Tinkering Paws

BOARD GAME INSERTS

Chronicles of Drunagor

Age of Darkness
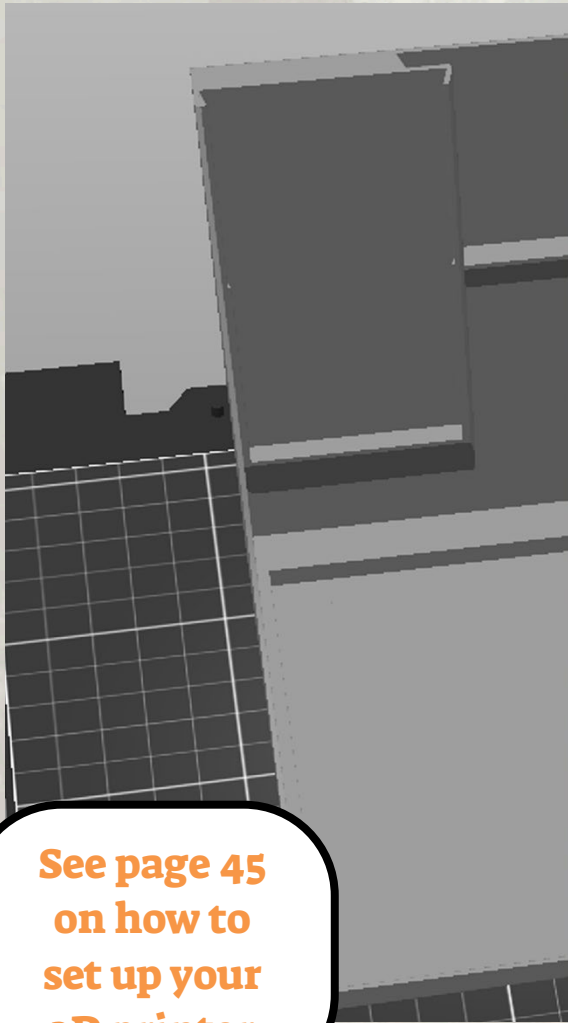
See page 45 on how to set up your 3D printer

See page 2 on how to set up your insert

How to set up your Board Game Insert

Contents

1. 7 Miniature Boxes
2. 5 Save Boxes
3. 2 Token Boxes
4. 2 Cube Boxes
5. 2 Base Boxes
6. 2 Standee Boxes
7. 2 Door Boxes
8. 1 Darkness Tile Box
9. 1 Map Tile Box
10. 1 Board Box
11. 1 Furniture Box
12. 10 Card Boxes including Dividers

