



COMPATIBLE WITH ALL DELUXE COMPONENTS INCLUDING DREADNOUGHTS  
COMPATIBLE WITH CARD SLEEVES FOR ALL IMPERIUM, INTRIGUE AND LEADER CARDS

**INTENDED STORAGE BOX**  
**DUNE: IMPERIUM – DELUXE BOX**

We are **NOT** affiliated with original game publisher: DireWolf.

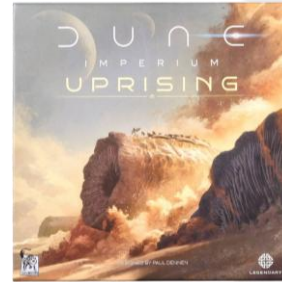
Images of the game(s) are used solely to show the compatibility of our products with the game

*This is a third-party accessory designed by PlayMode. All product names are trademarks of their respective owners, which are in no way associated or affiliated with PlayMode.*

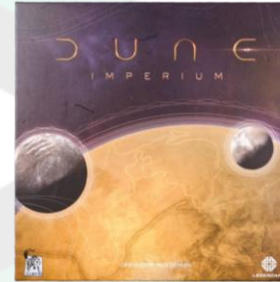
**BASE GAME:**

**UPRISING**

**ORIGINAL**



**OR**



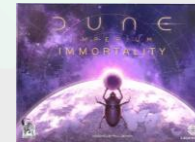
