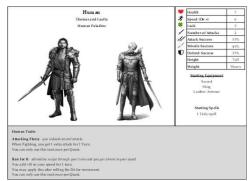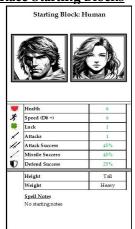# GAME COMPONENTS

4 Books

Rulebook; Adventure; Wilde Horde; Campaign book: Dragonholt

1 Terminology Sheet

1 Actions Summary Sheet

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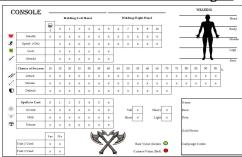
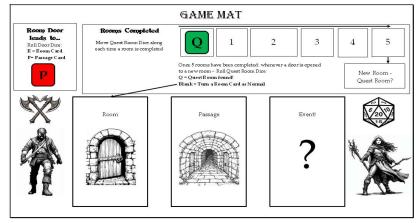## 8 Character Blocks for the Ready-To Play Heroes

8 Race Starting Blocks

1 Role & Equipment Starting Block

4 Consoles with Green and Red Pegs 1

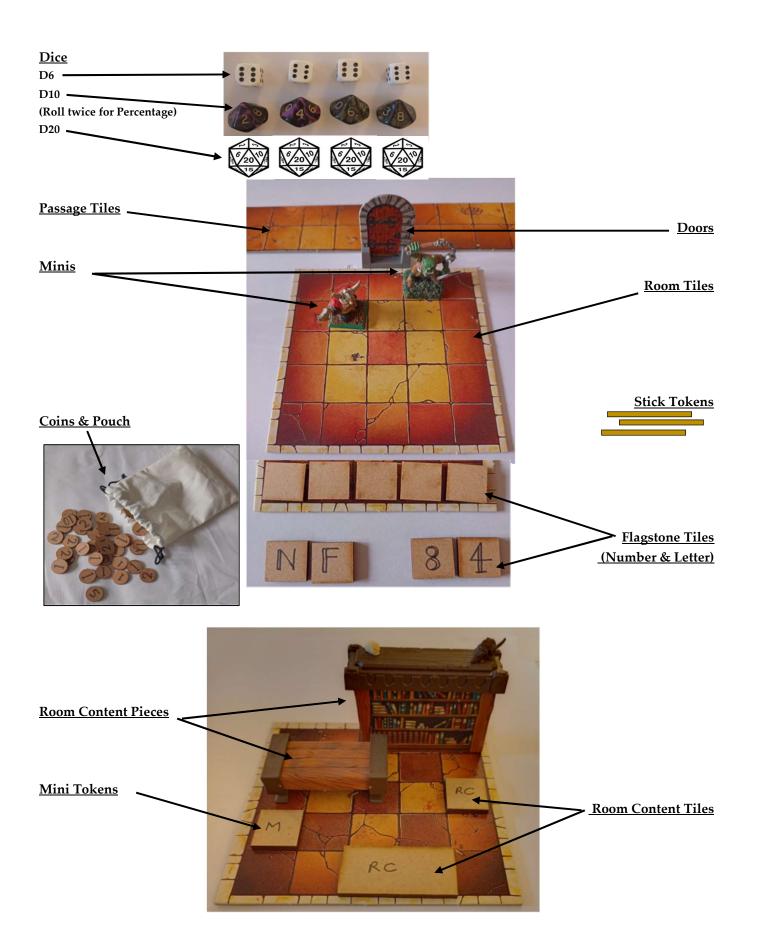## 1 Game Mat with 1 Green, 1 Red & 1 White Dice

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)

Dice

D6

D10
(Roll twice for Percentage)

D20

Passage Tiles

Doors

Minis

Room Tiles

Stick Tokens

Coins & Pouch

Flagstone Tiles
(Number & Letter)

N F   8 4

Room Content Pieces

Mini Tokens

Room Content Tiles

M

RC

RC

(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)