#### **Mage Knight - Components**

#### 240 Cards

168 Deed Cards 64 Basic Action Cards 28 Advanced Action Cards 20 Spell Cards 16 Artifact Cards 40 Wound Cards 40 Unit Cards 20 Regular Units 20 Elite Units 12 Tactic Cards 6 Day Tactics **6** Night Tactics 4 Hero Cards **4 Skill Description Cards** 7 Site Description Cards 1 Scoring Card 4 City Cards

#### 200 Tokens

128 Hero Tokens 60 Shield Tokens (15 for each Hero) 24 Level Tokens (6 for each Hero) 40 Skill Tokens (10 for each Hero) 4 Turn Tokens (1 for each Hero) 60 Enemy Tokens 12 Orc Khans 10 Dungeon Monsters 8 Draconum 10 Keep Garrisons 10 Mage Tower Garrisons **10 City Garrisons** 12 Ruin Tokens

#### 20 Map Tiles

1 Two-sided Starting Tile **11** Countryside Tiles 8 Core Tiles

### 2 Game Mats

1 Fame and Reputation Track 1 Day/Night Board

#### **8** Miniatures

4 Hero Figures 4 City Figures

# 54 Mana Crystals

12 Red Crystals 12 Blue Crystals 12 Green Crystals 12 White Crystals **3 Gold Crystals 3 Black Crystals** 

## 7 Mana Dice

## 2 Rulebooks

1 Rulebook 1 Game Walkthrough

## Tezla - Components

# Contents

2 Faction Leader Avatar dials
A new playable Mage Knight: Braevalar
7 new location Tokens
24 Faction Tokens
32 New Enemy Tokens
New Scenarios
Rulebook supporting 5 players

## **Components in detail:**

Rulebook 2 Faction Leader Avatars dials **5** Graveyard Tokens 1 Necropolis Token 1 Hidden Valley Token 32 Enemy Tokens 24 Faction Tokens 1 Faction Token Reference Card 1 Painted Miniature of Braevalar 2 Hero Cards 16 Basic Action Cards 2 Skill Description Cards 11 Skill Tokens 6 Level Tokens 20 Shield Tokens 1 Round Order Token

# Krang – Components

#### Components

New Hero: Krang 1 Hero card 16 Basic Action cards 2 Skills Description cards 11 Skill tokens 6 Level tokens 20 Shield tokens 1 Round Order token

## Lost Legion – Components

# Components

### Volkare

- 1 Volkare miniature with clix base
- 1 large Volkare token
- 1 Volkare's Round Order token
- 1 double-sided Volkare Scenario card
- 1 Volkare's Camp card

# New Hero: Wolfhawk

1 Wolfhawk miniature 1 Hero card 16 Basic Action cards 1 Skills Description card 10 Skill tokens 6 Level tokens 20 Shield tokens 1 Round Order token

# **New Unique Basic Actions**

4 Basic Action cards for original Heroes (Replaces four previous cards) New Deed Cards (24) 12 new Advanced Action cards (29/40 to 40/40) 4 new Spell cards (21/24 to 24/24) 8 new Artifact cards (17/24 to 24/24)

# New Units (16)

8 new silver Regular Unit cards (21/28 to 28/28) 8 new gold Elite Unit cards (21/28 to 28/28)

# New Map Tiles (9)

3 countryside (green) Map tiles (12, 13, 14) 2 non-city Core (brown) Map tiles (\*9\*, \*10\*) 1 Volkare's Camp Core (brown) Map tile (\*V\*) 2 Site Description Cards

# New Enemy Tokens (41)

- 8 new green enemy tokens
- 6 new tan enemy tokens
- 6 new red enemy tokens
- 8 new gray enemy tokens
- 4 new purple enemy tokens
- 6 new white enemy tokens
- 3 new yellow hexagonal ruin tokens

# New Cooperative Skills (5 skills, 1 card)

5 cooperative skills with symbols (one for each hero)

1 Cooperative Skill Description card

# Extra Components (47)

14 new crystal tokens (3 of each basic color, 1 gold and 1 black)

- 1 mana die
- 12 Wound cards

20 Shield tokens (5 for each hero from the base game)

# Rebalanced and Tweaked Cards and Tokens (18 Replacements)

2 Artifacts (Banner of Fear, Horn of Wrath)
1 Spell card (Wings of Wind/Wings of Night)
1 Basic Action card (Cold Toughness)
5 Advanced Action cards (Agility, Refreshing Walk,
Blood Ritual, In Need, Magic Talent)
2 Regular Unit Cards (Utem Guardsmen)
3 Elite Unit cards (Altern Guardians)

4 white Enemy tokens (Altem Mages, Altem Guardians)

# Corrected Cards and Tokens (11, for first print only)

4 Spell Cards (Demolish/Disintegrate, Whirlwind/Tornado, Energy Flow/Energy Steal, Space Bending/Time Bending)

3 site description cards (Monster Den/Spawning

Grounds, Keep/Mage Tower, Ruins/City)

- 1 Day Tactic card (Planning)
- 3 white Enemy tokens (Amotep Gunners)