



Tinkering Paws

BOARD GAME INSERTS



Zombicide

Black Plague



Contents

1. 5 Miniature Boxes
2. 7 Token Boxes
3. 3 Card Boxes

For easier identification all boxes are marked with a code (M1, M2, etc.) on their bottom.



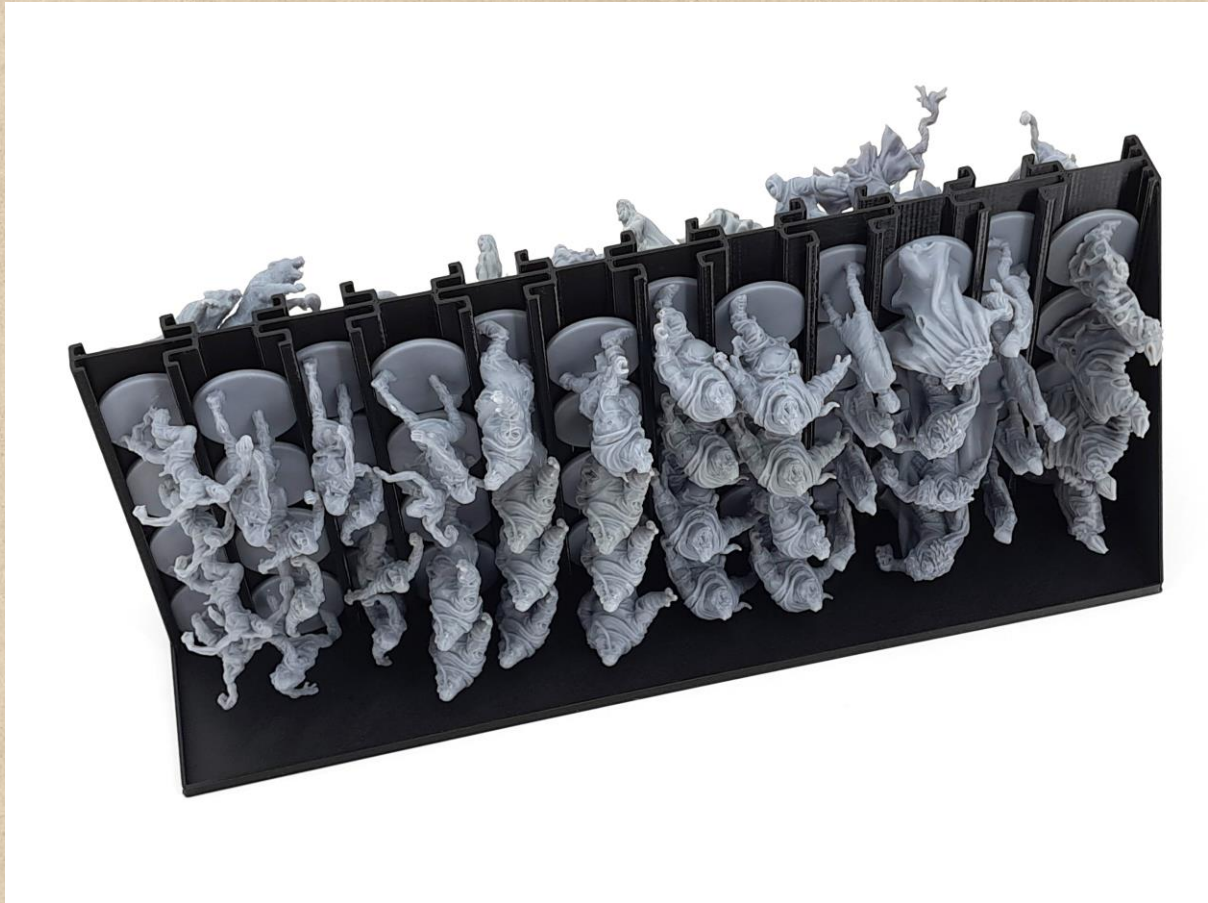
Miniature Box #M1 – First Side

Both sides of #M1 have the same size.

One side of #M1 holds: 4 Runners, 2 Abominations, 5 Necromancers, N.P.C. 1 Zombies & 16 Zombie Wolfz.

Some minis will be too tall for their corresponding boxes. This is okay, as long as it only happens on one side of the box.

When placing the Miniature Boxes in the game box, make sure these tall minis face another Miniature Box & not the wall of the game box.



Miniature Box #M1 – Second Side

The other side of #M1 holds: 14 Runners, 18 Fatties, 8 Walkers and 8 KS-exclusive N.P.C. Zombies.



Miniature Box #M2

The bigger side of Miniature Box #M2 holds all the Survivors, except one.

The smaller side of #M2 holds all remaining walkers, 8 Zombie Wolfz, 4 KS-exclusive N.P.C. Zombies and the last Survivor.



