Tinkering Paws
BOARD GAME INSERTS

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Zombicide

Green Horde

Contents

1. 6 Miniature Boxes
2. 7 Boxes for Tokens, Bases & 3D Doors
3. 3 Card Boxes
4. 4 Boxes for 3D Hedges & Barriers

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

Miniature Box #M1 – Bigger Side

Start with the bigger side of Miniature Box #M1. It holds up to 40 Survivors and 4 Necromancers.

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.
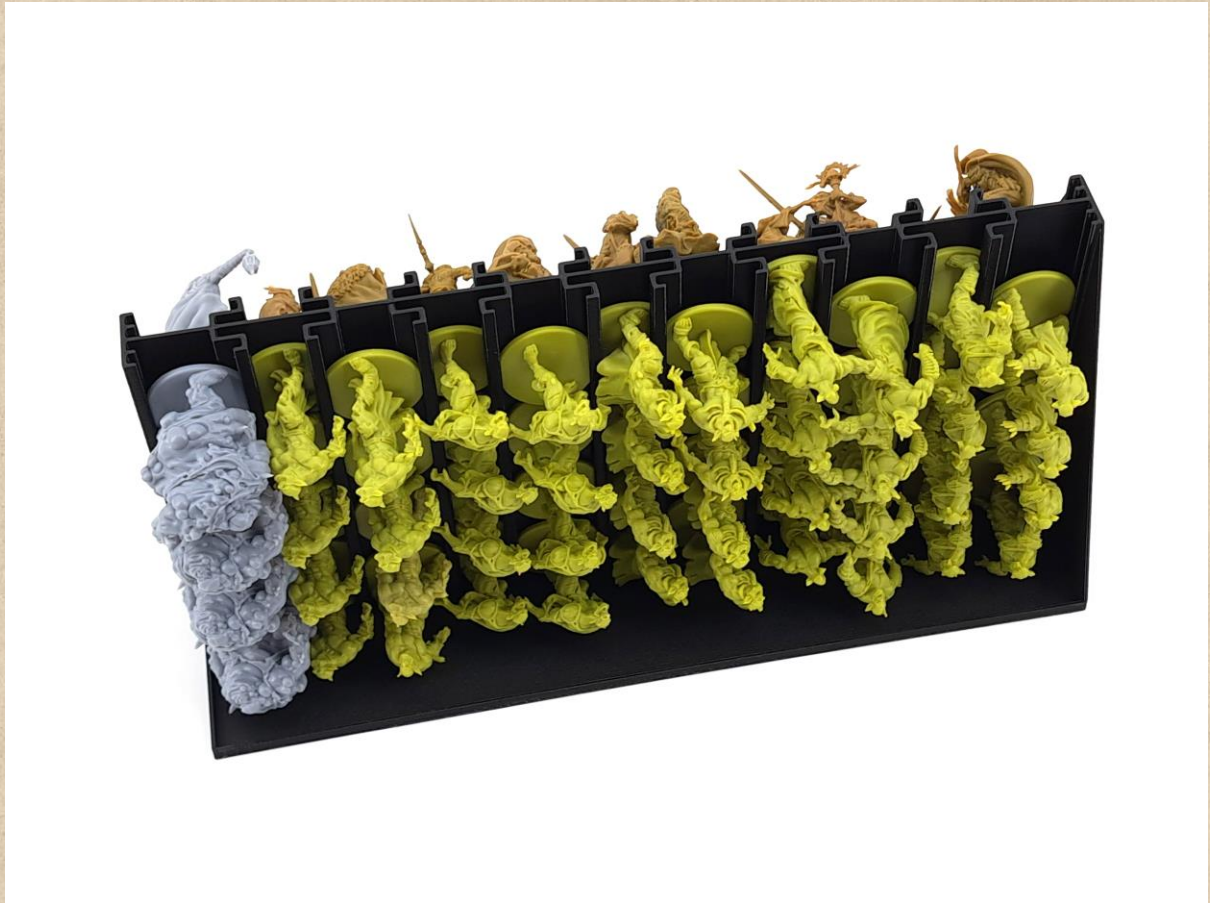
Miniature Box #M1 – Smaller Side

This side of Miniature Box #M1 holds all Walkers and 4 Fatty Bursters.

Miniature Box #M2

Miniature Box #M2 holds all runners and up to 32 additional miniatures on one side...

