

PHASE 6: SPICE BLOW

1. Reveal both card A & B, simultaneously
2. Place Spice / Shai-Halud tokens in the territory.
3. Draw & place extra a Spice Card(s) on any Shai-Halud card.
4. Fremen may re-direct (if multiple) and ride the spawned Shai-Halud tokens.
5. Set any 3rd Shai-Halud cards aside, shuffle them back into the deck at the end of the phase.

FIRST TURN

Any Shai-Halud cards that are drawn on turn 1, are set aside instead.

They take no effect and are shuffled back into the Spice deck at the end of the phase.

The Spice deck never re-shuffles. By the end of turn 10, the complete Spice deck is used.

PHASE 7: SHIPPING & MOVEMENT

STORM ORDER

Shipment and Movement happens in Storm Order by default. Each player's turn consists of one shipment and one movement. If the Spacing Guild is in the game, their Ship When You Wish advantage takes precedence to Storm Order. After the Spacing Guild has used this advantage, Shipment and Movement proceeds in strict Storm Order until all factions have had a chance to Ship and Move.

SHIPMENT

A player may make one shipment of any number of tokens from their reserves to any one territory on the map. A player must pay spice to the spice bank for their shipment or to the Guild if they are in the game. The cost of shipping off-planet reserves is one spice per token shipped into any stronghold or city, and two spice per token shipped to any other territory. The Fremen player does not have to pay as their reserves are on the far side of Dune, see their faction sheet for details.

