



Tinkering Paws

BOARD GAME INSERTS



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VIDEO
instruction

Dune War for Arrakis



List of Contents

- 1. 11 Miniature Boxes
- 2. 4 Token Boxes
- 3. 2 Card Boxes

While it is not necessary, we recommend to glue all stands to their corresponding miniatures.

Info: For easier identification all boxes are marked with a code (M1, M2, etc.) on their bottom or a gang name on top.



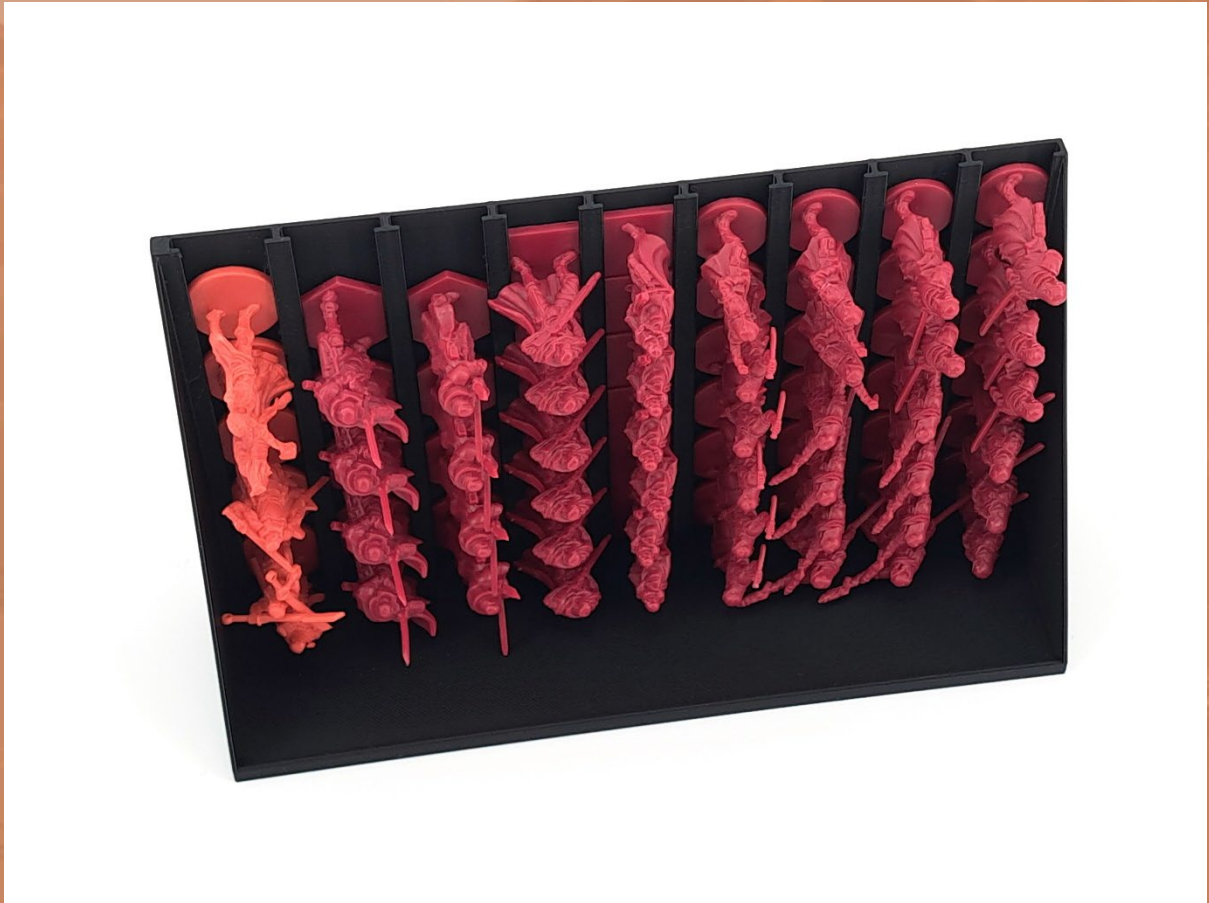
Miniature Box #M1

Miniature Box #M1 holds all Harkonnen vehicles from the base game.



Miniature Box #M2

Miniature Box #M2 holds all Harkonnen miniatures from the “The Spacing Guild” expansion.



Miniature Box #M3

Miniature Box #M3 holds all Harkonnen units and five leaders. Baron Harkonnen, Lady Fenring & the Bashar Leaders are stored in #M4!

Please note: The slots on most boxes have different sizes and miniatures need to be placed as shown.