All boxes are marked with a code (CM1, CM2, etc.) on their bottom.
The first letter stands for which game box the box belongs:
C: Core Box & A: Apocalypse Box
The remaining letters stand for the box itself:
C1: Card Box #1, M4: Miniature Box #4, and so on.
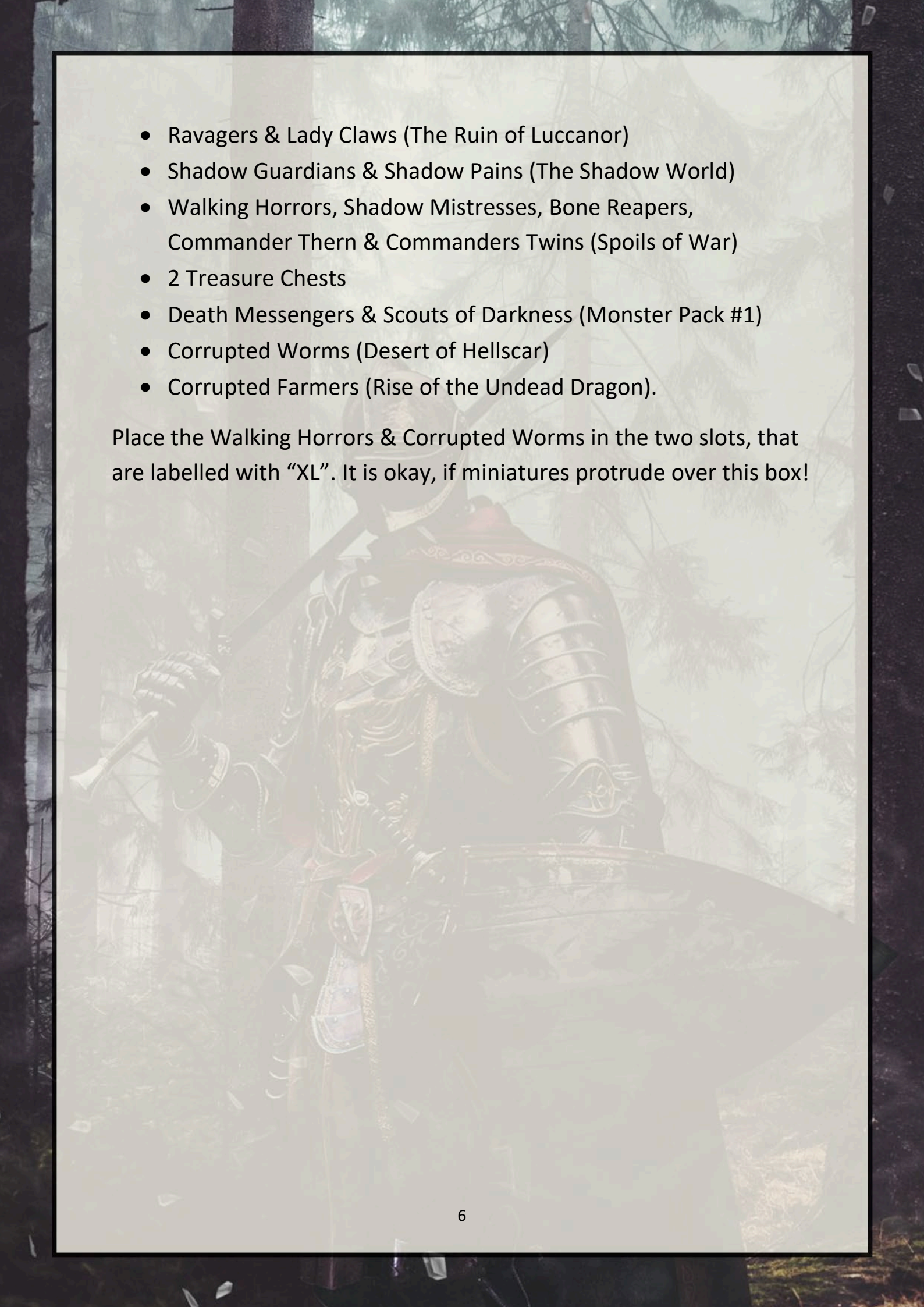
Core Miniature Box #CM1

Start with Core Miniature Box #CM1. It holds all Heroes, Pets & 4 Draugr.

The "XL" slot holds miniatures that do not fit in the other slots.

Make sure the miniatures are not protruding over the box.

Core Miniature Box #CM2

Core Miniature Box #CM2 holds the following miniatures:
(see next page)

- Ravagers & Lady Claws (The Ruin of Luccanor)
- Shadow Guardians & Shadow Pains (The Shadow World)
- Walking Horrors, Shadow Mistresses, Bone Reapers, Commander Thern & Commanders Twins (Spoils of War)
- 2 Treasure Chests
- Death Messengers & Scouts of Darkness (Monster Pack #1)
- Corrupted Worms (Desert of Hellscar)
- Corrupted Farmers (Rise of the Undead Dragon).

Place the Walking Horrors & Corrupted Worms in the two slots, that are labelled with "XL". It is okay, if miniatures protrude over this box!