**ONLY ONE BASE GAME CAN BE STORED IN THE **PLAYSYSTEM****

**EXPANSIONS:**

**BLOODLINES**

**RISE OF IX**

**IMMORTALITY**

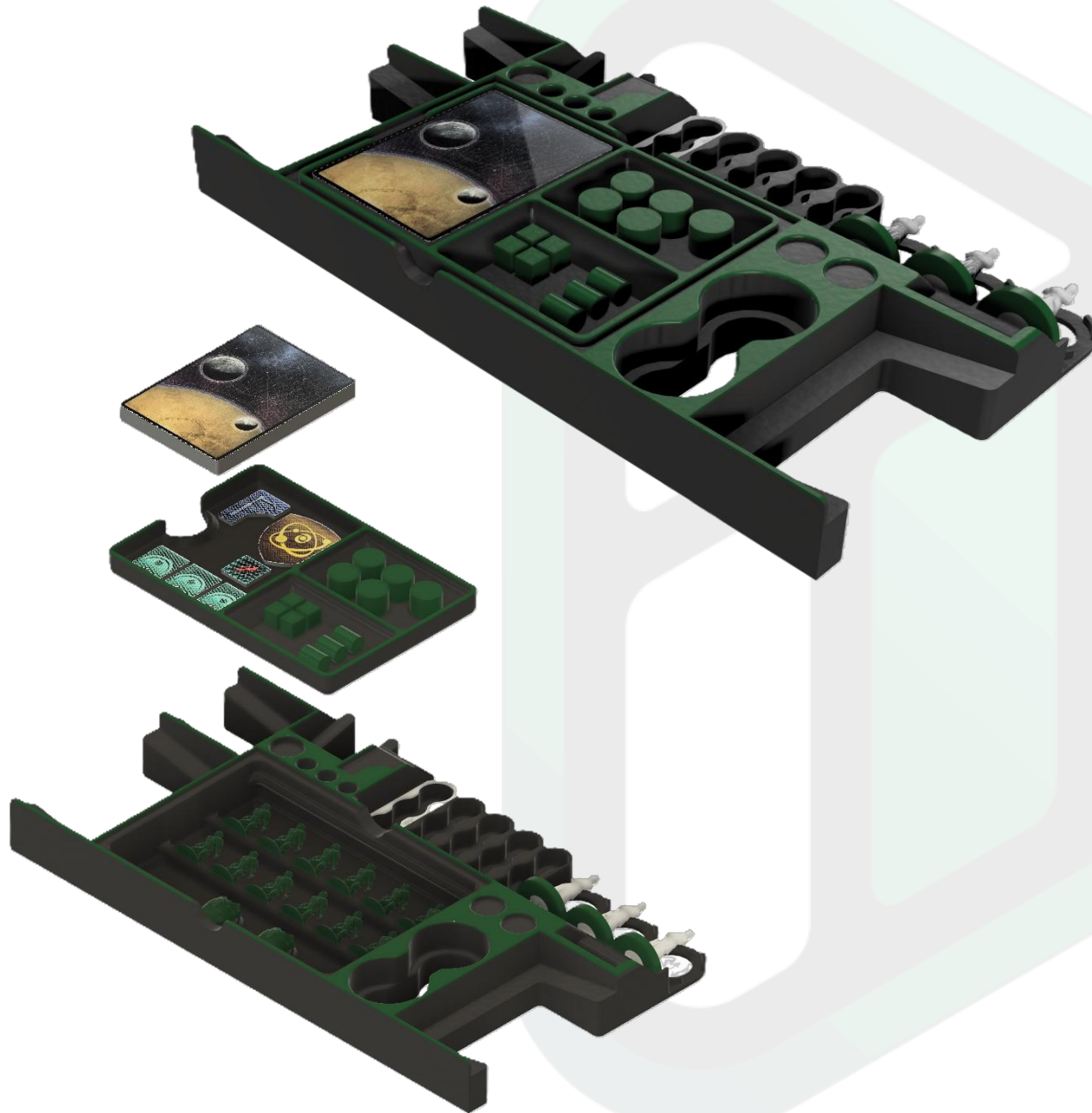


**ALL EXPANSIONS CAN BE INCLUDED IN THE **PLAYSYSTEM****

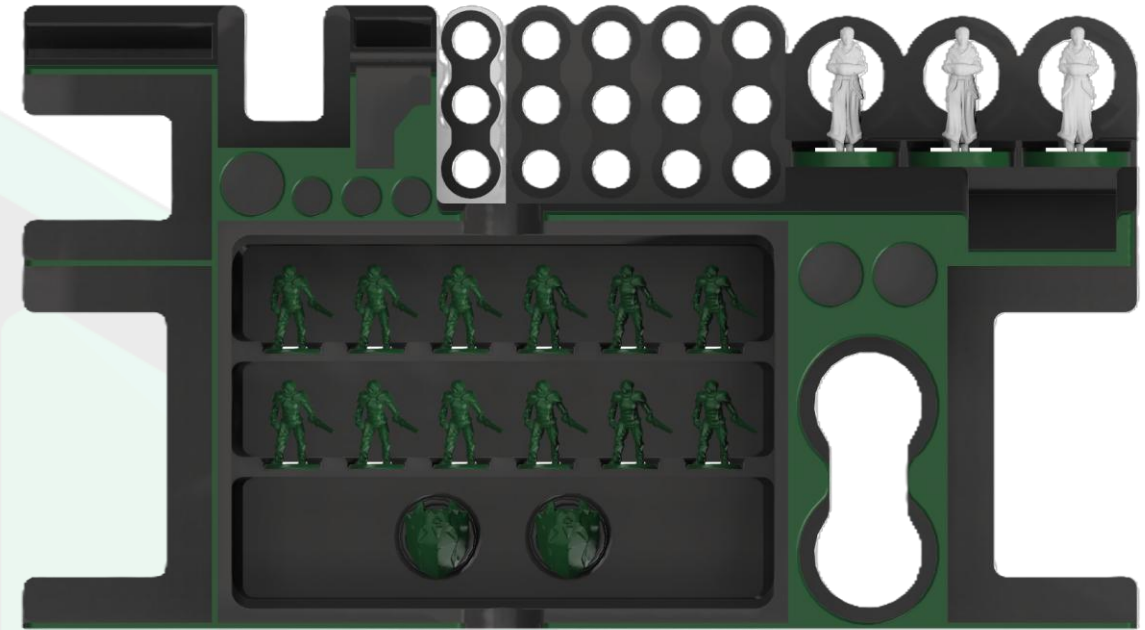
**NOT ALL EXPANSIONS ARE REQUIRED**

**UNUSED TRAYS WILL ACT AS SPACERS. KEEP THEM IN THE BOX!**

## LOAD YOUR PLAYER TRAYS (X4):



LOAD YOUR AGENTS



LOAD YOUR ARMY AND DREADNOUGHTS UNDER INSERT TRAY



STORE CARDBOARD TOKENS BELOW STARTER DECK

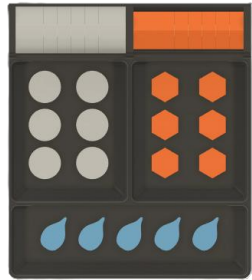
- Battle Power Counter
- Banners (x3)
- Worm Hook (Uprising)
- Family Atomics Token (Immortality)

