

portraits & graphic design by Ilya Baranovsky (Ilya 77 on Boardgamegeek.com)

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





















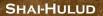
















Start Nexus immediately (players may form or break alliances), before any other actions.

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

SHAI-HULUD





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.

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.

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.

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.

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.

