Packing Guide: Brink

Box Summary & Contents

Game Box: 215x307x96 mm | **Printed: 20 bodies, 20 lids, 2 spacers** | **Boards / Non-Printed: 6** | **Counted Pieces: 374**

#	Box / Component	Pieces / Contents
8	**HexBox**	25x Map Sector Hex Tiles
9	**HexBonusBox**	15x Starting & Bonus Hex Tiles
14	**PlayerBox_Yellow**	1x Player Upgrade Boards, 1x Class I Ships, 1x Class II Ships, 1x Class III Ships, 3x Cargo Modules, 3x Railguns, +1 more
15	**PlayerBox_Orange**	1x Player Upgrade Boards, 1x Class I Ships, 1x Class II Ships, 1x Class III Ships, 3x Cargo Modules, 3x Railguns, +1 more
16	**PlayerBox_Purple**	1x Player Upgrade Boards, 1x Class I Ships, 1x Class II Ships, 1x Class III Ships, 3x Cargo Modules, 3x Railguns, +1 more
17	**PlayerBox_Blue**	1x Player Upgrade Boards, 1x Class I Ships, 1x Class II Ships, 1x Class III Ships, 3x Cargo Modules, 3x Railguns, +1 more
18	**PlayerBox_Green**	1x Player Upgrade Boards, 1x Class I Ships, 1x Class II Ships, 1x Class III Ships, 3x Cargo Modules, 3x Railguns, +1 more
10	**ResourceBox_Komek**	25x Komek Resource Cubes
11	**ResourceBox_Ventus**	25x Ventus Resource Cubes
12	**ResourceBox_Henko**	25x Henko Resource Cubes
13	**ResourceBox_Magnomi**	25x Magnomi Resource Cubes

#	Box / Component	Pieces / Contents
19	**ResourceBox_Sorelia**	20x Sorelia Resource Cubes
20	**ResourceBox_UA**	15x UA Cubes, 1x UA Flagship, 1x Fusion Drive, 1x First Player Token
6	**CardBox_Actions**	52x Action Cards
4	**CardBox_Riders**	20x Rider Cards
1	**CardBox_Ambassadors**	25x Ambassador Cards
5	**CardBox_Factions**	5x Faction Cards
7	**CardBox_Rivals**	4x Rival Cards
2	**CardBox_Community**	15x Community Cards
3	**CardBox_Holo**	15x Holo Cards
S	**spacer_1 (spacer)**	Printed spacer tray
S	**spacer_2 (spacer)**	Printed spacer tray
B	**Player Screens**	5x Player Screens (Folded player screens behind front card row)
B	**Main Board & Rulebooks**	1x Main Board & Rulebooks (Rests over player screens, hex & resource boxes)