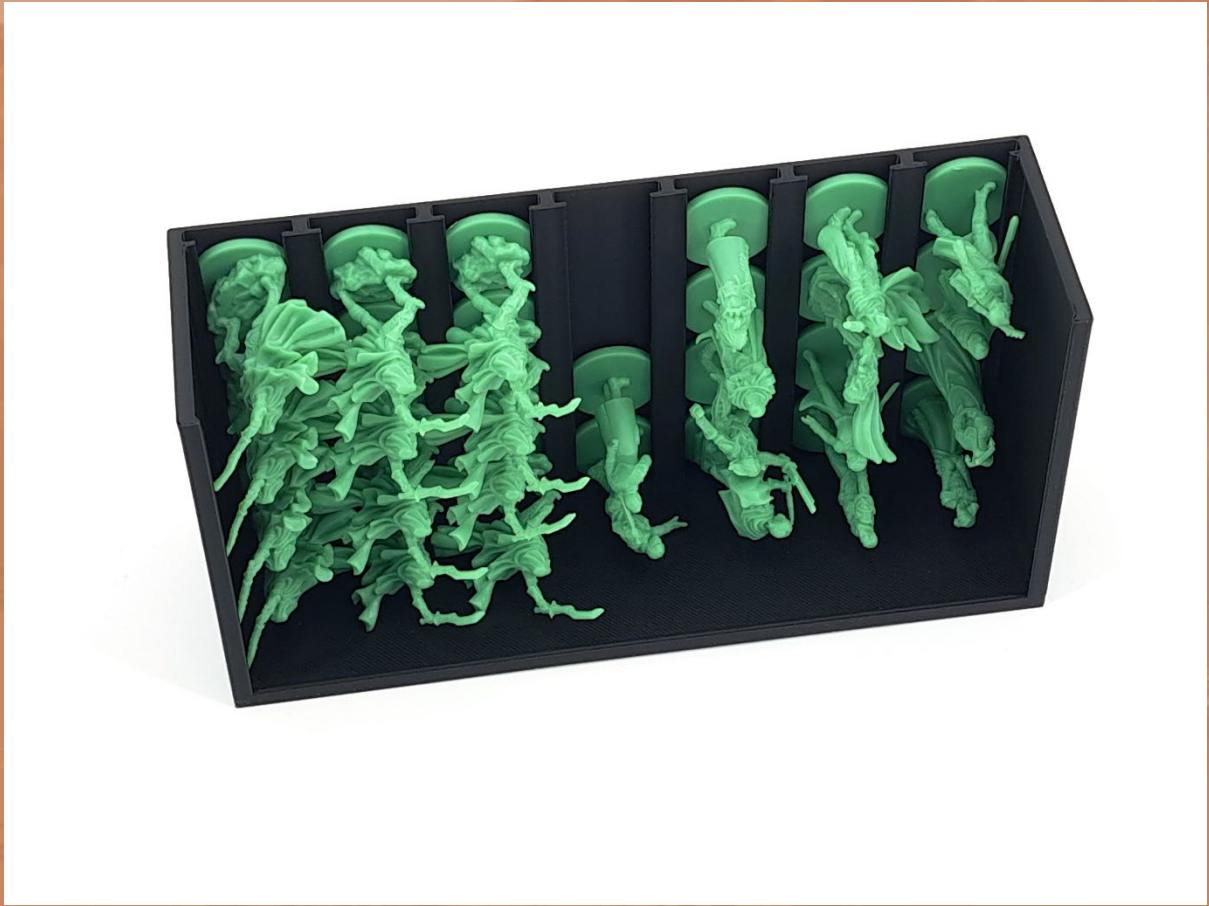
Miniature Box #M4

Miniature Box #M4 holds all the remaining Harkonnen leaders. Place Baron Harkonnen, Lady Fenring & the Bashar Leaders as shown.



Miniature Box #M5

Miniature Box #M5 holds all Atreides units.



Miniature Box #M6

Miniature Box #M6 holds all Atreides leaders.



Miniature Box #M7

Miniature Box #M7 holds all Atreides miniatures from the “The Spacing Guild” expansion.



Miniature Box #M8

Miniature Box #M8 holds all miniatures from the “Smugglers” expansion, except the base.



Miniature Box #M9

Miniature Box #M9 holds the four identical Sandworms.



Miniature Box #M10

Miniature Box #M10 holds the Houses Major Troops from the “The Spacing Guild” expansion.



Miniature Box #M11

Miniature Box #M11 holds the two remaining Sandworms. Please note that the Old Man Of The Desert is protruding over the box.



Token Box #T1

Token Box #T1 holds all components for the Atrides player. Keep the Starting Deployment Tokens in the Rebels Bag.

Please note: All Token Boxes hold the cardboard tokens **or** the plastic tokens. Only one version can be stored at a time.



Token Box #T2

Token Box #T2 holds the Harkonnen token and their Color Bases.



Token Box #T3

Token Box #T3 holds the Harkonnen dice and settlements.



Token Box #T4

Token Box #T4 holds the remaining components.



Card Boxes

Card Boxes #C1 & #C2 hold all cards.



Component Storage #1

Start with Token Box #T1.



Component Storage #2

Now add Miniature Boxes #M1, #M2, #M6, #M7 & #M8.



Component Storage #3

Now add all remaining boxes and the Rebels Bag.



Component Storage #4

Add the two big Player Dashboards.



Component Storage #5

Now add the The Spice Most Flow Board, the Smugglers Board, the Family Atomics Tokens and all boards from the The Spacing Guild expansion.



Component Storage #6

Now add the game boards and rulebooks.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de