



Version 1.0

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DUNE COMPONENTS - TOKENS & COMBAT WHEELS

Components in this PDF

- 120 troop tokens (20 tokens for each of 6 factions)
- 6 faction tokens (for placing on "dots" around the map)
- 1 Sandstorm token
- 140 Spice tokens
- 2 Combat Wheels

Notes

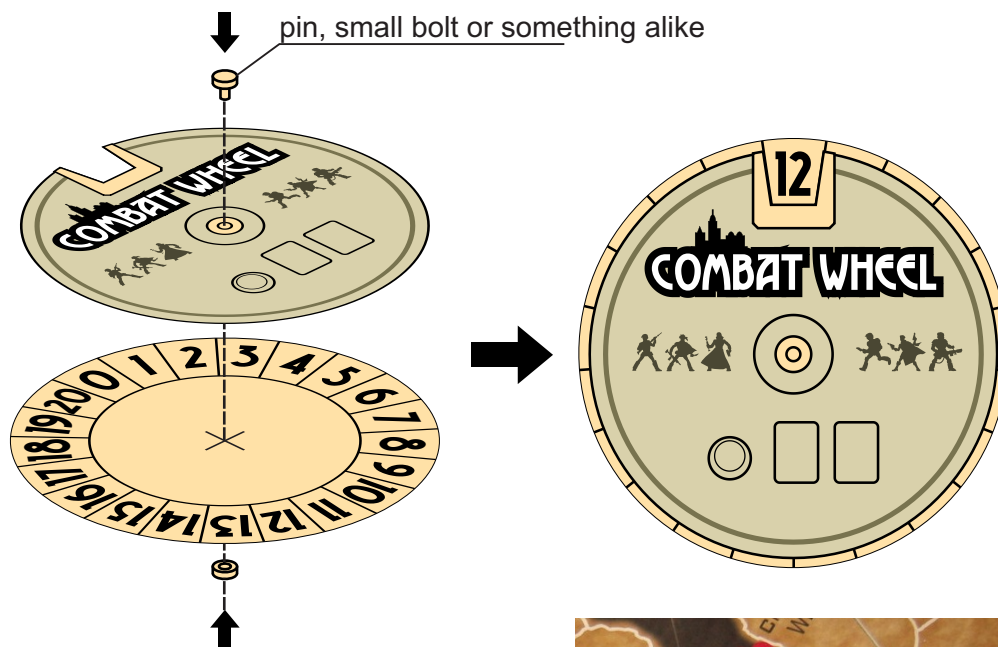
-In this PDF there are 6 additional faction tokens and 1 additional Storm token, this is just for "any case".

-Document contains "front" and "back" sides for troop and faction tokens, because back side for Bene Gesserit (blue) troops has a different symbol and serves to indicate tokens in "Coexistense". All other tokens have identical sides, including 5 special red tokens ("Sardaukars") and 3 special yellow tokens ("Fedaykins").

-troop/faction tokens are 16mm in diameter (5/8"). Cut these tokens along the outer circle. Then mount on both sides of colored rounded chits.

-The "back" and "front" sides for the Spice/Storm tokens are identical (just print this page twice). Spice tokens have rectangle shape, use guiding lines to cut them out.

-The combat wheels consist of 2 parts and have only front side. Mount 2 parts of each combat wheel with pin.



