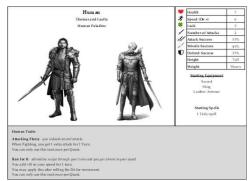
# GAME COMPONENTS

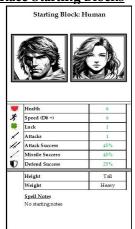
#### 4 Books

Rulebook; Adventure; Wilde Horde; Campaign book: Dragonholt

- 1 Terminology Sheet
- 1 Actions Summary Sheet
- 1 Controlling Enemies Summary Sheet
- 8 Character Blocks for the Ready-To Play Heroes



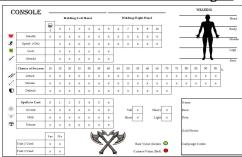
#### **8 Race Starting Blocks**



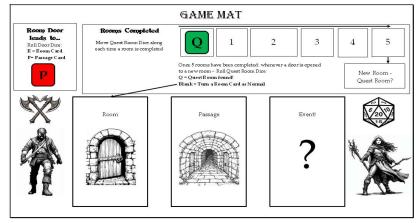
#### 1 Role & Equipment Starting Block

				STARTING BLO	CK: ROLES & E	QUIPMENT			
		Adventurer	Barbarian	Burglar	Druid	Fighter	Paladin	Priest	Wizard
				Â		Po	A		
,	Health	+1	+3	+1	+0	+2	+1	+1	+0
	Speed (+D6)	+1	+0	+2	+1	+0	+0	+0	+0
	Luck	+2	+0	+2	+1	+0	+2	+1	+1
/	Attacks	+1	+2	+1	+0	+2	+1	+0	+0
1	Attack Success	+10%	+15%	+5%	0%	+10%	+10%	+5%	0%
1	Missile Success	+10%	+5%	+15%	0%	+10%	0%	+5%	0%
)	Defend Success	+10%	+10%	+5%	0%	+15%	+10%	÷5%	0%
		Starting Spells None	Starting Spells None	Starting Spells None	Starting Spells 4 Nature spells	Starting Spells None	Starting Spells 1 Holy spell. However, can't use a spell card with an X in the corner.	Starting Spells 4 Holy spells	Starting Spells 4 Arcane spells.
		Starting Equipment	Starting Equipment	Starting Equipment	Starting Equipment	Starting Equipment	Starting Equipment	Starting Equipment	Starting Equipme
		Dagger Shortbow Leather Armour	Sword Sting	Dagger Shortbow Leather Armour	Dagger Shortbow	Sword Shortbow Leather Armour Shield	Sword Sling Leather Armour	Dagger Sling	Dagger Shortbow

### 4 Consoles with Green and Red Pegs 1



## 1 Game Mat with 1 Green, 1 Red & 1 White Dice



### 1 Item Deck Mat

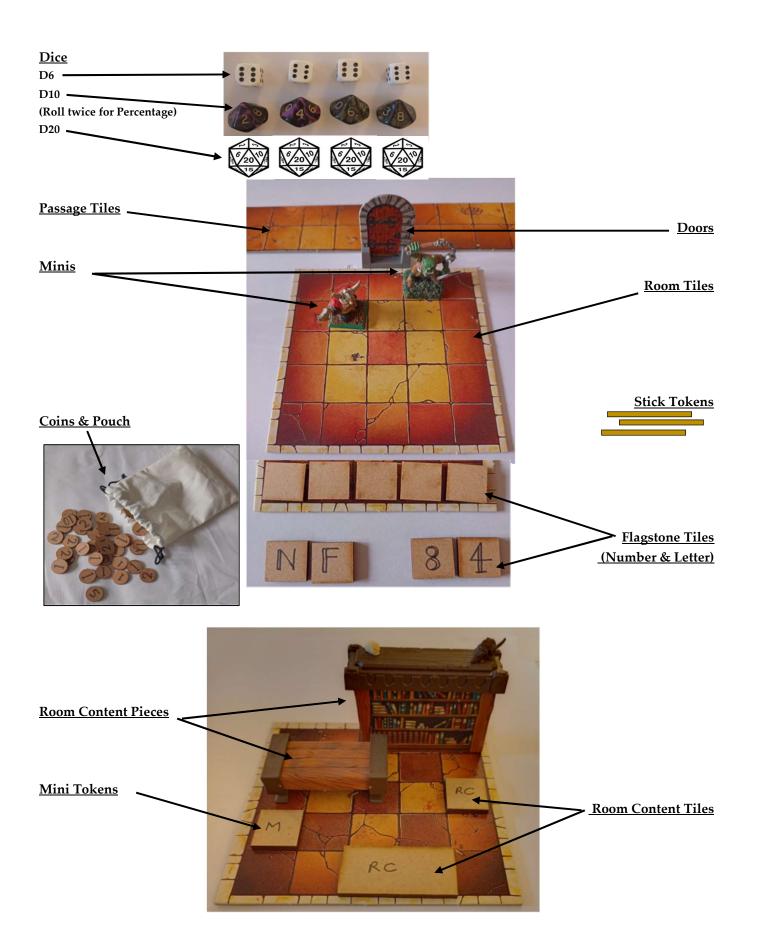


### **Sets of Cards**

Game Mat Cards: Room; Passage; Event

Item Deck Cards: Weapon; Missile Weapon; Armour; General Item

Other Cards: Monster; Spell (Arcane, Holy and Nature)



(Use a Mini Token to represent an Enemy where there is not a specific Mini) (Use a RC Tile to represent a Room Content where there is not a specific Piece)