

ORGANIZER: Dune: War for Arrakis

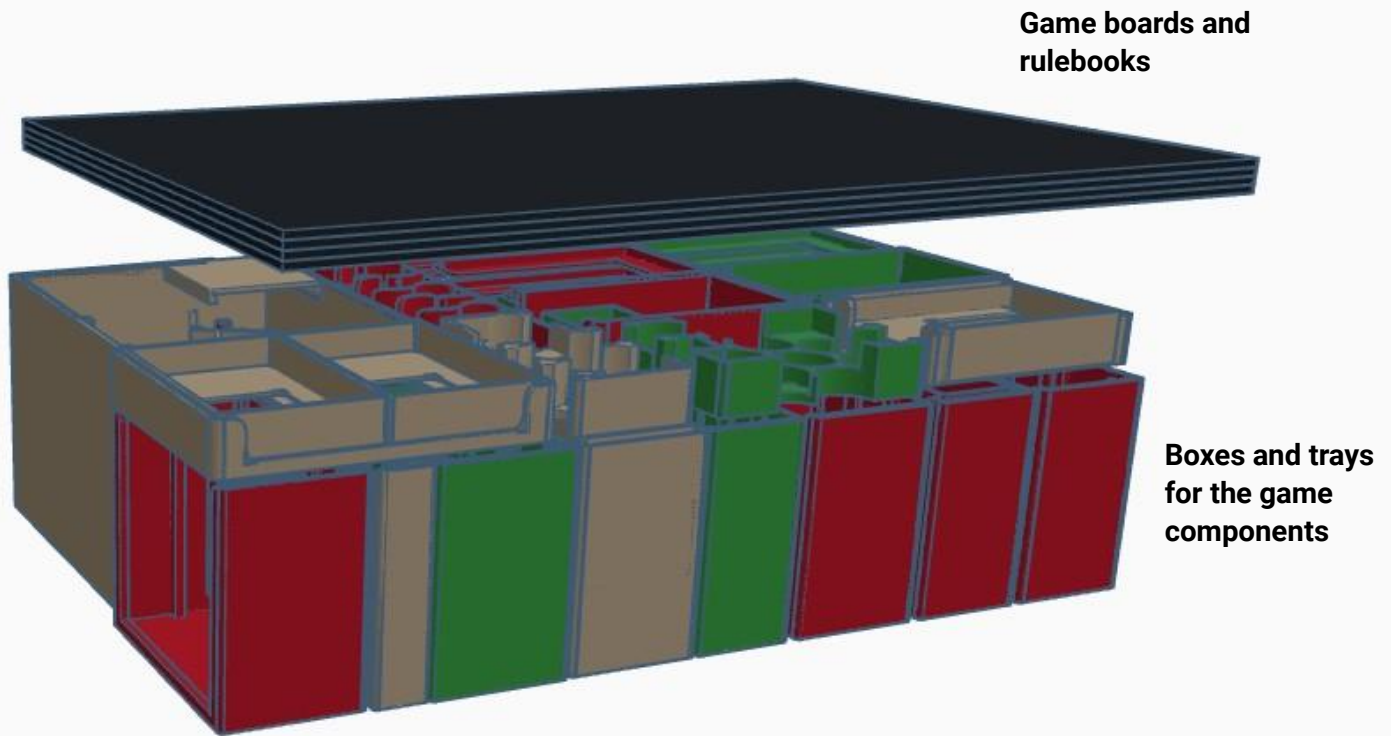
Compatible with Dune: War for Arrakis (2024) and Spacing Guild (2024) expansion, Smugglers (2024), Possible Futures, Kickstarter Extras and Desert War (2025) expansion