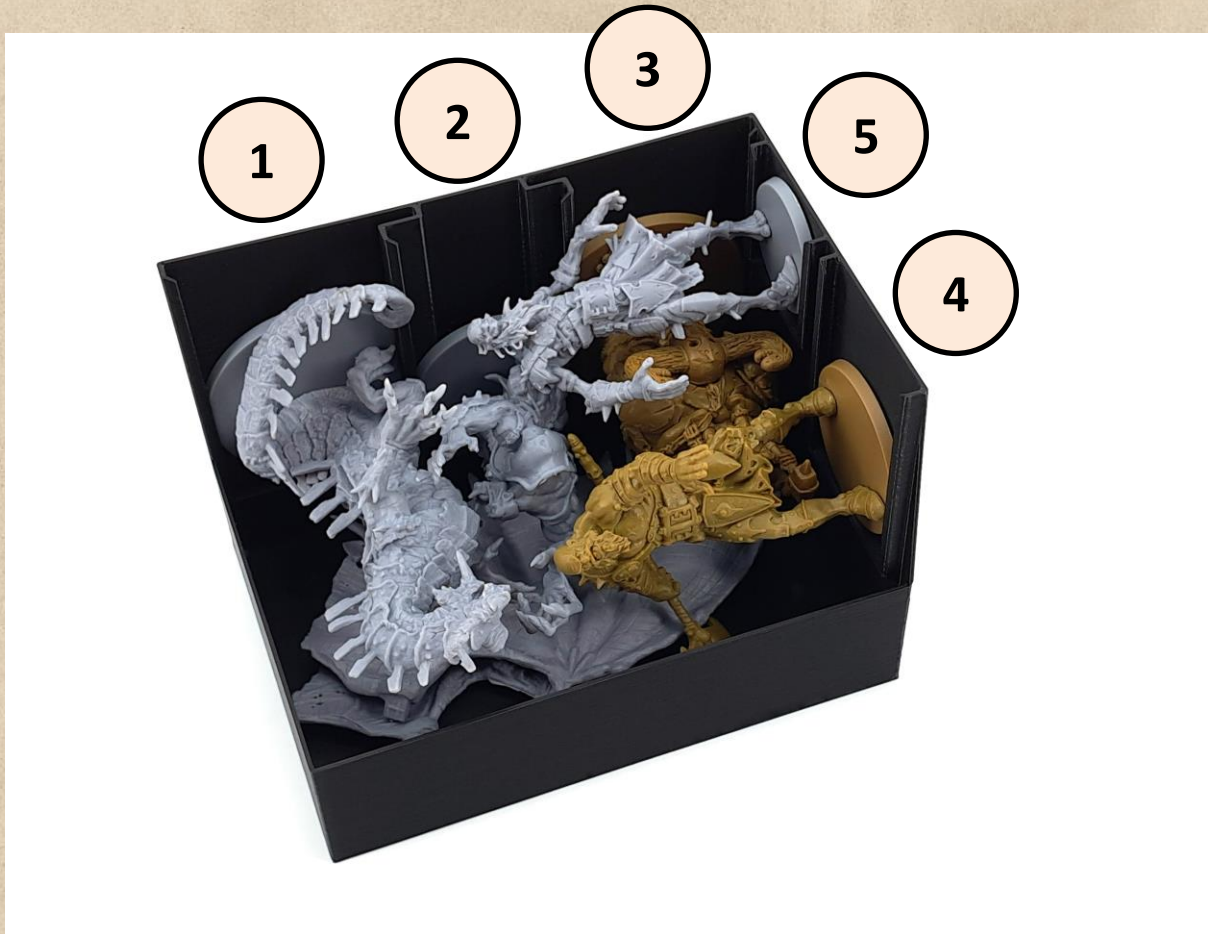... and all Orc Fatties, Orc Necromancers and 4 Fattie Bursters on the other side.

Miniature Box #M3

Miniature Box #M3 holds: Chromatiz, Swamp Troll, 2 Orc Abominations, Gorgomination, Swamp Lurker and Werezombie.

Miniature Box #M4

Miniature Box #M4 holds: Covfefe, Vault Warden, Siege Breaker and Rat King.

Miniature Box #M5

#M5 holds:

1. Feral Dragon (place the wings on the bottom of the box)
2. Horde Brother
3. Thorg
4. Finarton
5. Zombie Giant

We recommend placing the miniatures in the above order.