Packing Guide: Brink

Component Checklist

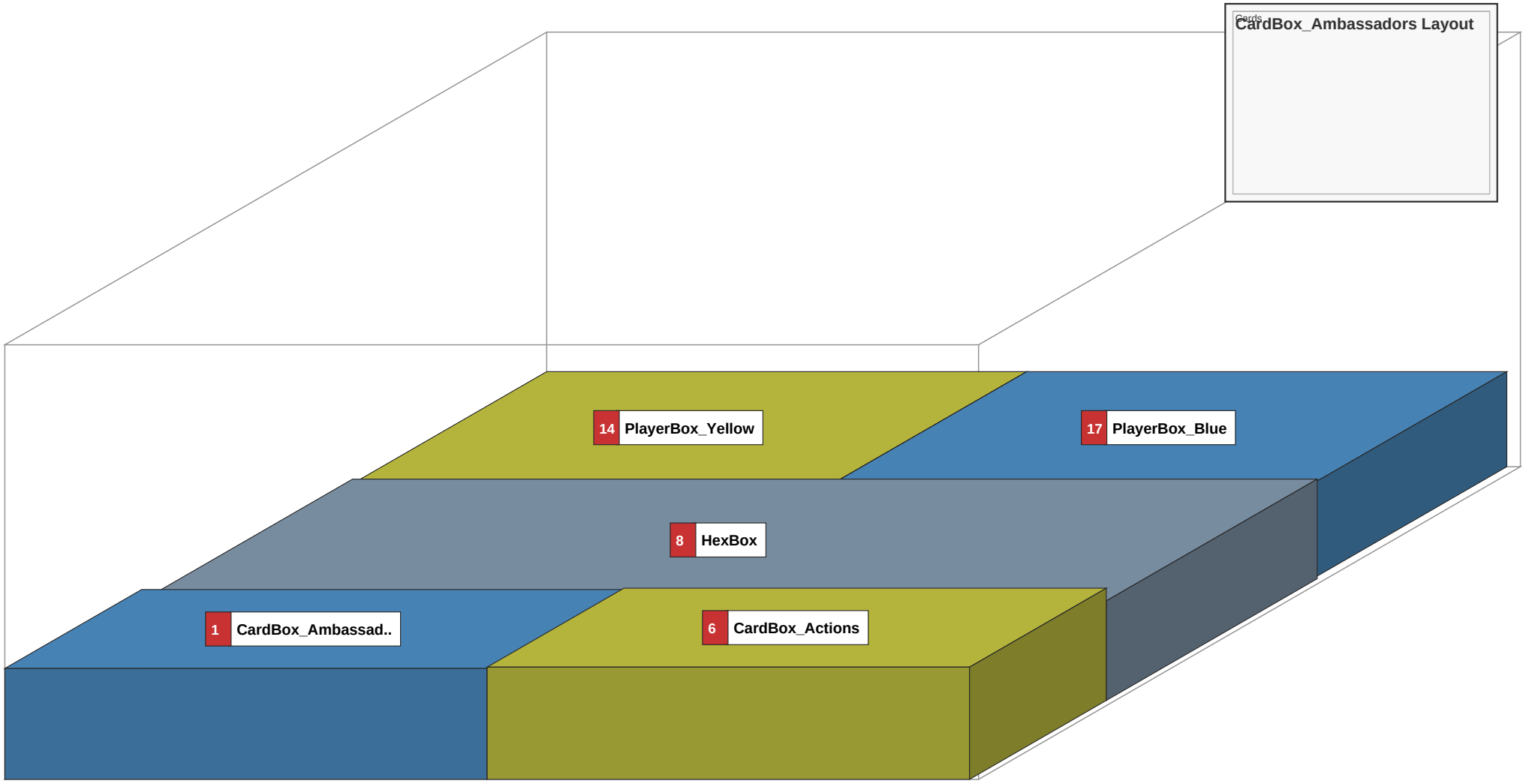
27 Component Types | 380 Total Pieces Accounted For

Qty	Game Component / Tile	Packed In
25	**Map Sector Hex Tiles**	HexBox
15	**Starting & Bonus Hex Tiles**	HexBonusBox
5	**Player Upgrade Boards**	PlayerBox_Yellow (1), PlayerBox_Orange (1), PlayerBox_Purple (1), PlayerBox_Blue (1), PlayerBox_...
5	**Class I Ships**	PlayerBox_Yellow (1), PlayerBox_Orange (1), PlayerBox_Purple (1), PlayerBox_Blue (1), PlayerBox_...
5	**Class II Ships**	PlayerBox_Yellow (1), PlayerBox_Orange (1), PlayerBox_Purple (1), PlayerBox_Blue (1), PlayerBox_...
5	**Class III Ships**	PlayerBox_Yellow (1), PlayerBox_Orange (1), PlayerBox_Purple (1), PlayerBox_Blue (1), PlayerBox_...
15	**Cargo Modules**	PlayerBox_Yellow (3), PlayerBox_Orange (3), PlayerBox_Purple (3), PlayerBox_Blue (3), PlayerBox_...
15	**Railguns**	PlayerBox_Yellow (3), PlayerBox_Orange (3), PlayerBox_Purple (3), PlayerBox_Blue (3), PlayerBox_...
10	**Player & Score Tokens**	PlayerBox_Yellow (2), PlayerBox_Orange (2), PlayerBox_Purple (2), PlayerBox_Blue (2), PlayerBox_...
25	**Komek Resource Cubes**	ResourceBox_Komek
25	**Ventus Resource Cubes**	ResourceBox_Ventus
25	**Henko Resource Cubes**	ResourceBox_Henko
25	**Magnomi Resource Cubes**	ResourceBox_Magnomi