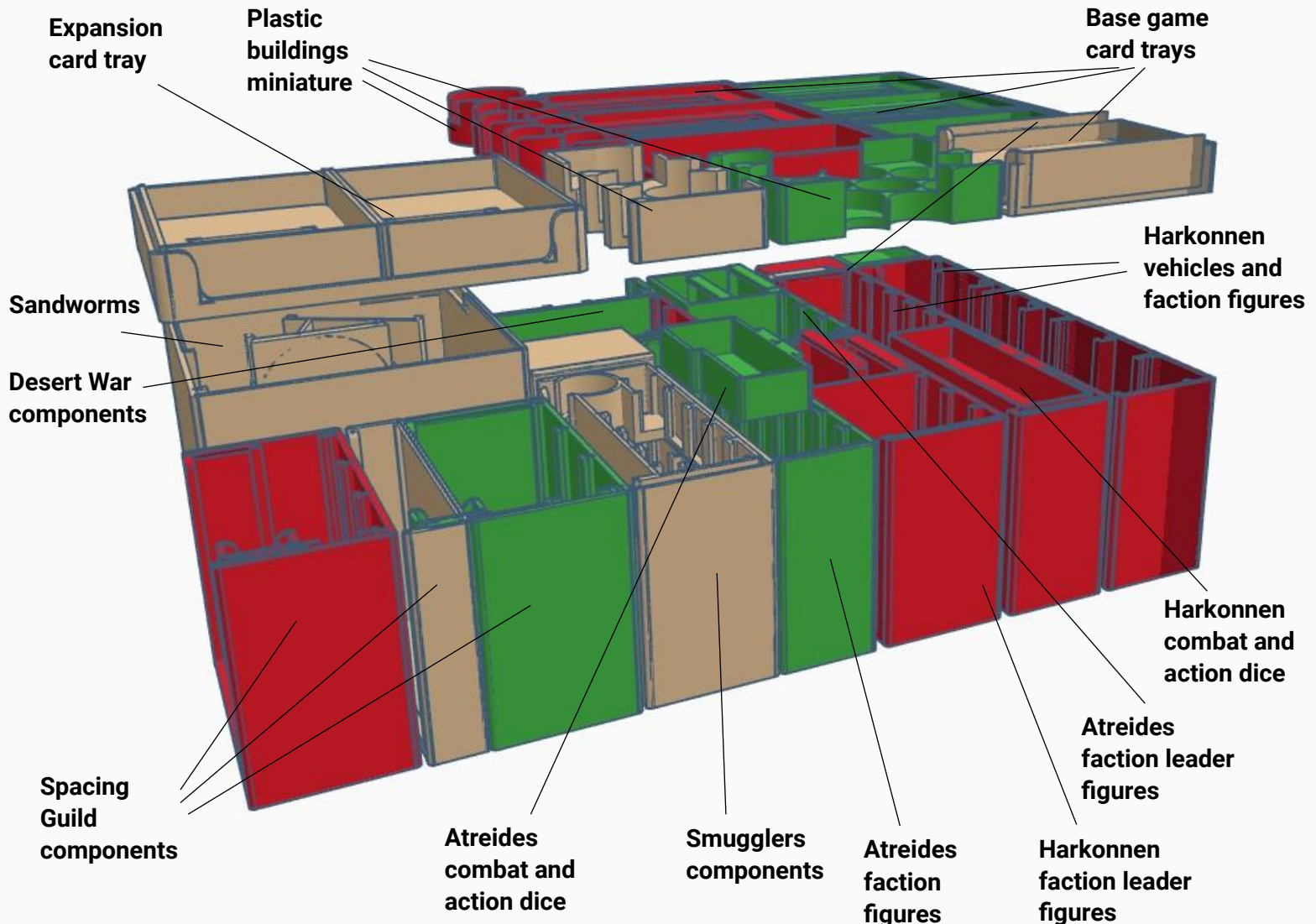
Contents

1. 5 boxes and 4 trays for faction figures and vehicles
2. 1 box and two trays for Worms
3. 1 box and 6 trays for faction tokens, markers, combat and action dice (works also with plastic tokens)
4. 3 trays for miniatures (Sietches, Ecological Testing Stations, villages, cities)
5. 11 card trays + 8 marked dividers
6. 3 boxes and 2 trays for Spacing Guild expansion components
7. 4 boxes for Desert War expansion components
8. 1 box and 2 trays for Smugglers expansion components
9. 1 box and 4 trays for Possible Futures Expansion
10. instruction manual