Core Miniature Box #CM3

Core Miniature Box #CM3 holds all Core Box monsters with small bases. The second side holds the Save boxes #CS1.
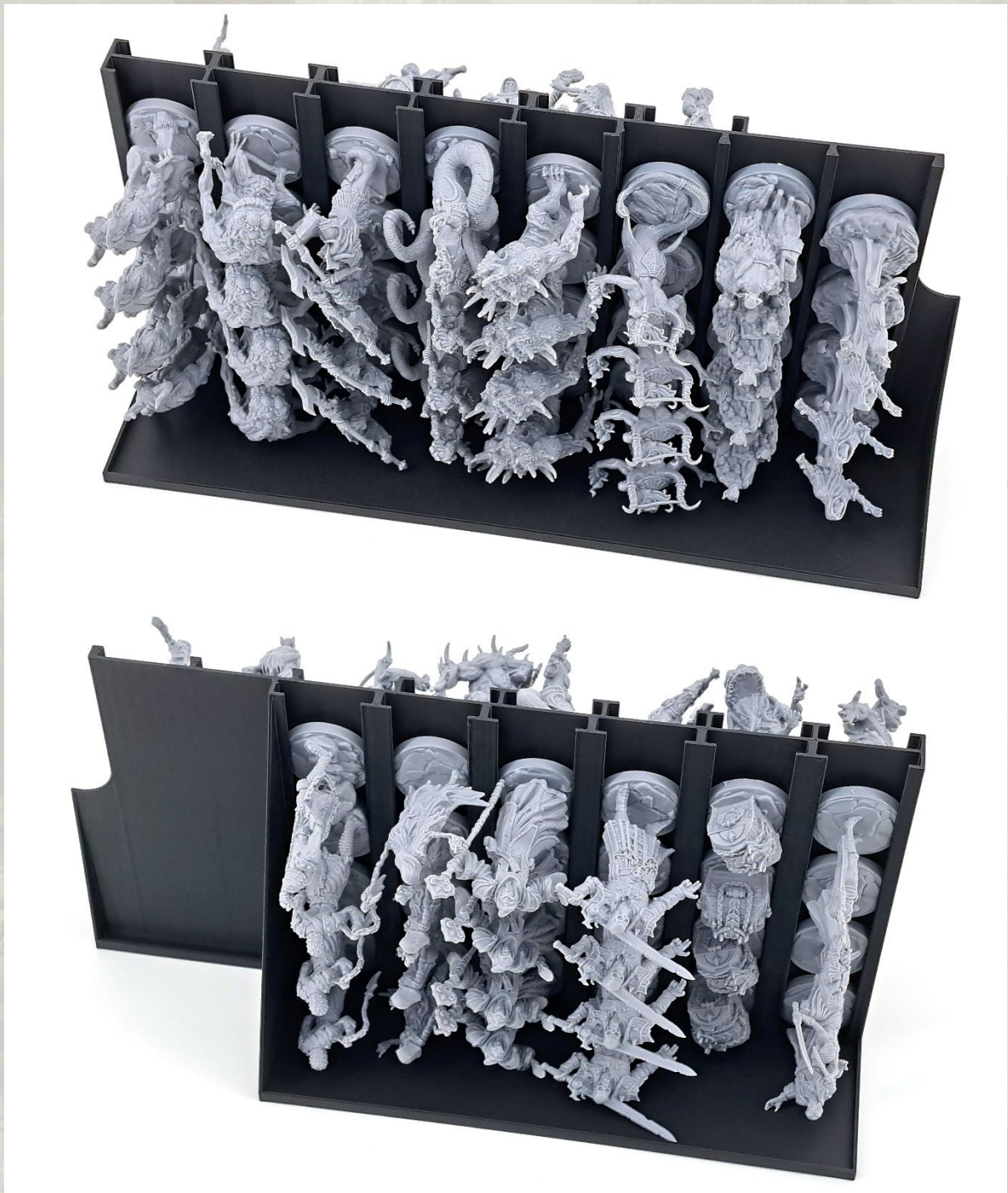
Core Miniature Box #CM4

Core Miniature Box #CM4 holds six Treasure Chests, Shadow Knights & Abominations.

Core Miniature Box #CM5

Core Miniature Box #CM5 holds the Undead King (facing to the back), Demon Lord & Wermunggdir. Place them as shown.

Apocalypse Miniature Box #AM1

Apocalypse Miniature Box #AM1 holds the remaining miniatures with small bases. Please note, that there are three special slots on the second side, that hold Gorgon Hexer, Gremlin Horde & Grim Doctor.

Apocalypse Miniature Box #AM2

Apocalypse Miniature Box #AM2 holds Aral´ Hezec, Dream Titans, Fallen Sisters & Soul Harvester. Make sure they are placed as shown!