Miniature Box #M6

#M6 holds the Trebuchet and the Ballista.

Token Box #T1

#T1 holds the Trackers, Color Bases and the following tokens: First Player, Rotten, Free Action, Noise, Objectives, Doors, Exit and Spawn.

Token Box #T2

Token Box #T2 holds the following Plastic Tokens: Spawn, Exit, Noise, Objectives, Rotten and Free Action.

Token Box #T3

Token Box #T3 holds: Barrier Tokens, Plastic Vault Tokens and First Player Token.

Token Box #T4

#T4 holds all Dragon Bile Tokens.

Token Boxes #T5

Token Boxes #T5 holds the dice.

Token Box #T6

Token Box #T6 holds the Broken Wall 3D Upgrades.

Token Box #T7
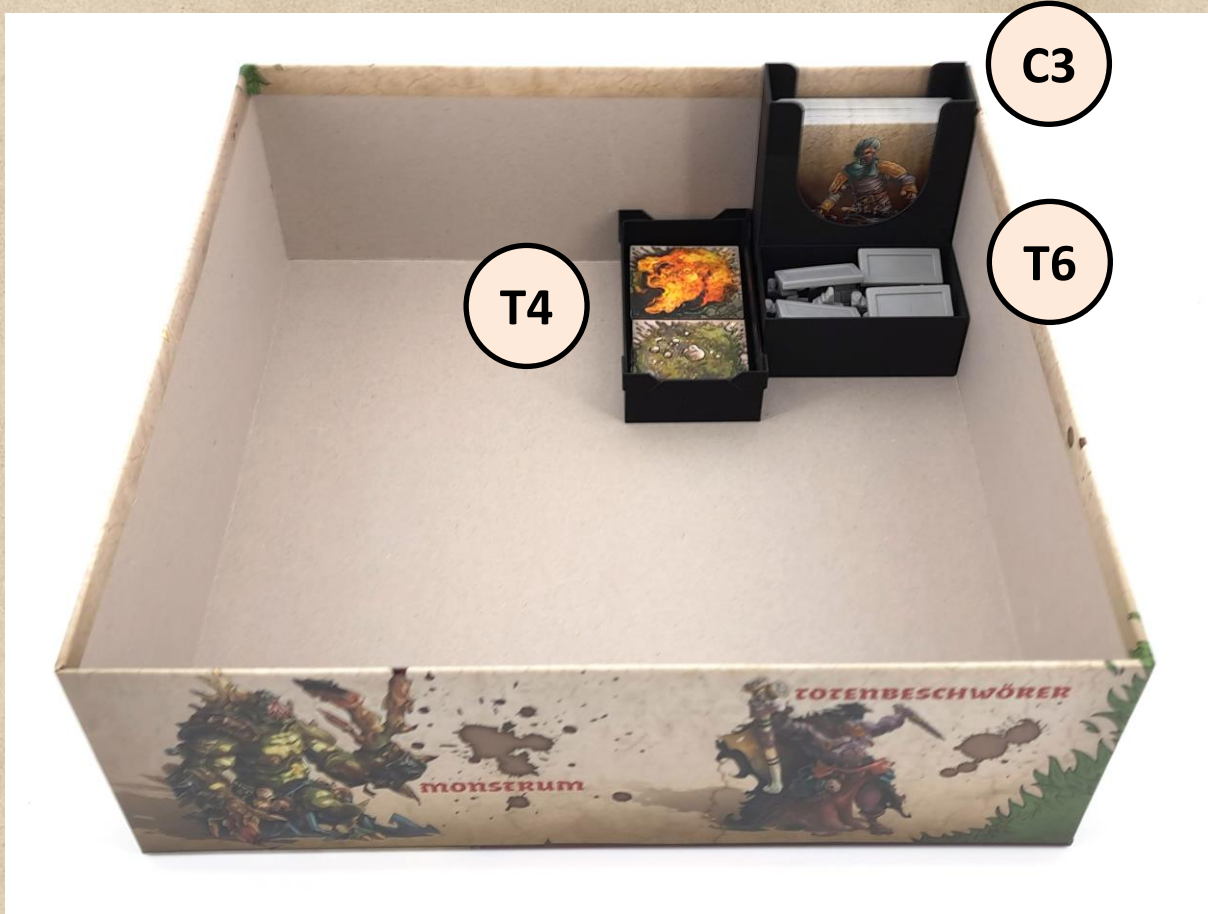
Token Box #T7 holds the 3D Doors.