Qty	Game Component / Tile	Packed In
20	**Sorelia Resource Cubes**	ResourceBox_Sorelia
15	**UA Cubes**	ResourceBox_UA
1	**UA Flagship**	ResourceBox_UA
1	**Fusion Drive**	ResourceBox_UA
1	**First Player Token**	ResourceBox_UA
52	**Action Cards**	CardBox_Actions
20	**Rider Cards**	CardBox_Riders
25	**Ambassador Cards**	CardBox_Ambassadors
5	**Faction Cards**	CardBox_Factions
4	**Rival Cards**	CardBox_Rivals
15	**Community Cards**	CardBox_Community
15	**Holo Cards**	CardBox_Holo
5	**Player Screens**	Player Screens (Folded player screens behind front card row)
1	**Main Board & Rulebooks**	Main Board & Rulebooks (Rests over player screens, hex & resource boxes)

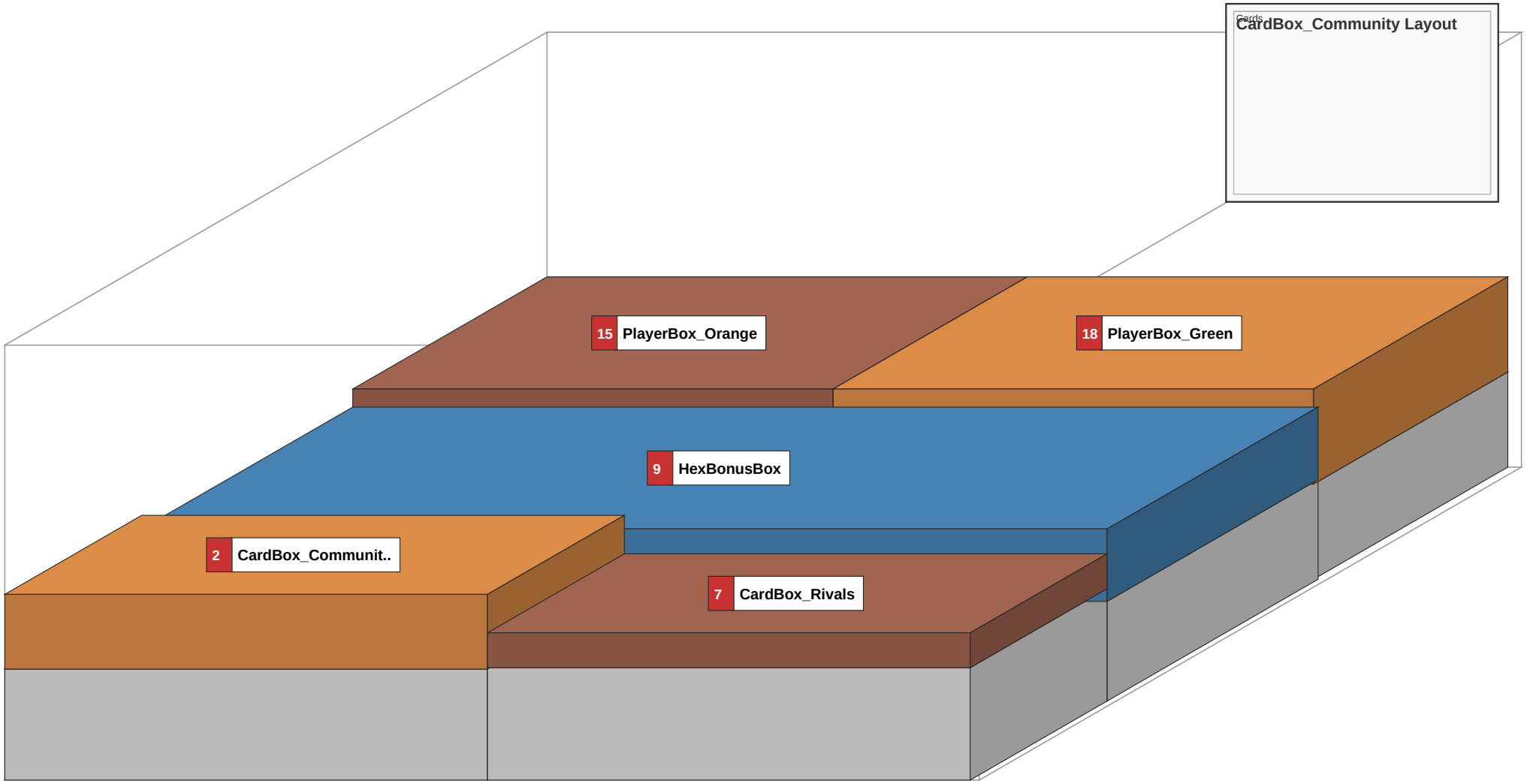
Packing Guide: Brink - Step 1: Base Layer