Core Save Boxes #CS1 & #CS2

Core Save Boxes #CS1 & #CS2 are used to save your game. They hold your Hero, cards & tokens. Diana can only be stored in #CS2!

Core Token Box #CTB1

From front to back, left to right, Core Token Box #CTB1 holds the following tokens:

- Poison, Event
- Burn, Intimidate
- Bleed, Interaction
- Brittle, Restrain, Polymorph
- Slow, Focus, Chaos Seed
- Knock Down, Fruit of Life
- Shield, Stealth
- Entropy, Stun
- Inspiration, Soul Shard, Ranger's Mark
- Ki, Fury, Blind

Core Token Box #CTB2

From front to back, left to right, Core Token Box #CTB2 the following small tokens:

- Barrels, Bookshelf, Crates, Spawning
- Loot, Pillar, NPC, Defensive, Fountain (1 Set)
- Time, Bear Trap, Fire Trap, Poison Trap, Landing, Fountain (1 Set)
- Chest, Injured NPC, Idols, Wood, Rope, Provisions
- Special Mechanic
- Collapsing, Rec. Interaction
- +30 HP, +3/+4 Dmg, Interaction (Blue)
- Black Mark, +1/+2 Dmg, Interaction (Red)
- +1/+2 Movement, +3/+4 Movement.

It also has enough room, to store four plastic bases, the remaining bigger tokens and the red clips.

Core Color Base Box #CCB1

Core Color Base Box #CCB1 holds the color bases.

Apocalypse Plastic Base Box #APB1

Apocalypse Plastic Base Box #APB1 holds the remaining plastic bases.

Apocalypse Standee Box #AS1

Apocalypse Standee Box #AS1 holds all remaining standees, except core box standees and standees that need to be assembled.

Apocalypse Standee Box #AS2

Apocalypse Standee Box #AS2 holds the assembled standees.

Core Cube Box #CCU1

Core Cube Box #CCU1 holds all cubes, except the white ones.

Core Cube Box #CCU2

Core Cube Box #CCU2 holds the white cubes, the core box standees and the metal initiative marker.

Core Door Box #CD1 & Apocalypse Door Box #AD1

Core Door Box #CD1 holds the core game doors and all doors of expansions supported by the core game insert.
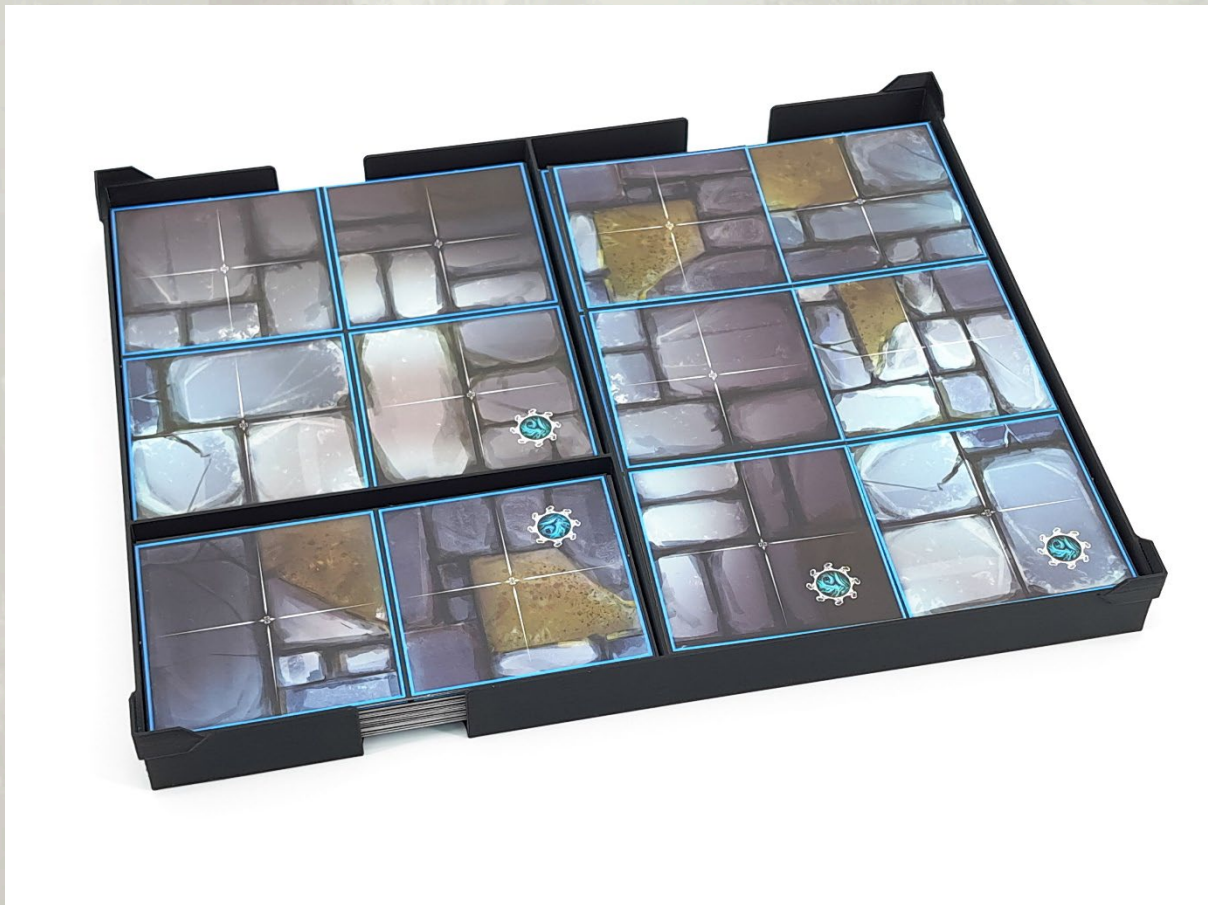
The remaining doors are store in Apocalypse Door Box #AD1.