# DUNE: IMPERIUM - DELUXE

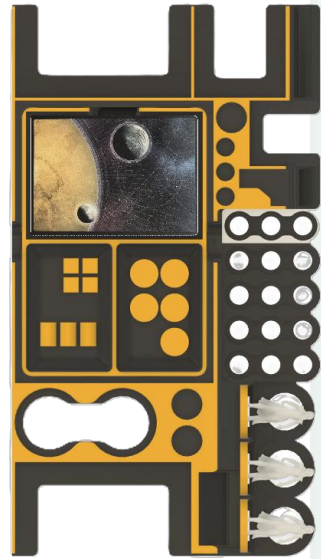
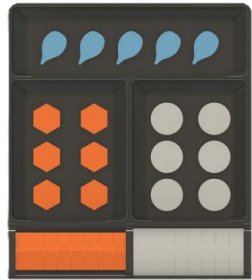
PLAYSYSTEM SCHEMATIC

# BOTTOM LAYER

RESOURCES x2  
PLAYER TRAY x1



RESOURCES (x2)



PLAYER TRAY



BOTH RESOURCE TRAYS CAN HOLD ALL RESOURCES FROM BOTH BASE GAMES

LARGE RESOURCES



SMALL RESOURCES

PACK BASE, NOT LID!



# DUNE: IMPERIUM - DELUXE

PLAYSYSTEM SCHEMATIC

## BOTTOM LAYER +

1P WALL x1  
LEADER ACCESSORY x1



### LEADER ACCESSORY

ESMAR TUEK  
TUEK'S SIETCH  
(BLOODLINES)



PIETER DE VRIES  
INTRIGUE CARDS  
(BLOODLINES)

STEERSMAN Y'KROON  
NAVIGATION CARDS  
(BLOODLINES)

TESSIA VERNIUS  
SNOOPER TOKENS  
(RISE OF IX)

BARON HARKONNEN  
FACTION TOKENS  
(ORIGINAL)

FEYD-RAUTHA  
WHITE CUBE  
(UPRISING)

CHANI  
TAN CUBE  
(BLOODLINES)

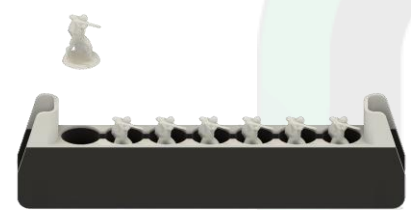


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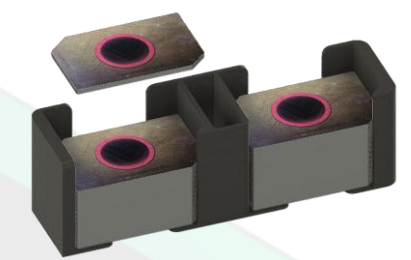
## PLAYSYSTEM SCHEMATIC



