

ORGANIZER: Scythe

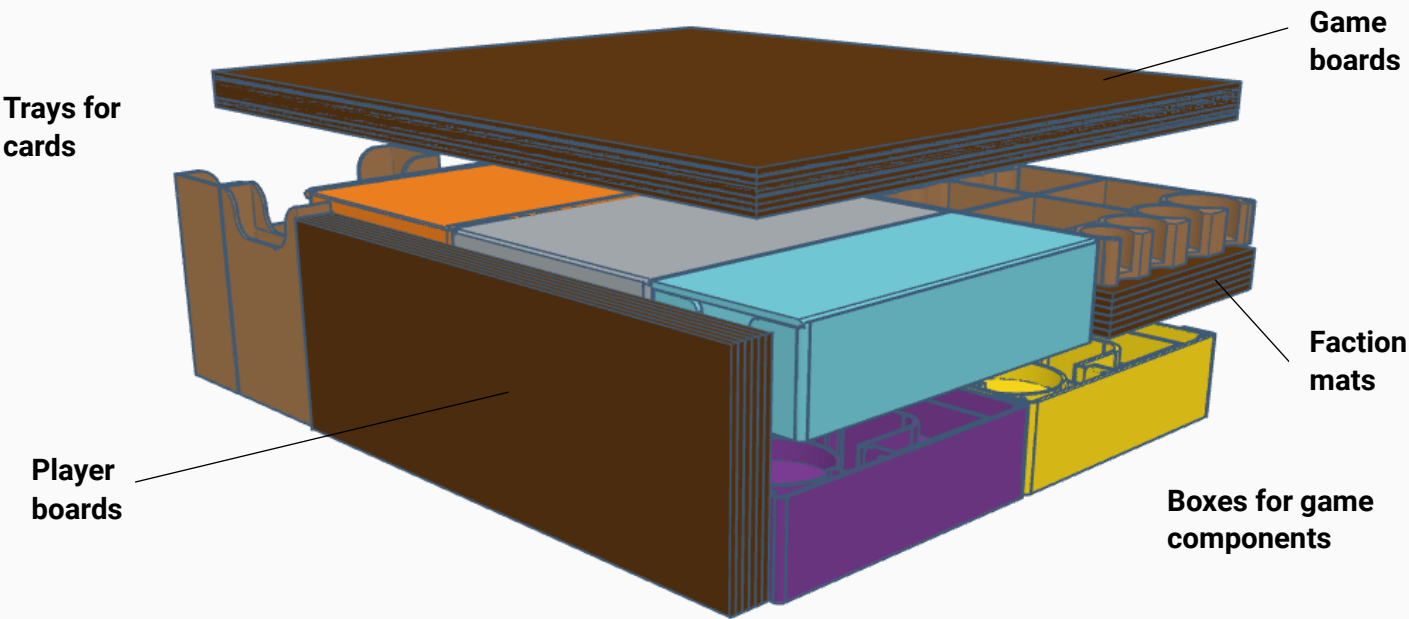
Compatible with Invaders for Afar (2016), Wind Gambit (2017),
Encounters (2018), Rise of Fenris (2018)



