



Tinkering Paws

BOARD GAME INSERTS



Root



Contents

1. One Card Box
2. Ten Faction Boxes
3. Four Token Boxes
4. One Hireling Box



Card Box

This card box will hold all cards. Depending on the expansions you own and which card sleeves you use, you will need a different combination of compartments.



Faction Boxes

There are ten different Faction Boxes and one Hirelings Box:

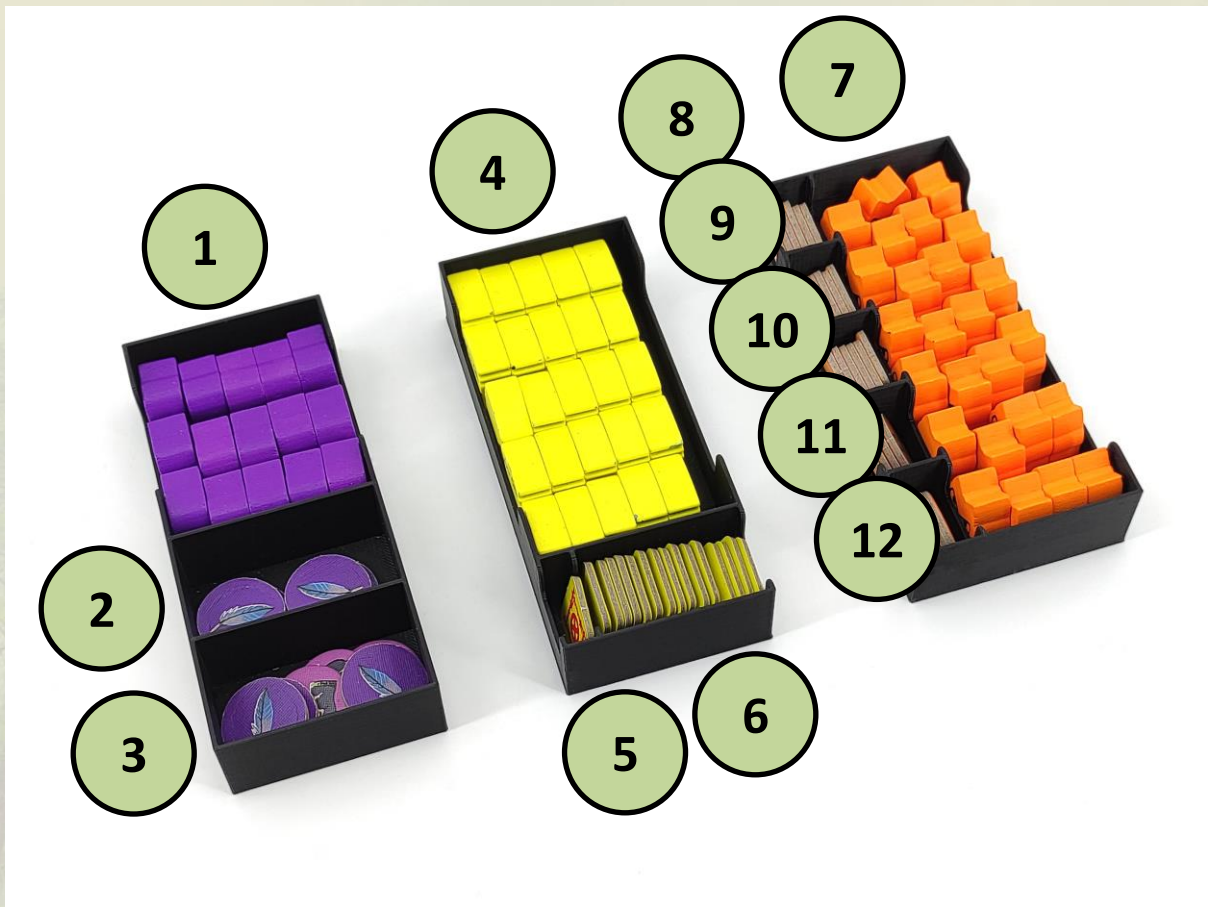
- Three boxes are shorter than the other boxes. (green)
- Two boxes are wider than the other boxes. (orange)
- Three boxes are taller than the other boxes. (red)

See the following pages for more information.



Faction Boxes - Part 1

1. Eyrie Warriors
2. Roosts Tokens
3. Riverfolk Warriors (the compartment is slightly bigger than #6)
4. Service Markers
5. Trade Post Tokens
6. Alliance Warriors (the compartment is slightly smaller than #3)
7. Base Tokens
8. Sympathy Tokens
9. Duchy Warriors
10. Tunnel Tokens
11. Market Tokens
12. Citadel Tokens
13. Crown Tokens



Faction Boxes - Part 2

1. Corvid Warriors
2. Plot Tokens
3. Spare Plot Tokens
4. Lizard Cult Warriors
5. Outcast Token
6. Garden Tokens
7. Marquise Warriors
8. 4 Wood Tokens & 1 Keep Token
9. 4 Wood Tokens
10. Sawmill Tokens
11. Workshop Tokens
12. Recruiter Tokens



Faction Boxes – Part 3

1. Vagabond Pawns
2. Relationship Markers
3. Ruin Item Tokens
4. Starting Item Tokens
5. Lords of the Hundreds Warriors & Warlord
6. Mob Tokens
7. Stronghold Tokens
8. Mob Die
9. Keepers in Iron Warriors
10. Waystation Tokens
11. Relic Tokens



Hirelings Box

1. Forest Patrol / Feline Physicians
2. Raven Sentries / Corvid Spies
3. Vault Keepers / Badger Bodyguards
4. Vault Building Tokens
5. Street Band / Popular Band
6. Rat Smugglers / Flame Bearers
7. Spring Uprising / Rabbit Scouts
8. Lizard Envoys / Warm Sun Prophets



Token Box #1

1. Ruin Tokens
2. Tower & Ferry Token
3. Clearing Tokens
4. Item Tokens
5. Score Tokens
6. Dice



Token Box #2

1. Closed Path Tokens

All other items in this box are spare items from the Riverfolk Expansion. They were intended for additional scenarios, but never used.