DOUBLE SIDED HOLDER FOR CONFLICTS AND OBJECTIVES



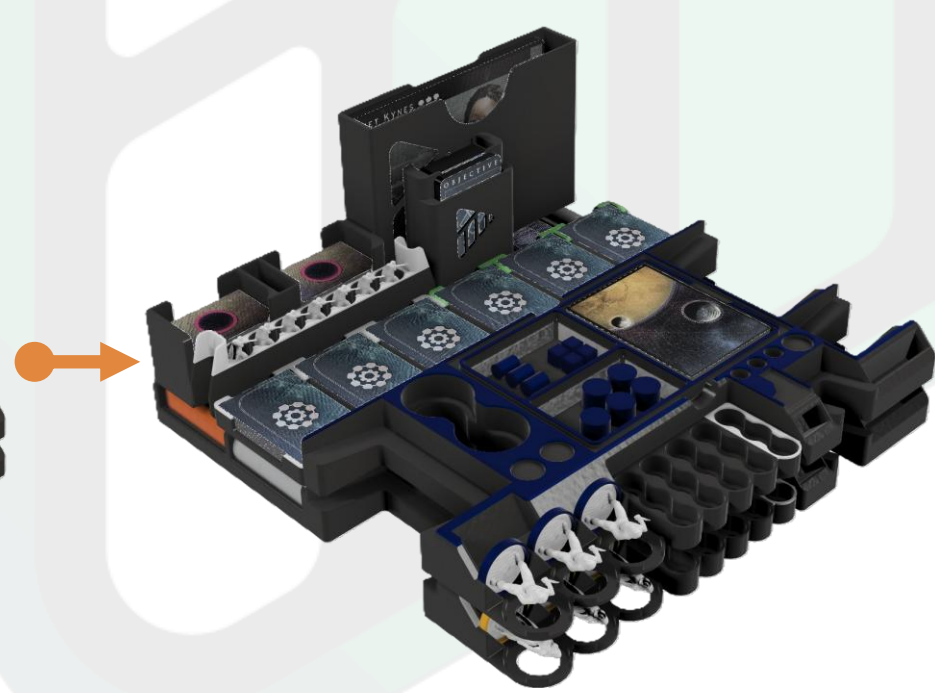
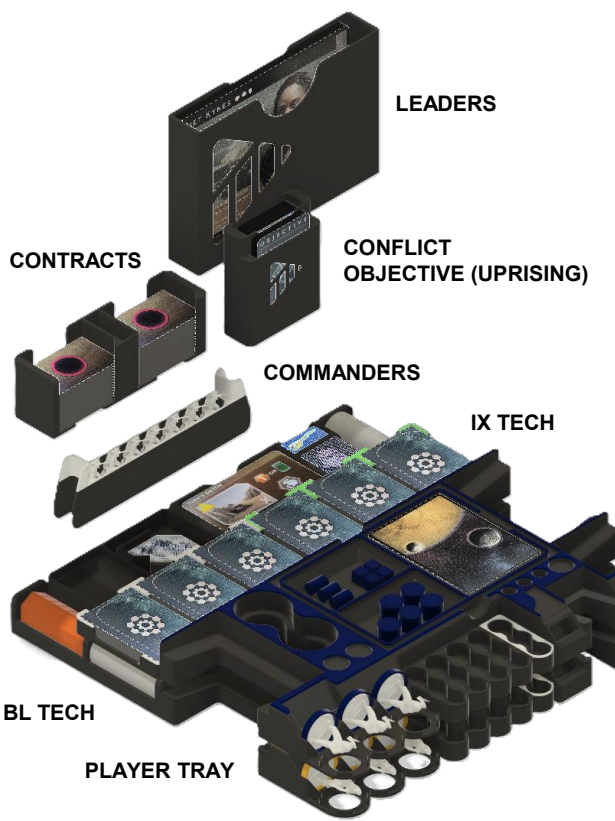
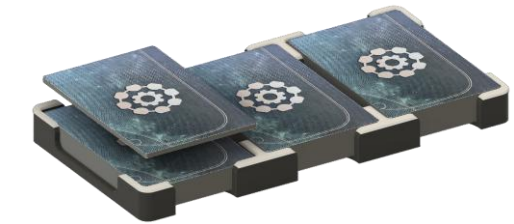
ALL LEADERS FIT IN HOLDER (FROM ALL GAMES)



