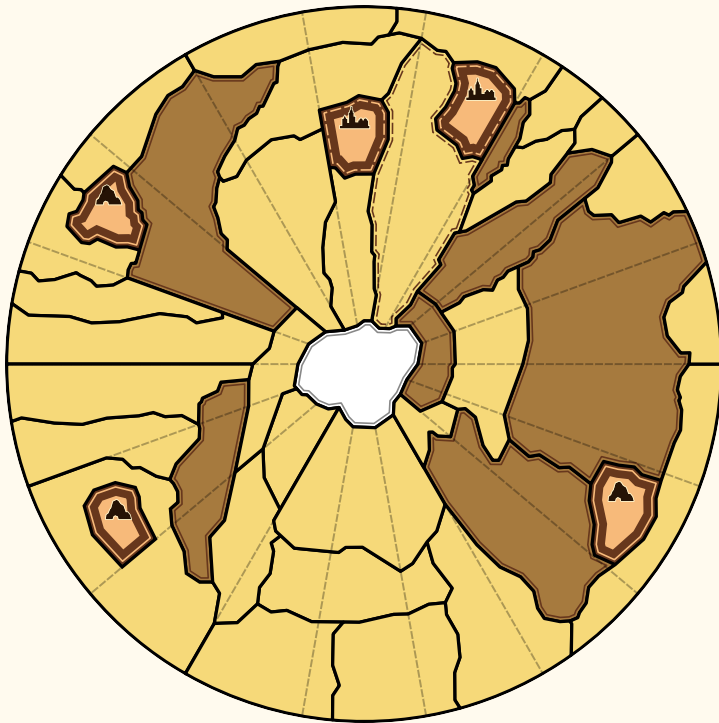
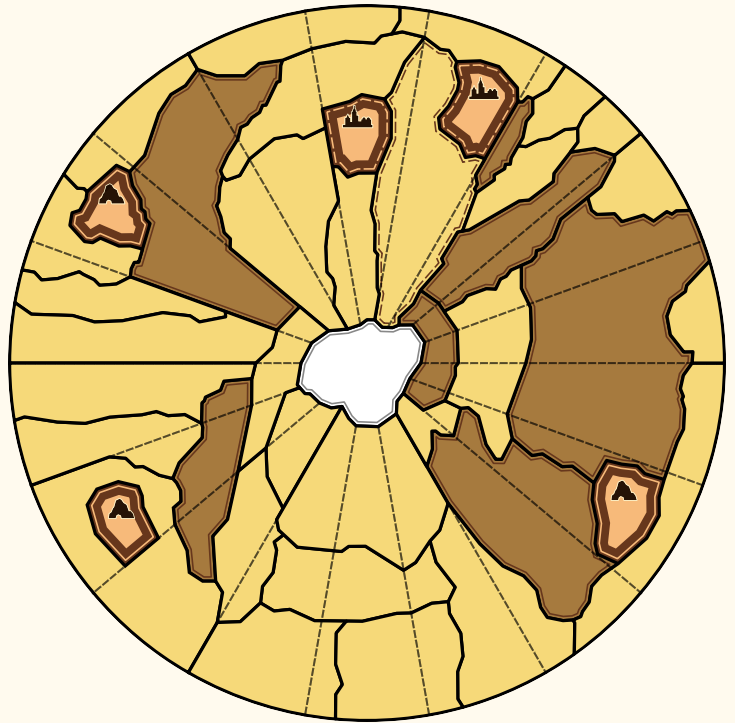


SECTORS

The map is also divided by longitude lines into 18 sectors which extend from the edge of the Polar Sink to the horizon.

Sectors are important in 3 ways:

1. When the storm moves, it moves from sector to sector.
2. Territories that are under storm cannot be entered or moved through. When a territory is partially under storm, these parts act as separate territories.
3. Spice can only be collected within the appropriate sector of a territory.



SPICE LOCATIONS

There are a total of 20 locations on the board where Spice can spawn and be collected.

- 15 "Spice blows" ranging from 6 to 12 Spice.
- 5 "Spice mines" ranging from 3 to 5 Spice.

TODO: the map on the left should show the locations of the Spice-blows and Spice-mines, clearly.

POLAR SINK TERRITORY

A unique territory on dune is the polar sink. This territory is safe from everything

- Safe from storm.
- Safe from Shai-Halud.
- Safe from battle.

There are never battles here.

There is no occupancy limit for this territory.