Core Door Box #CD1 also holds the dice and Save Box #CS2.
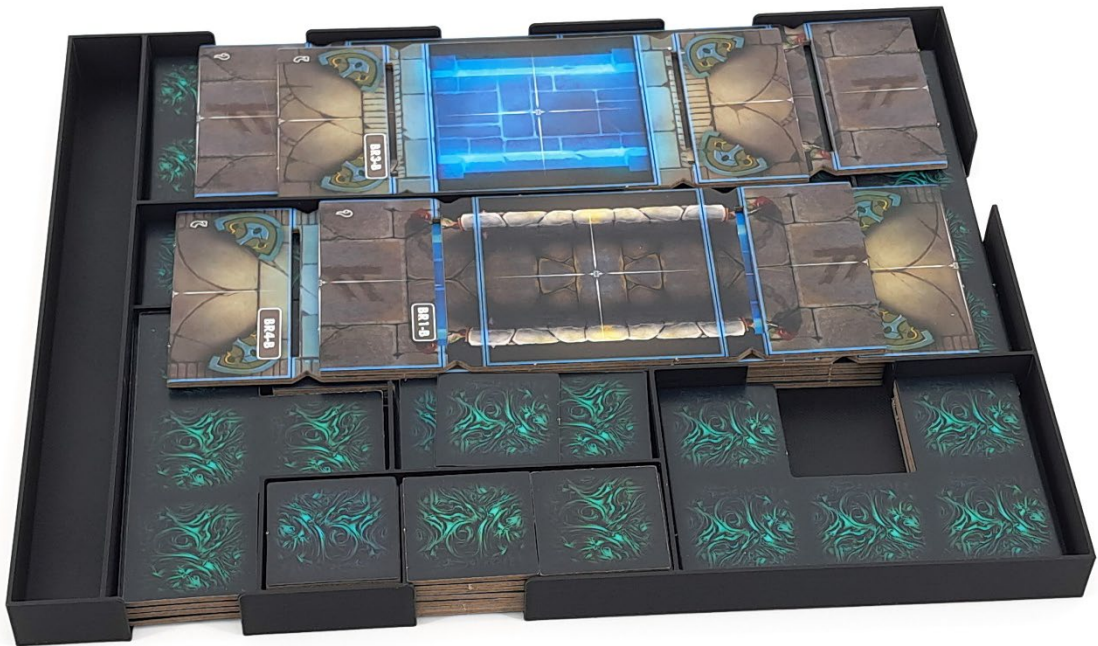
Apocalypse Furniture Box #AF1

Apocalypse Furniture Box #AF1 holds all 3D furniture pieces.