3D Boxes

3D Boxes #3D1 (2x) & #3D2 hold the Hedges, while 3D Box #3D3 holds the Barriers.

Card Boxes

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

Component Storage #1

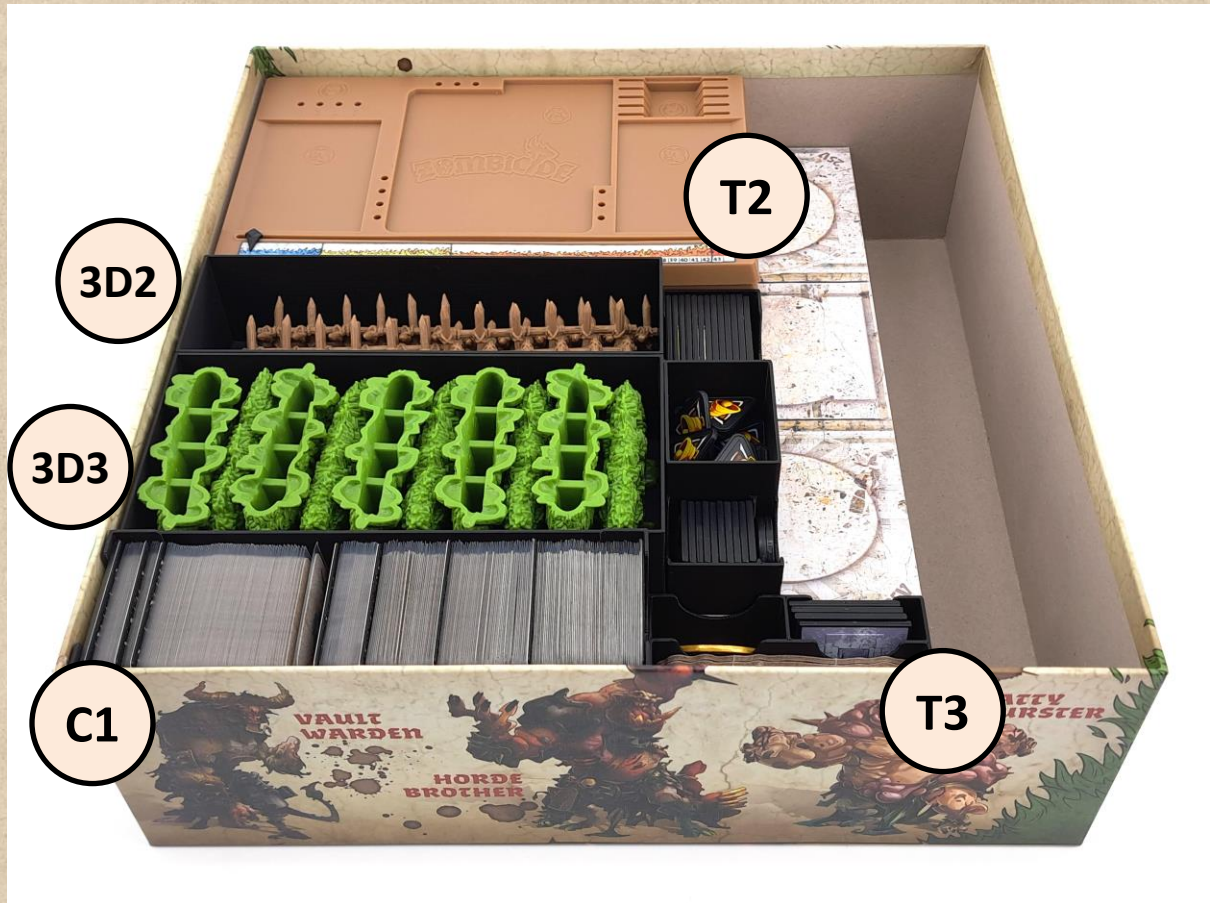Start with the base game box and place the components as shown.

Component Storage #2

Now add the remaining components.

Component Storage #3

Proceed with the Horde Box and add the Map Tiles, Dashboards and Token Box #T1.

Component Storage #4

Place the boxes as shown.

Component Storage #5

Place the remaining boxes and the last Map Tile.

Component Storage #6

Then add the rulebooks on top.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de