LAYOUT OF COMPONENTS IN THE GAME BOX



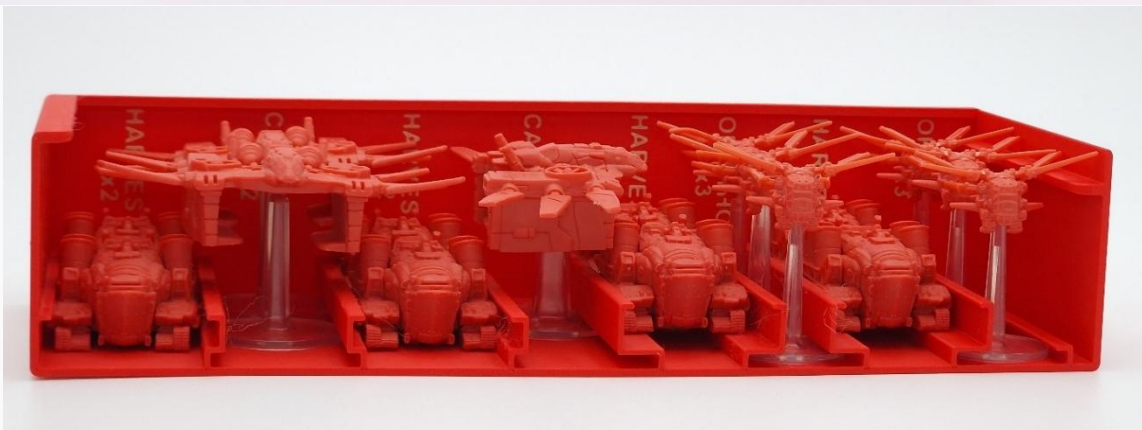
LAYOUT AND CONTENTS OF THE BOXES AND TRAYS





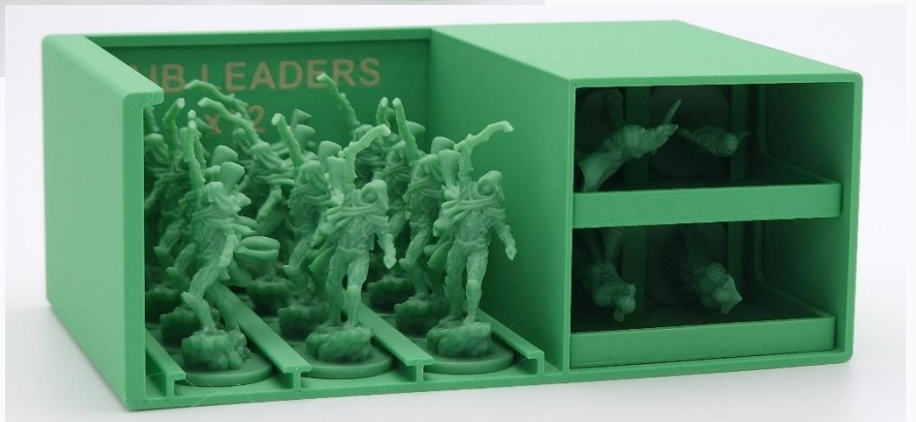
Box for Harkonnen faction figures, action and combat dice

- Harkonnen faction figures are held in place in marked stand holders
- action and combat dice are stored in separate box fixed in the same holder as figures



Box for Harkonnen vehicles

- vehicles are held in place in marked stand holders
- transparent vehicle stands can be glued to the vehicles (not necessary, but convenient)



Box for elite Harkonnen/Atreides faction figures

- elite faction figures are in the left compartment, in marked stand holders
- named elite faction figures are in the right compartment in two shelves (stands are named accordingly)



Box for Atreides faction figures, action and combat dice

- Atreides faction figures are held in place in marked stand holders
- action and combat dice are stored in separate box fixed in the same holder as figures



Box for sandworms

- one tray holds Wild Maker and one tray one of the worms to facilitate easier removal. When inserting Wild Maker tray it might be necessary to rotate Wild Maker to fit in.



Card trays

- card trays can be removed from the card tray holder and used where applicable as card holders during the game (see smaller picture as an example)
- dividers separate categories of cards
- base game cards and expansions cards are stored in separate marked card holders



Organizer for tokens

- Consists of 4 boxes – faction marked by color
- box for Atrides markers and tokens
- box for Harkonnen markers and tokens
- box for wormsign tokens
- box for Benne Gesserit tokens and cone of silence tokens
- can hold either plastic, or cardboard tokens. When using cardboard tokens, slot for Pyon villages will not be used.