Core Map Tile Box #CMT1

Core Map Tile Box #CMT1 holds all 1x2, 1x3, 2x2 & 2x3 map tiles.

Place the 1x3 piece on top of the 2x3 map tiles.

Core Darkness Tiles Box #CDT1

Core Darkness Tiles Box #CDT1 holds all darkness tiles and the bridge tiles.

Core Board Box #CB1

Core Board Box #CB1 holds the following boards: Classes, Monster Status, The Camp & Heroes.

Core Card Boxes #CC1, #CC2, #CC3 & #CC4

The Core Card Boxes #CC1 (2x), #CC2 (2x), #CC3 & #CC4 hold all cards from the Core Box Insert's supported contents, with some exceptions:

All of the following cards are stored here: Abilities, Skills, Initiatives & Dungeon Roles, Chests, Commander & Overlord Attacks.

If you run out of space you can move cards like Chest Pool, Commander Attack Pool or Overlord Attack Pool to the Apocalypse Insert.

The Apocalypse Card Boxes #AC1, #AC2 & #AC3

The Apocalypse Card Boxes #AC1 (2x), #AC2 & #AC3 hold the remaining cards and the upgrade tiles.

Component Storage #1

Before proceeding, place all rune tokens in the rune token bag.

Component Storage #2

Start with the Core Box and place the following components in it:

Interactions Book, Rule Book, Adventure Book, Quickstart Guide, Campaign Log pad, Expansion & Adventure Pack Rulebooks.

Make sure that especially the books with ring binding are orientated as shown.

Component Storage #3

Proceed with Deluxe Hero Boards, Dual Layer Monster Boards & 3x4 Map Tiles.

Component Storage #4

Continue with #CCB1, #CT1 & #CMT1 .

Component Storage #5

Add #CDT1, #CCU2, #CT2 & the biggest Dungeon Tray.

If you do NOT own the "Build Your Own Dungeon" Add-on, add all Dungeon Trays in the Apocalypse Box!

Component Storage #6

Proceed with #CCU1, #CD1, #CS2 & #CB1.

Component Storage #7

Add #CM1, #CM2 & #CM3. Make sure that they are placed as shown.

#CM3 will also hold the remaining Save Boxes.

Component Storage #8

Continue with #CM4 & #CM5. Then add all Core Card Boxes.