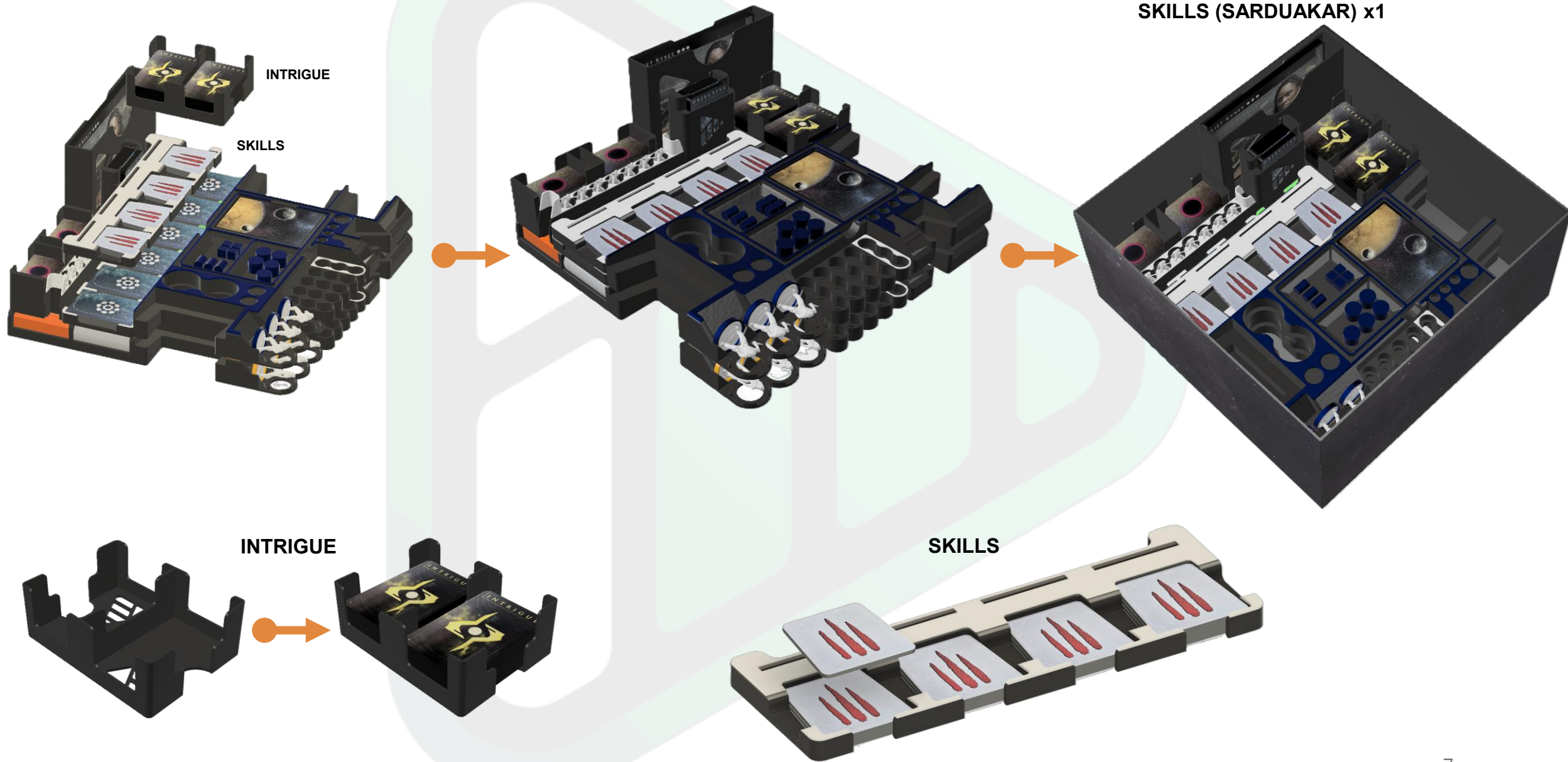
RISE OF IX CONTRACTS WILL ALSO FIT IN CONTRACTS HOLDER

## MIDDLE LAYERS 1

- PLAYER TRAY x1
- IX TECH x1
- BL TECH x1
- LEADERS x1
- CONFLICT OBJECTIVE x1
- COMMANDERS x1
- CONTRACTS x1