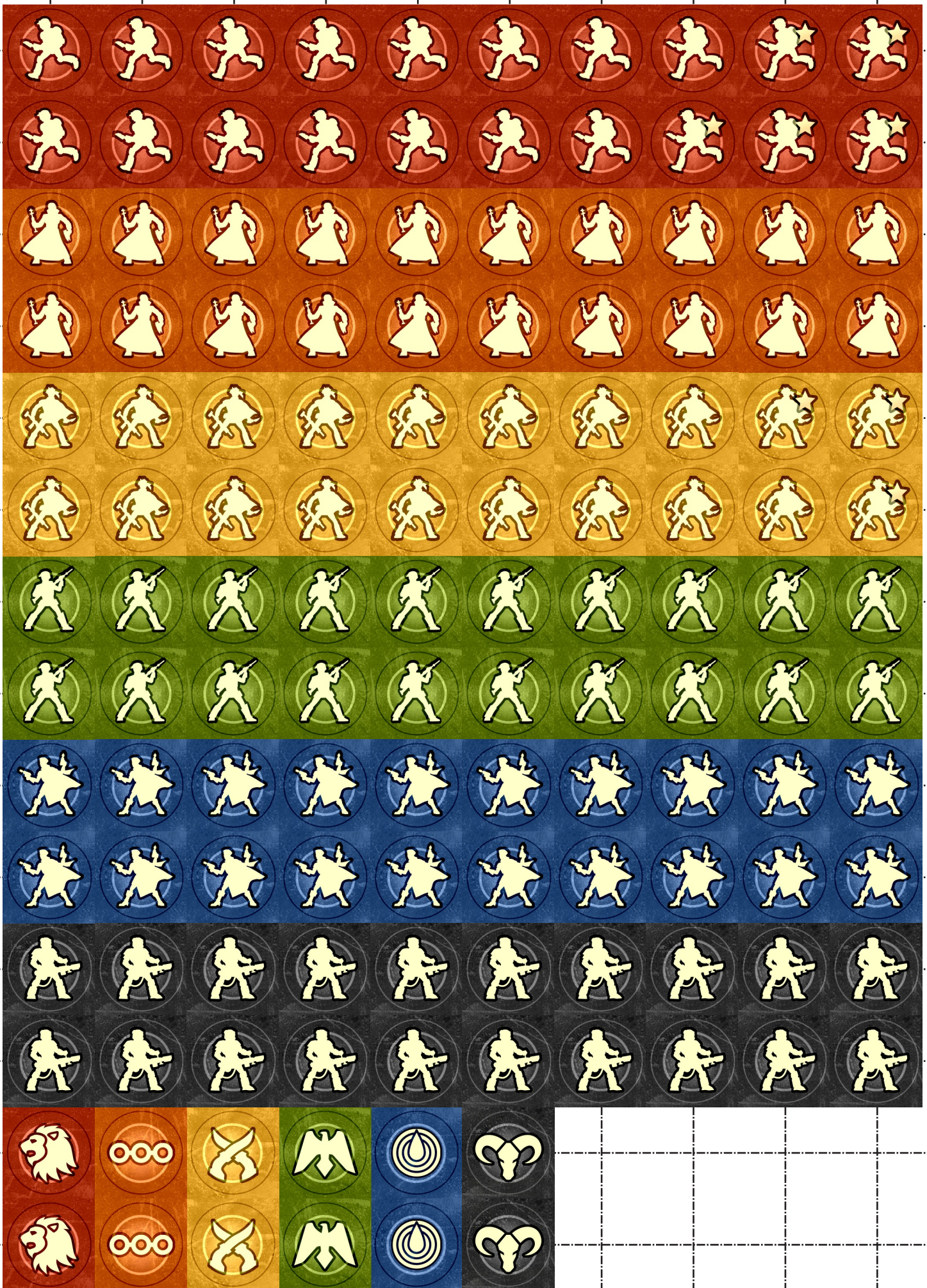
-for the Spice you can also use various playing pieces of different shapes (instead of numbered tokens from this document), just like on this picture.

See comments here:

<http://boardgamegeek.com/image/473027/dune>

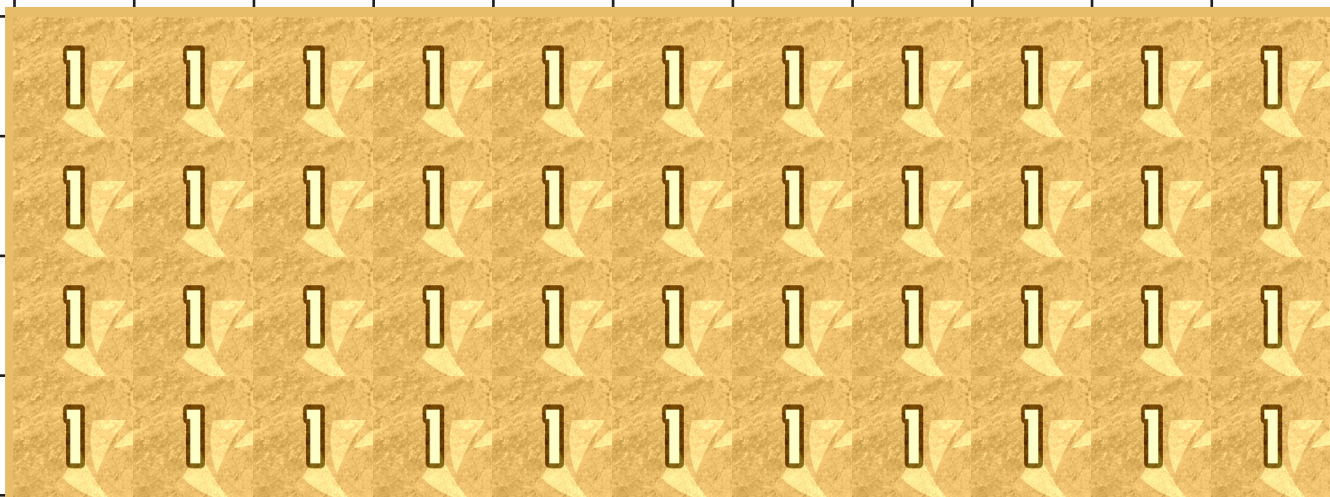


Troops & Faction tokens - front



Troops & Faction tokens - back





Spice & Storm tokens
(back & front sides
are identical)