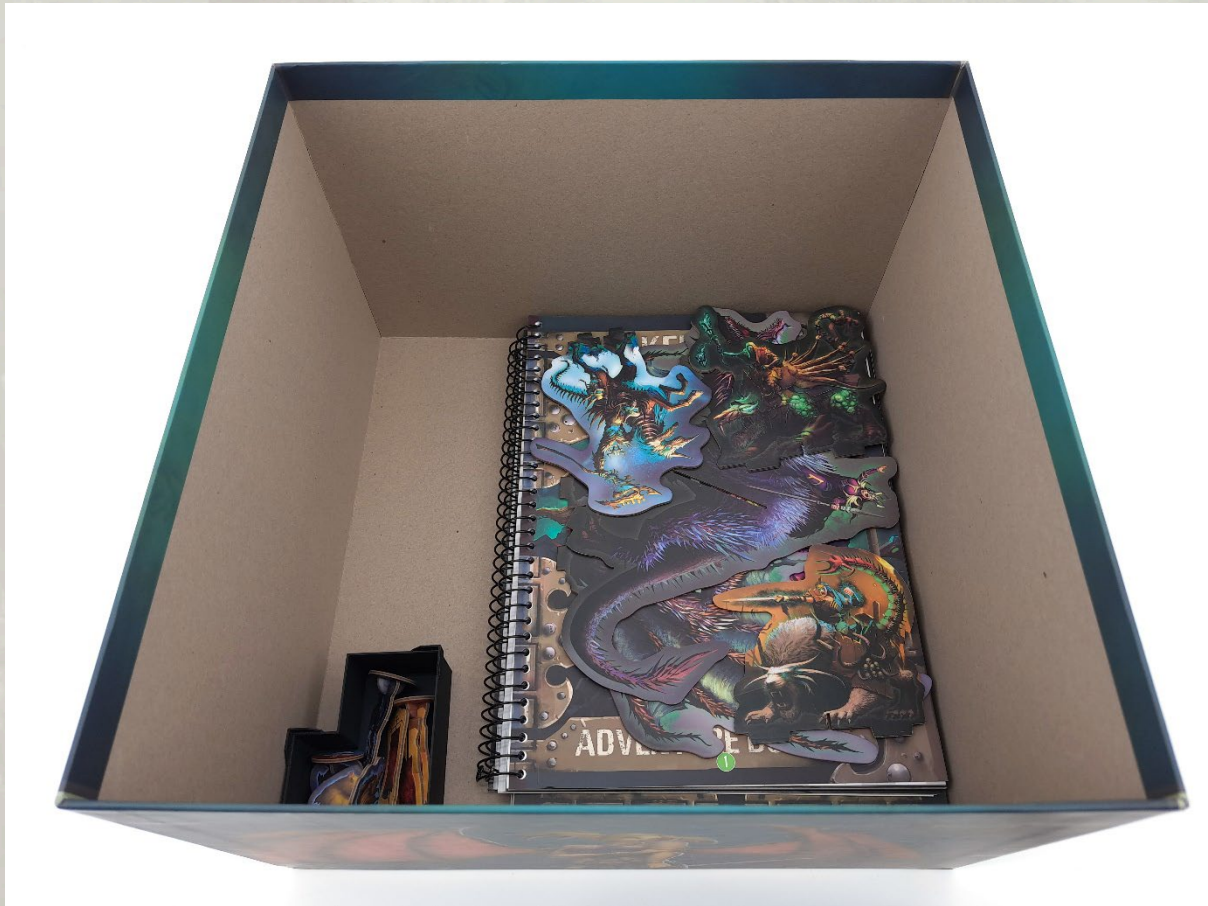**Component Storage #9**

Add the remaining Dungeon Trays.

Component Storage #10

Proceed with the Rune Token Bag and the remaining components.

Component Storage #11

Proceed with the Apocalypse Box and add the Story Record pad, Apocalypse Adventure Book, Apocalypse Rules and Interactions Book & Awakenings Adventure Book.

Component Storage #12

Proceed with #AS2 and the Varatash Knight Standees (without bases),

Component Storage #13

Add the small Story Record pad, the two smallest Dungeon Trays, #APB1 & #AF1.

Component Storage #14

Add the Varatash Knight Bases

Component Storage #15

Proceed with the remaining Dungeon Trays, #AD1 & #AM1.

Component Storage #16

Add all Apocalypse Card Boxes and #AS1.

Component Storage #17

Add #AM2 and the Player Trays

How to print your digital STL-files

General Information

This insert is separated into two game boxes. The "Core" Box and the "Apocalypse" Box.

The "Core" Box insert supports the following contents:

- Core Game
- Darkness Dice Set
- Monster Pack #1
- Shadow World
- Ruin of Luccanor
- Desert of Hellscar
- Hero Pack #1

- Lordwrath
- Handuriel
- Lorien
- Spoils of War
- Dual Layer Monster Boards
- Metal Initiative Marker

To print this version of the insert, print the following files:

- All files that start with "C…"
- All files that start with "Divider_Core…".
- "Divider_Doors_ActiveChapter_Horizontal.stl"
- "Divider_Doors_NoLabelx4.stl" (print it three times).

If you also print the remaining files, it will add support for the following contents:

- Apocalypse
- Awakenings
- Rise of the Undead Dragon
- Fallen Sisters

- Player Trayz
- Build your own Dungeon
- Companions & Furniture

General Settings

- Nozzle Diameter: 0.4mm
- Filament: PLA
- Nozzle Temperature: 210 – 220 °C
- Height of first layer: 0.2 mm
- Height of other layers: 0.2 – 0.3 mm
- Number of perimeters: 2
- Infill: 20 %
- Supports: None

File Information:

Every file needs to be printed once, except the filename says otherwise: **CS1x4.stl** – print this part four times.

Print card dividers with a color change **after** the first layer. This can be done with most slicers and does not require a multi-material printer.

All STL-files are already orientated correctly to print them.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de