- 2. Extra Faction & VP Tokens
- 3. Extra Item Tokens
- 4. Round Extra Tokens
- 5. Extra Shield Tokens
- 6. Remaining Square Extra Tokens



Token Box #3 & #4

1. Resin Clearing Markers
2. The Burrow
3. Remaining oversized wooden tokens
4. Hiringing & Clearing Priority Tokens
5. Last Dynasty / Bluebird Nobles
6. Bandit Gangs / Highway Bandits
7. Sunward Expedition / Mole Artisans
8. Foothold Tokens
9. Control Tokens
10. Remaining dice



Component Storage #1

Place the Wooden Card Stand in the box.



Component Storage #2

Add Token Box #1 and the shown Faction Boxes to the box.



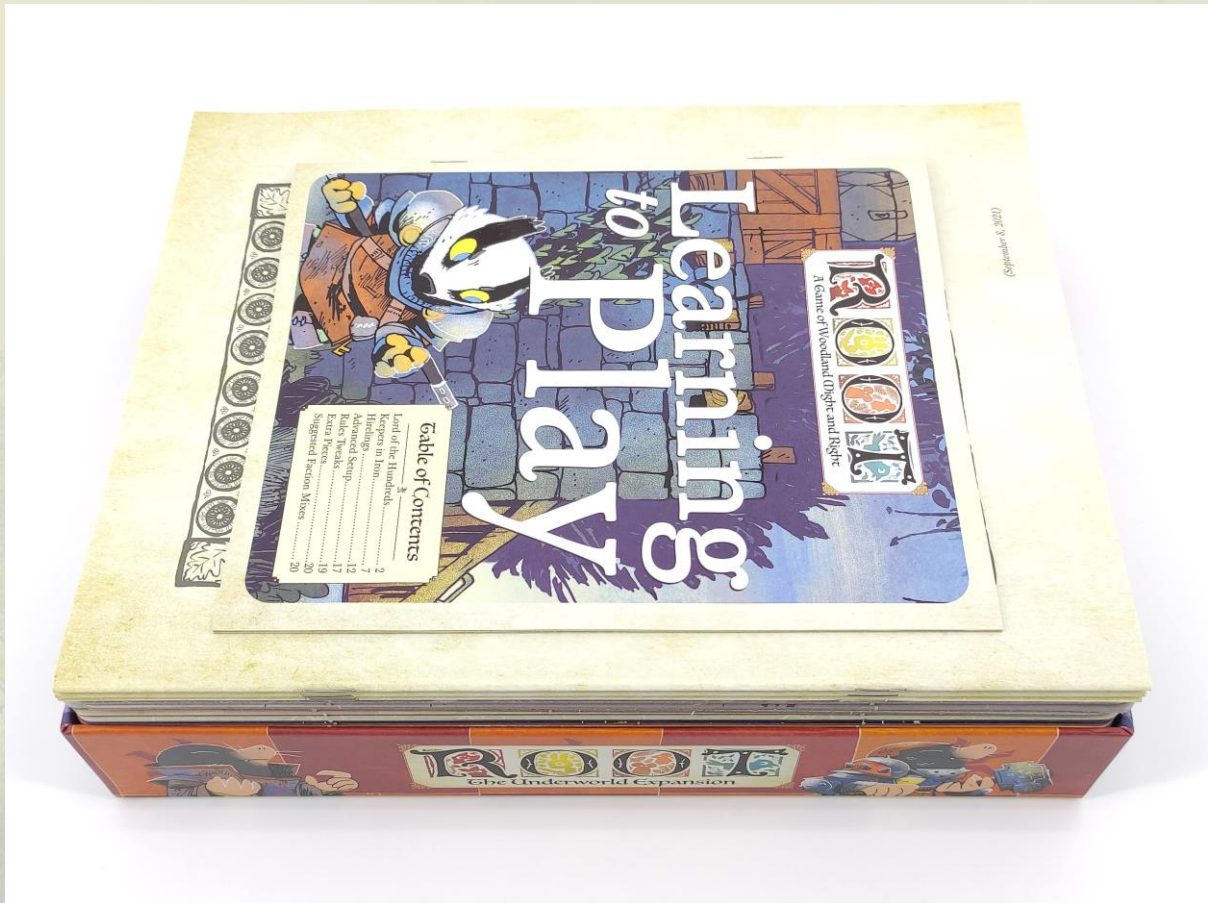
Component Storage #3

Add Token Box #2 and the second level of Faction Boxes.



Component Storage #5

Add the Card Box and the last Token Box.



Component Storage #6

The remaining game boards and rule books will fit in one expansion box (with a lid lift) or in two expansion boxes (with no lid lift).

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de