

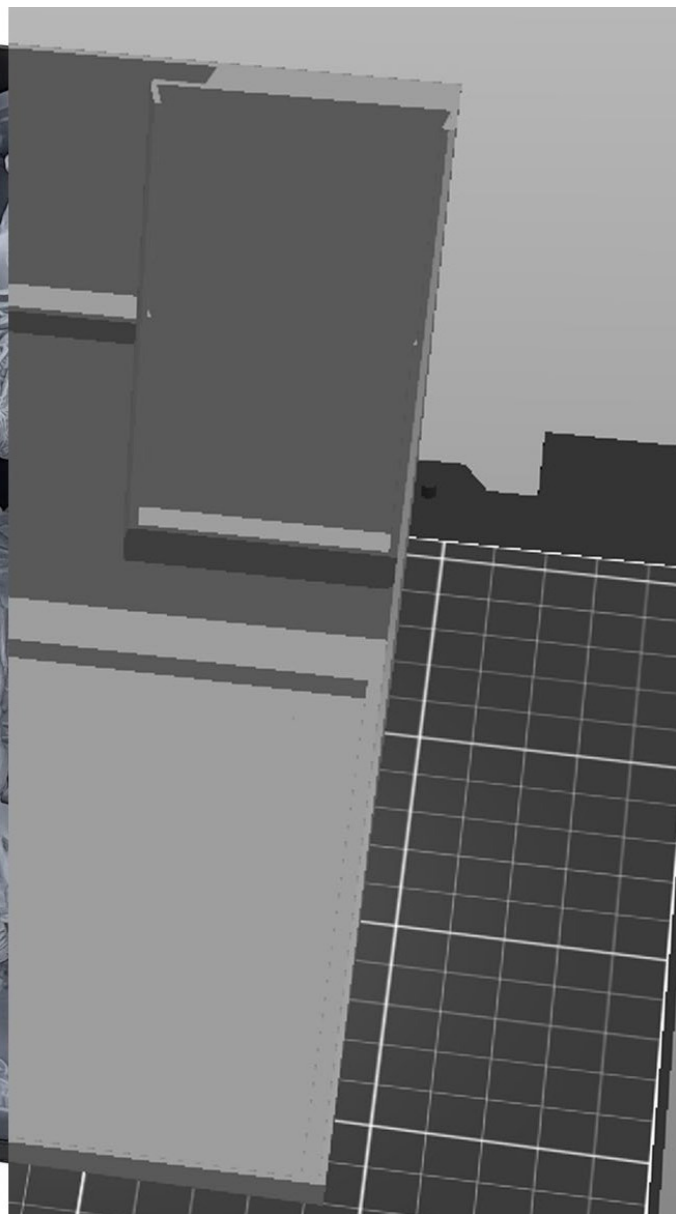


Tinkering Paws

BOARD GAME INSERTS



Black Rose Wars: Rebirth



See page **3** on how to
set up your insert...

... see page **32** on how to
set up your 3D printer ...

... or click here for a
[video instruction!](#)

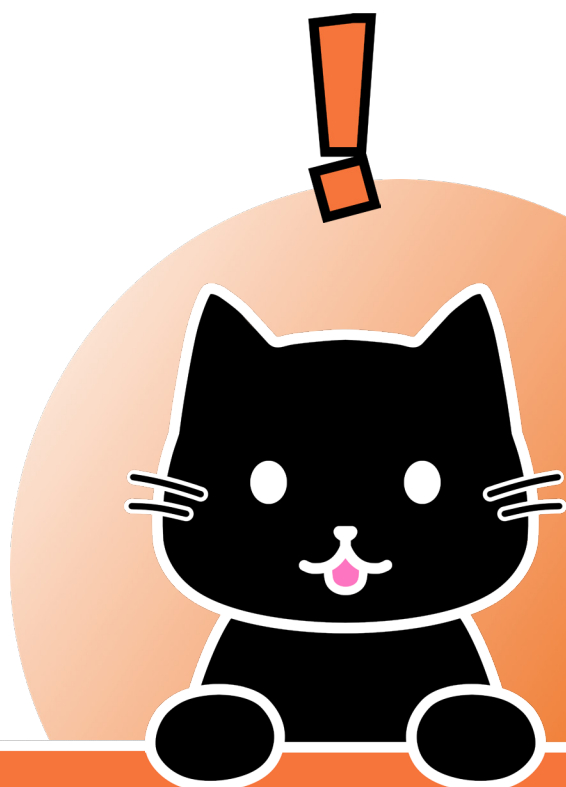




List of Contents

1. 9 Miniature Boxes
2. 11 Token Boxes
3. 2 Hex Tile Boxes
4. 13 Card Boxes with Dividers

All boxes are marked with a code
(**M1**, **M2**, etc.) on their bottom.

