

HeroScape – Parts Manifest

General Items:

- Rulebook
- 1 Round Marker
- 1 Grenade Marker
- 24 Wound Markers
- 12 Combat Dice
- 1 20-Sided Die

16 Order Markers:

- X [x4]
- 3 [x4]
- 2 [x4]
- 1 [x4]

85 Tiles:

- 8 24-Hex (Grass [x6], Rock [x2])
- 10 7-Hex (Grass [x5], Rock [x3], Sand [x2])
- 10 3-Hex (Grass [x5], Rock [x3], Sand [x2])
- 10 2-Hex (Grass [x5], Rock [x3], Sand [x2])
- 26 1-Hex (Grass [x16], Rock [x6], Sand [x4])
- 21 Water

2 Terrain:

- 1 Large Ruin
- 1 Small Ruin

10 Glyphs:

- Astrid
- Brandar [x2]
- Dagmar
- Erland
- Gerda
- Ivor
- Kelda
- Mitonsoul
- Valda

30 Figures:

- Agent Carr
- Airborne Elite [x4] *(each unique)*
- Deathwalker 9000
- Finn the Viking Champion
- Grimnak
- Izumi Samurai [x3] *(each unique)*
- Krav Maga Agents [x3] *(each unique)*
- Marro Warriors [x4] *(each unique)*
- Mimring
- Ne-Gok-Sa
- Raelin the Kyrie Warrior
- Sgt. Drake Alexander
- Syvarris
- Tarn Viking Warriors [x4] *(each unique)*
- Thorgrim the Viking Champion
- Zettian Guards [x2] *(each unique)*

16 Army Cards:

- Agent Carr
- Airborne Elite
- Deathwalker 9000
- Finn the Viking Champion
- Grimnak
- Izumi Samurai
- Krav Maga Agents
- Marro Warriors
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