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SPICE CARDS

version 1.0

This is a Spice deck for Dune board game.

- You'll need only 1 copy of each page except last page with card backs.

- Many custom rules advise to use 2 separate Spice decks, so just print another copy.

- All contents are for personal use only

Spice cards 1/3

CIELAGO SOUTH

Spice Blow



Add 12 **spice** on Cielago South.

12

SOUTH MESA

Spice Blow



Add 10 **spice** on South Mesa.

10

RED CHASM

Spice Blow



Add 8 **spice** on Red Chasm.

8

SIHAYA RIDGE

Spice Blow



Add 6 **spice** on Sihaya Ridge.

6

OLD GAP

Spice Blow



Add 6 **spice** on Old Gap.

6

BROKEN LAND

Spice Blow



Add 8 **spice** on Broken Land.

8

ROCK OUTCROPPINGS

Spice Blow



Add 6 **spice** on Rock Outcroppings.

6

FUNERAL PLAIN

Spice Blow



Add 6 **spice** on Funeral Plain.

6

THE GREAT FLAT

Spice Blow



Add 10 **spice** on the Great Flat.

10

HABBANYA ERG

Spice Blow



Add 8 **spice** on Habbanya Erg.

8

HABBANYA RIDGE FLAT

Spice Blow



Add 10 **spice** on Habbanya Ridge Flat.

10

CIELAGO NORTH

Spice Blow



Add 8 **spice** on Cielago North.

8

THE MINOR ERG

Spice Blow



Add 8 **spice** on the Minor Erg.

8

HAGGA BASIN

Spice Blow



Add 6 **spice** on Hagga Basin.

6

WIND PASS NORTH

Spice Blow



Add 6 **spice** on Wind Pass North.

6

SHAI-HULUD



Worm Alert



Start Nexus immediately (players may form or break alliances), before any other actions.

After Nexus remove all **spice & tokens** from last **territory**, continue drawing cards until **territory** is revealed & **spice** is placed.

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