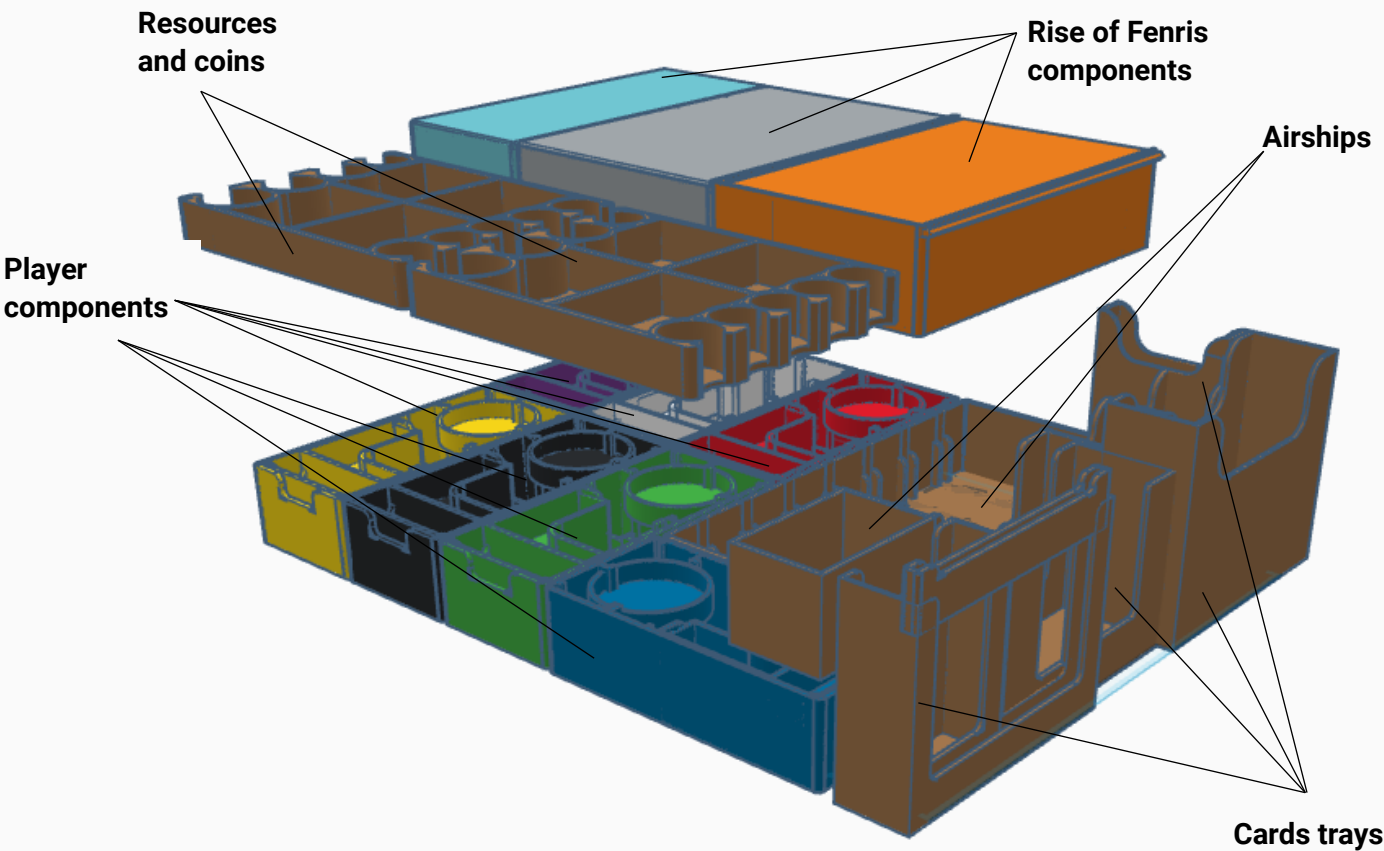
Contents

1. 28 boxes for faction components
2. 2 boxes for airships
3. 5 trays for cards, game tiles and automa tokens
4. 2 trays for coins, encounter tokens, resource tokens, multiplier tokens (compatible with realistic resource tokens and metal coins)
5. 7 boxes for Fenris expansion components (allow for campaign replaying without spoilers, original box names retained)
6. instructions manual

LAYOUT OF COMPONENTS IN THE GAME BOX



LAYOUT AND CONTENTS OF THE BOXES AND TRAYS





Box for Player components

- boxes have removable internal compartments
 - bottom compartment (structure tokens, recruit tokens, technology cubes)
 - top compartment (6 workers, which you can pick and place together to a player mat, separate compartment for 2 workers, action token, power token, popularity token – components to be placed to a player board and game board)
 - round compartment (star tokens), to be placed on top of mech miniatures (see top right picture for assembled player component box)
- mech miniatures have slots to be placed in, character miniature is held in place between removable internal compartments and mech compartment
- Albion, Togawa, Polania and Crimea player boxes have separate slot for faction specific tokens (flag tokens, trap tokens, ability adjustment tokens for Polania and Crimea for 6-7 player games)
- Polania box have round box for star tokens replaced with regular box due to size of mech miniatures (see the bottom picture)



Boxes for coins, resources and other components

- two boxes for coins, resources, encounter tokens, multiplier tokens
- can fit realistic resources and premium metal coins
- 2 boxes for opposite parts of the game table



Boxes for airships and airship stands

- box for airships. In order to pack the airships, front part of adjacent airship must be lifted and next ship inserted back part first.
- separate box for airship stands. Part of the stands can be stored assembled.



Card and tile trays

- trays are marked according to type of cards/tiles they store. Sleeved cards fit to respective trays
 - encounter cards (expansion cards fit as well)
 - structure bonus tiles (expansion tiles fit as well) + combat cards + objective cards
 - wind gambit tiles (resolution and airship tiles), factory cards + riverwalk + quick start cards
 - automa cards (on top of automa cards fits also automa faction tokens tray)



Fenris Box A / Vesna components box

- Fenris Box A has a double sided lid, which can serve either to conceal contents of the box for the campaign or to serve as a lid for Vesna components box. Storage organization is similar to that of the regular components box, except there is additional storage for mech ability tokens. Vesna factory card can be glued to the bottom of this box, or you can store it in Fenris Box (grey one, see next page).



Fenris Box B, C, E and other Fenris components

- Boxes B, C, E contain or hide components the original paper ones did in original game
- other compartments contain mech mods, infrastructure mods, triumph tiles, desolation triumph tiles, tesla dice, influence tokens, alliance tokens, desolation tile, tesla tile, revised Township tile for episode 5 for Rusviet faction and can store also Vesna factory card.
- Storage aid for the box is on the other side of the lid



Fenris Box D / Fenris components box

- Fenris Box D has a double sided lid, which can serve either to conceal contents of the box for the campaign or to serve as a lid for Vesna components box. Storage organization is similar to that of the regular components box, except there is additional storage for influence tokens and stars are in stored in regular box. Fenris box can store also contents of boxes B and C, when serving as a Fenris box.



Suggested order of gameboard, rulebooks, combat dials



Components of the game and expansions can fit inside with a small deck lift. Game can be stored vertically when tightly closed.