Boxes for Spacing Guild expansion

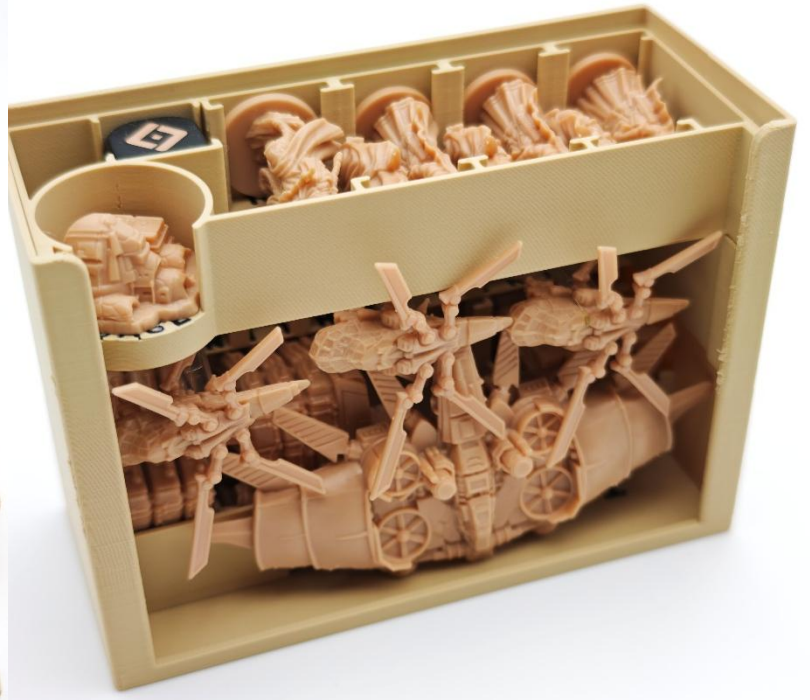
- box for Harkonnen faction components
- box for Atreides faction components
- box for House Major Troops figures
- transparent ship stands can be glued to the ships (not necessary, but convenient)
- rubber faction rings are stored on faction starting troops and in separate holders inside faction boxes
- please see a location of Guild Navigator and starting faction troops in smaller

picture on the left



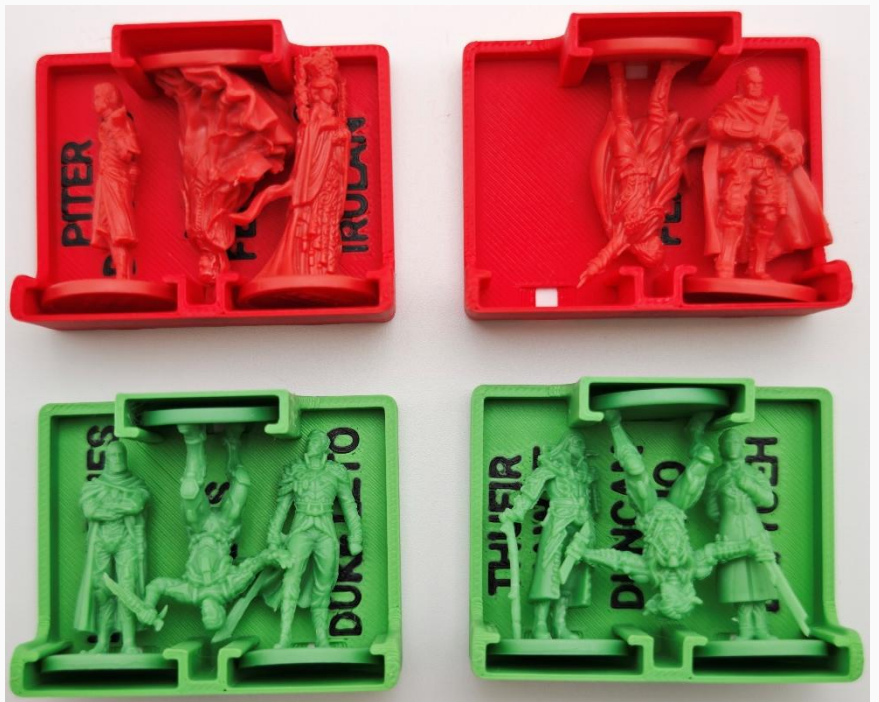
Desert War

- box for Harkonnen faction components
- box for Atreides faction components
- small boxes inside faction boxes store tokens and Fremen camps miniatures (Atreides faction box)