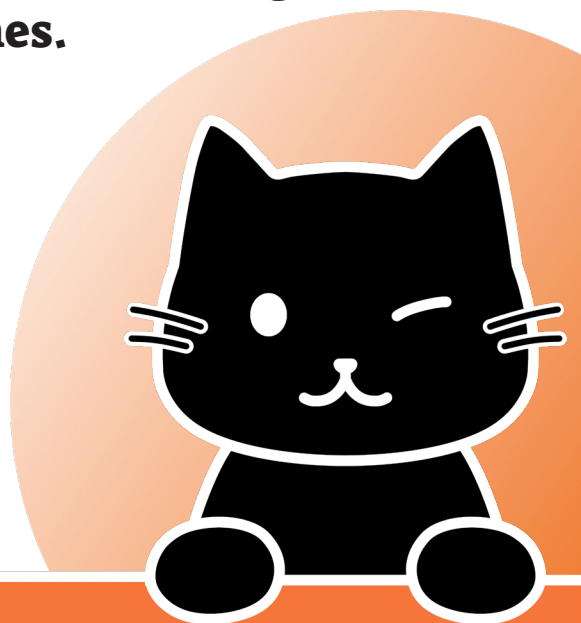




Miniature Box **M1**

Miniature Box **M1** holds the following miniatures:
Gaea, Fenrir, Cinis, Cacus & Magma.

Start with the miniatures shown in the left image,
then proceed with the remaining ones.





Miniature Box **M2**

Miniature Box **M2** holds Talia, Fireball, Landolfo II, Jukas, Sphynx, Nocturnus, Mors & Grypas.





Miniature Box **M3**

Miniature Box **M3** holds Silvano, Pupo, Totem & Cadaver.





Miniature Box **M4**

Miniature Box **M4** holds: Nigredo, Pharaoh, Succubus & Bear.





Miniature Box **M7**

Miniature Box **M7** holds: Umbra (including their base).





Miniature Box **M8**

Miniature Box **M8** holds Plague Rats, Cenere, Pira, Brace & Loki.





Miniature Box **M9**

Miniature Box **M9** holds all Mages. Please note that there is a special slot with inclined walls for Maelice.





Token Boxes **T1**

Token Boxes **T1** hold all colored player components.





Token Box **T2**

Token Box **T2** holds the Avatar components.





Token Box **T3**

Token Box **T3** holds all small tokens, sorted by type.





Token Box **T4**

Token Box **T4** holds the medium sized tokens.





Token Box **T5**

Token Box **T5** holds the Activation Tokens.





Token Box **T6**

Token Box **T6** holds the remaining tokens and cubes.





Hex Tile Boxes **HT1** & **HT2**

Hex Tile Boxes **HT1** & **HT2** hold all Hex Tiles.





Card Boxes

Card Boxes **C1** (4x) & **C2** (2x) hold the medium cards.
 Card Boxes **C3** (4x) & **C4** (2x) hold the small cards.
 Card Box **C5** holds the remaining cards.





Component Storage 1

Start with the Base Game Box and add the Card Boxes **C1** (2x) & **C2** on one side and **C3** (2x) & **C4** on the other side.





Component Storage 2

Proceed with Miniature Boxes **M1**, **M2** & **M3**.
Add the Avatar Board between the Card Boxes and
the Miniature Boxes





Component Storage **3**

Add a second layer of the same Card Boxes and add Miniature Boxes **M4** & **M7**.





Component Storage 4

Proceed with Miniature Boxes **M5** (2x) and all big rulebooks.





Component Storage 5

Now add the small rulebooks in two stacks.





Component Storage 6

Add the Mage Sheets and Token Box **T4**.





Component Storage **7**

Proceed with Miniature Box **M8** and Token Boxes, **T2**, **T5** & **T6**.





Component Storage 8

Add Token Boxes **T₃** & **T₁** (6x).





Component Storage 9

Place Hex Tile Boxes **HT1** & **HT2** in the Deadly Mask Box. Make sure **HT1** is placed left, and the top cutout is facing towards you. Add the Customizable Mage Cards.





Component Storage **10**

Add Miniature Box **M9** and Card Box **C4**.





Component Storage **11**

Place the 3x3 Tile on top of **C4** and the **HT1** cutout.





Component Storage **12**

Add the remaining boards.



How to print your digital files

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:

CS1_x4.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