Miniature Box #M3

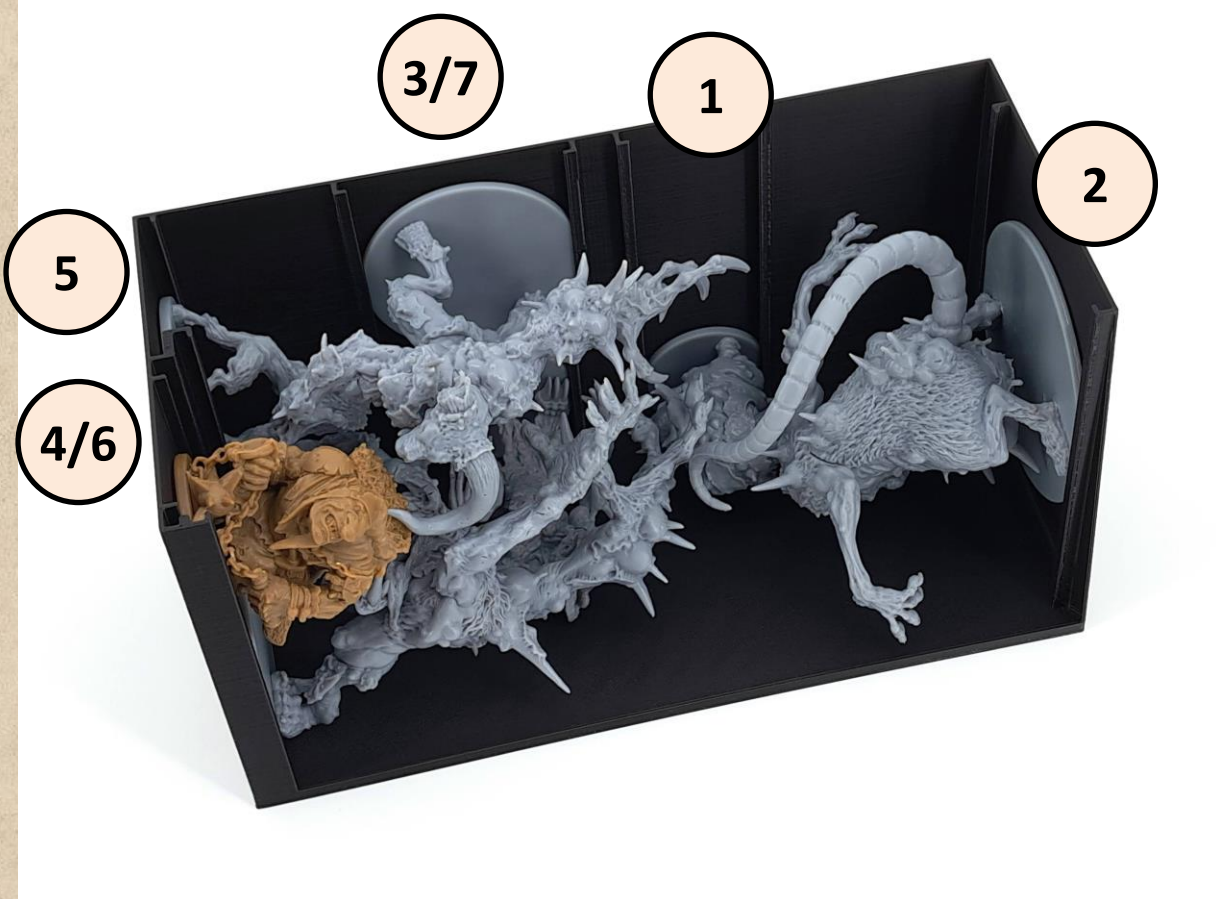
Miniature Box #M3 holds the N.P.C. 2 Zombies.

Please note that this box only holds 3 miniatures per slot.



Miniature Box #M4

Miniature Box #M4 holds the Murders of Crowz miniatures.



Miniature Box #M5

Miniature Box #M5 holds:

1. Ablobination
2. Abominarat
3. Abominalpha
4. Abominatroll
5. 2 Wolfbominations
6. Klom
7. Abominotaur

We recommend placing the miniatures in the above order.



Token Box #T1 & #T2

Token Box #T1 holds: Vault Doors, Broken Walls, First Player Coin & big Color Bases.

Token Box #T2 holds the following token: Spawn, Exit, Free Action, Rotten, First Player, Objectives, Doors & Noise.



Token Box #T3 & #T4

Token Box #T3 holds: Trackers.

Token Box #T4 holds: Dice, Dragon Bile Tokens & Broken Wall 3D Upgrades.



Token Boxes #T5

Token Boxes #T5 holds the remaining Plastic Tokens.



Token Box #T6 & #T7

Token Box #T6 & #T7 hold the 3D Doors and all remaining Color Bases.



Card Boxes

Card Box #C1 & #C2 hold all the small cards, while Card Box #C3 holds all ID cards.



Component Storage #1

Start with the base game box and place the components as shown.



Component Storage #2

Now add the remaining components.



Component Storage #3

Then add all rulebooks.



Component Storage #4

Proceed with the Wulfsburg box. Place the Corner Piece, Map Tiles & Dashboards in the box and then start adding the remaining boxes.



Component Storage #5

Now place the remaining boxes.



Component Storage #6

Add the Cloth Bag and the smaller Map Tiles.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de