex - housetiles - sturdy wall opening



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Summary

Sturdy walls are nice but you need to be able to get in, so here are some openings. It will allow pillagers to come in.

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Sturdy walls is nice to keep pillagers out, but you need to be able to get in, so here are some openings. They may provide pillagers with access to your loot, so if you have nice loot you may want to take precautions.

Our hex-tiles go together with the baseplates and the other housetiles we made:

[baseplates](#)

[wood floor tiles](#)

[cobblestone street tiles](#)

and of course the sturdy wall tiles and corners just check [my profile](#) for those!

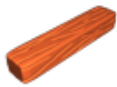
Our tiles are made at about 32mm scale, but we made them a bit larger (gloomhaven size) because the baseplates of our 28-32mm sized medium creature mini's did not fit between the walls in a small alley.

If you have any questions or comments feel free to comment here or send me a message.

Model files



wdhex_opening_sturdy-outer_wall-s_floor-s.stl



wdhex_doorframe-beam.stl



wdhex_opening_sturdy-outer_wall-d_floor-s-1m.stl



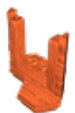
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