Game box: 215x307x96mm



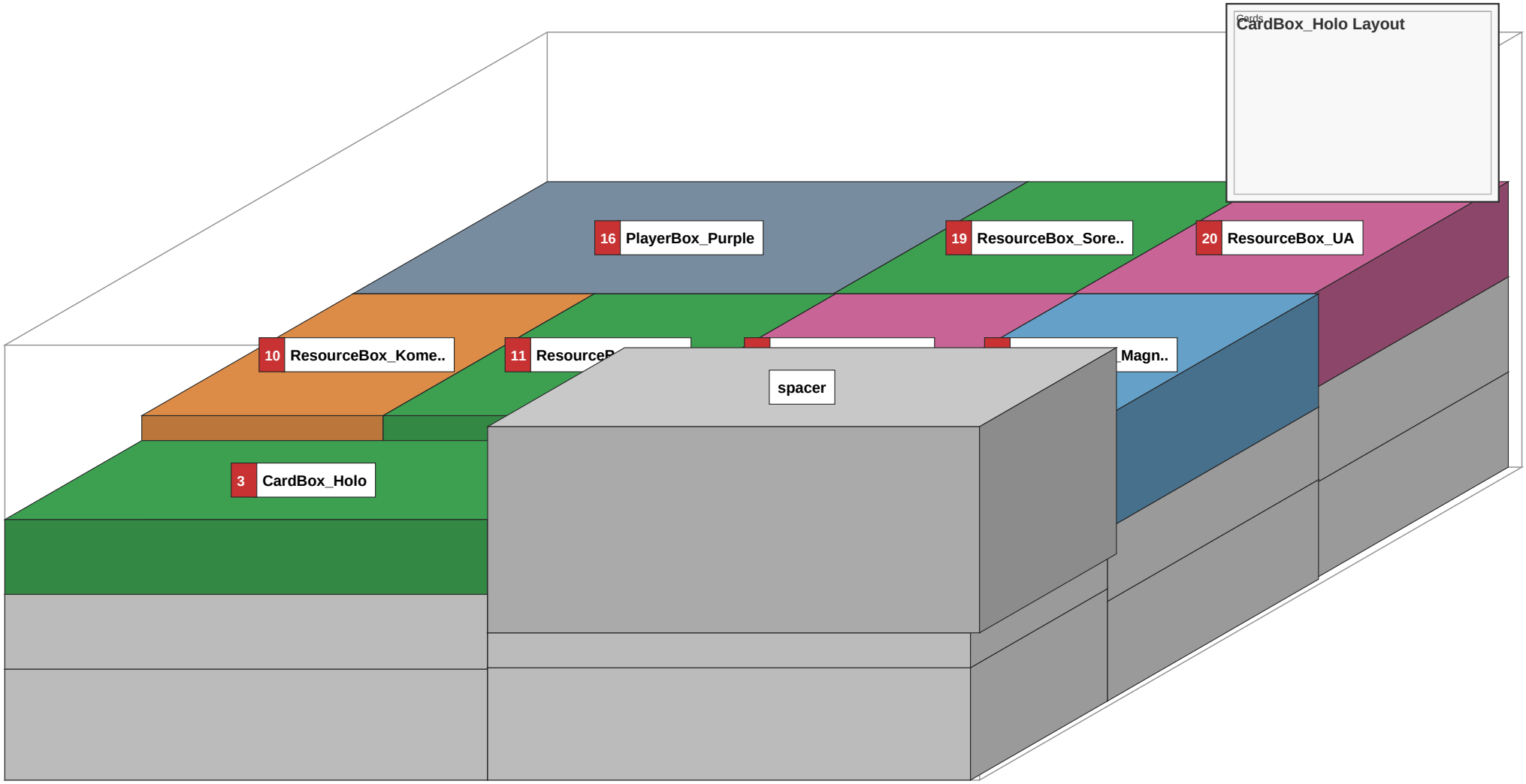
Packing Guide: Brink - Step 2: Lower-Middle Layer

