

Item no.: 381626

## TRA05 - Transporter for over 500 Zombicide figures and accessories

## from 163,88 EUR

Item no.: 381626 shipping weight: 1.00 kg Manufacturer: Feldherr



## Product Description

The set consists of:- 11 x FS035C5BO 35 mm foam inlay with 45 compartments- 1 x FS035l030BO 35 mm foam inlay for Zombicide game sheets and accessories- 2 x FS050l031BO 50 mm foam inlay for Zombicide Tokens, tiles and cards- 4 x Feldherr Full-Size Storage Boxes M empty- 1 x Hobby Transporter empty with shoulder strap- 1 x HS035BF01BO 35 mm foam insert - 12 large compartmentsWhich insert for which Zombicide figures?-FS035C5BO Full Size insert suitable for Survivor, Fatty, Runner, Zombie Dogz, Dog Companions and Walker figures. 45 pieces per inlay.- HS035C5BO Half Size inlay for 20 Zombie Dogz.- HS035l012BO Half Size inlay suitable for Abominations. 12 per inlay.- HS035BF01BO Half size inlay for game accessories. Suitable for doors, objective tokens, spawn and exit markers, noise and skill markers and other tokens. In 18 compartments sorted by type/colour. The picture shows all tokens from Season 1, Season 2 and Toxic City Mall.- HS035BF02BO Half-size inlay for game accessories. Reserve for bulky parts, in the set for dice and score counters. 8 compartments-FS035i03BO Full Size insert for Zombicide game sheets and accessories Each compartment for the player sheets has space for 49 player sheets. The other cut-outs are for game accessories. In this case 2 cut-outs for cars (max 9 per) and one for bulky accessories such as 2x Watchtower, 4x Rubble and 1 x Security Door.- FS050l031BO Full Size Inlay for Zombicide Tokens, Tiles and Cards In the main compartment of an inlay there is space for either "tiles" (playing field boards) and / or large Rubble tokens and playing field boards. There is space for up to 135 playing cards in each card compartment. The delivery naturally does not include the Zombicide figures and accessories!

Specifications

Scan this QR code to view the product All details, up-to-date prices and availability