Smugglers

- box holds harvesters and caryall
- separate tray for ornithopters and separate for minis, die and a Smuggler camp

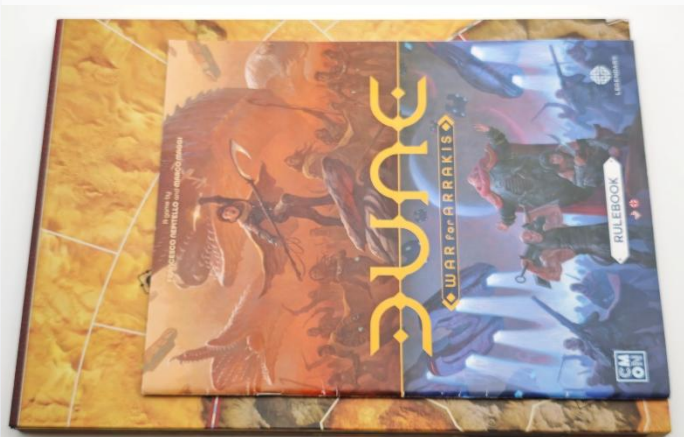


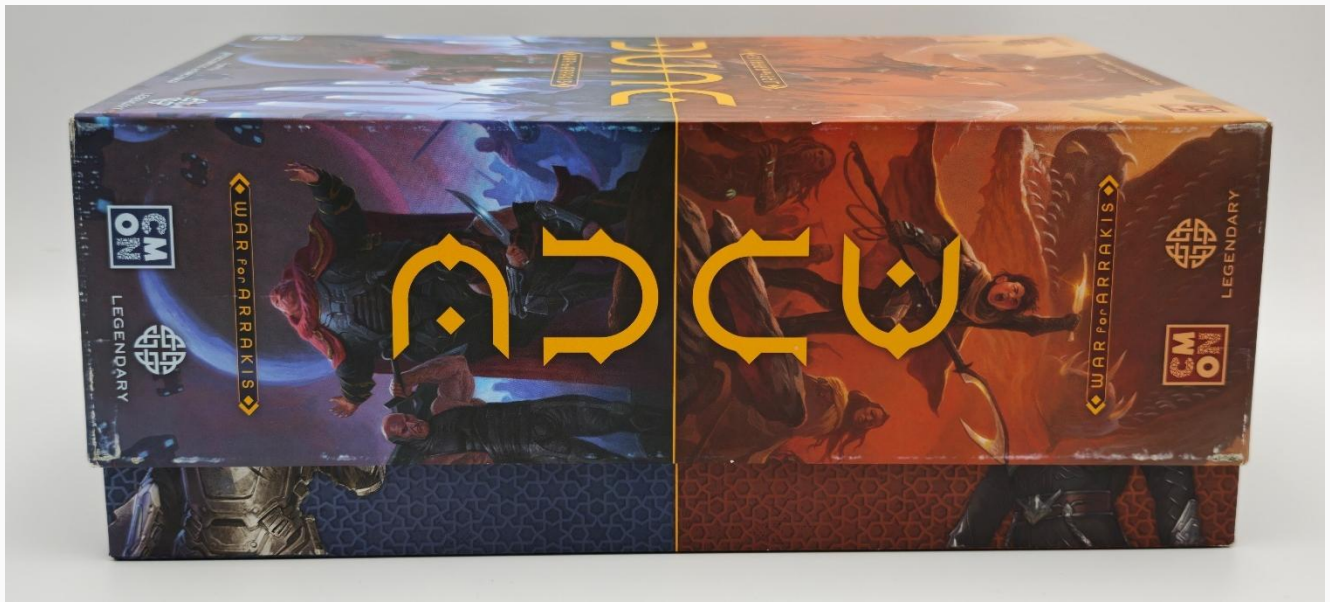
Possible Futures

- Possible Futures box holds 4 marked trays for the expansion minis



Boxes and trays inside the game box (game boards and rulebooks not shown). First layer on the left. Next pictures show suggested order of game boards and rulebooks:





Components of the game and expansions can fit inside a retail game box with a 3cm deck lift. In case of a Kickstarter/Gamefound game box there is no deck lift. Game can be stored vertically when tightly closed.