Game box: 215x307x96mm



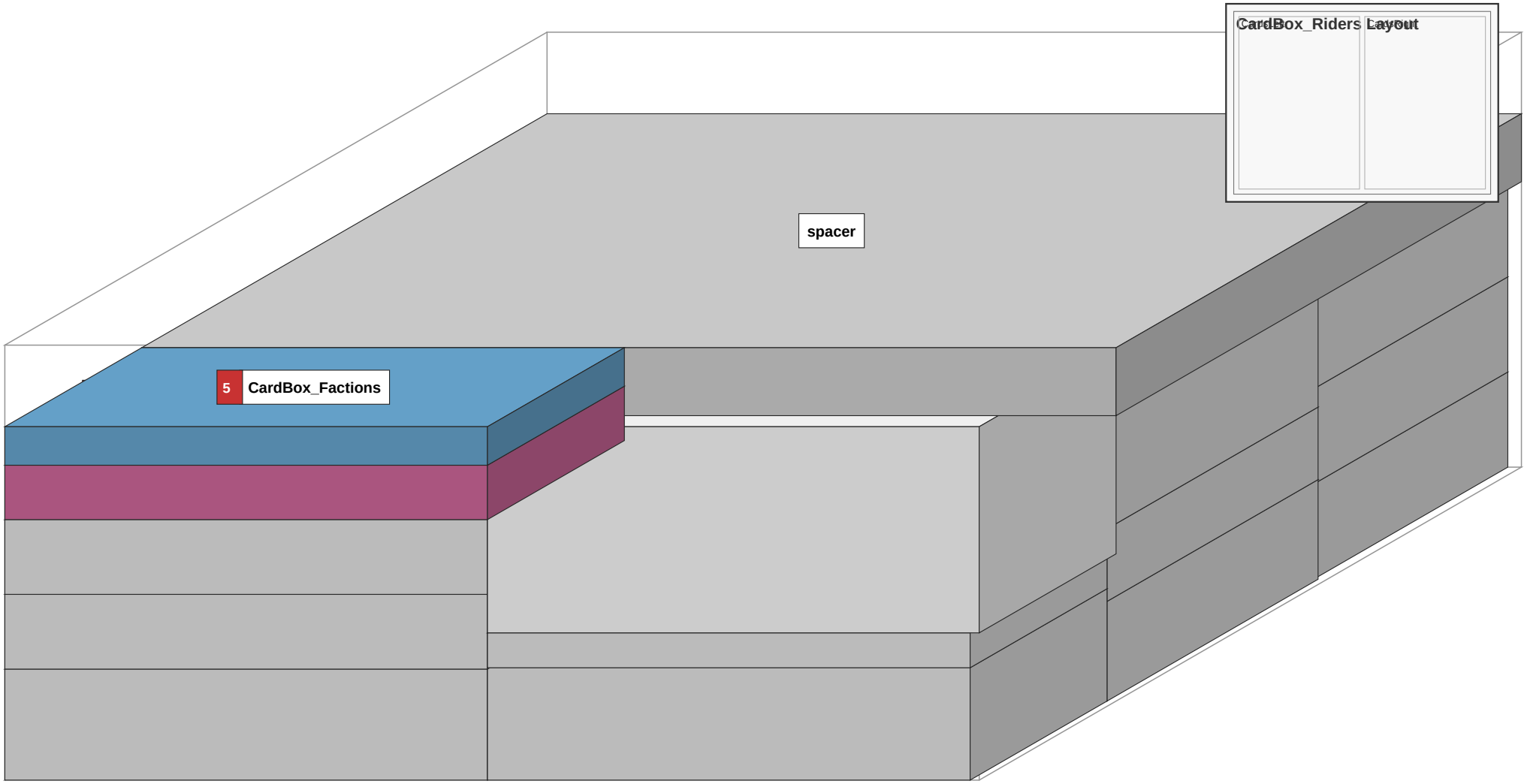
Packing Guide: Brink - Step 3: Upper-Middle Layer

Game box: 215x307x96mm



Packing Guide: Brink - Step 4: Top Layer

Game box: 215x307x96mm



Packing Guide: Brink - Step 5: Boards & Non-Printed Components

Game box: 215x307x96mm