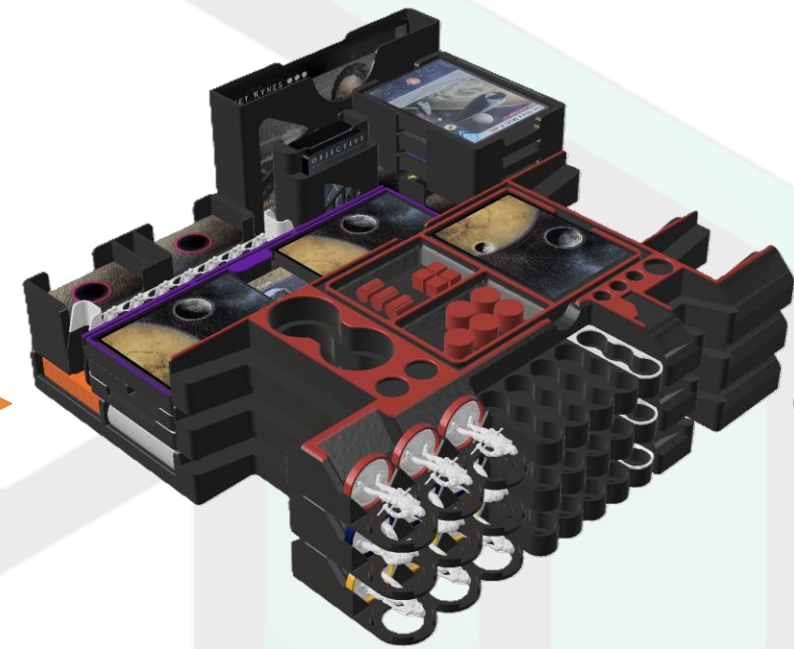
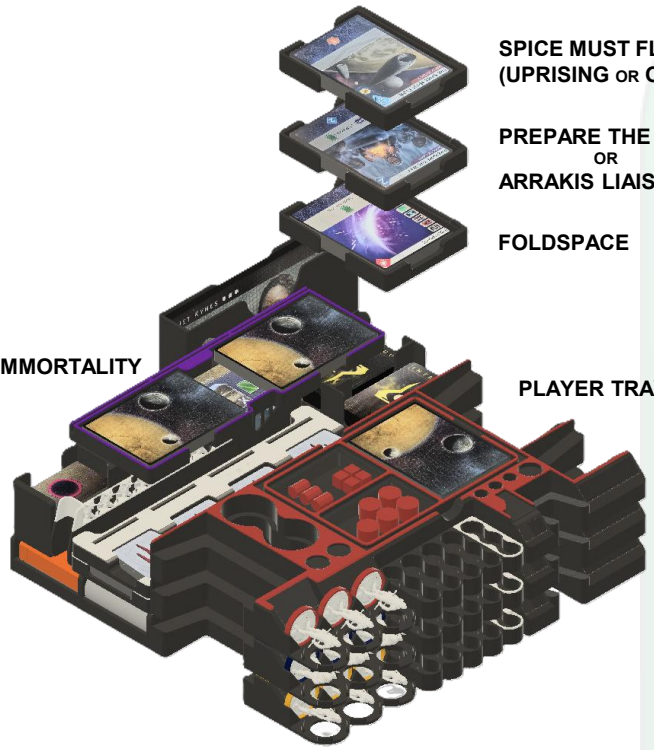
INTRIGUE x1  
SKILLS (SARDUAKAR) x1



# DUNE: IMPERIUM - DELUXE

**PLAYSYSTEM SCHEMATIC**

# MIDDLE LAYERS 3

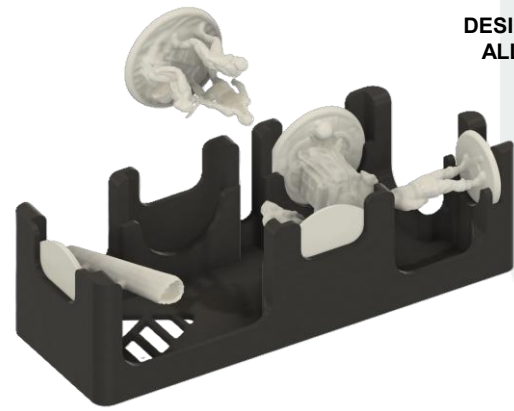
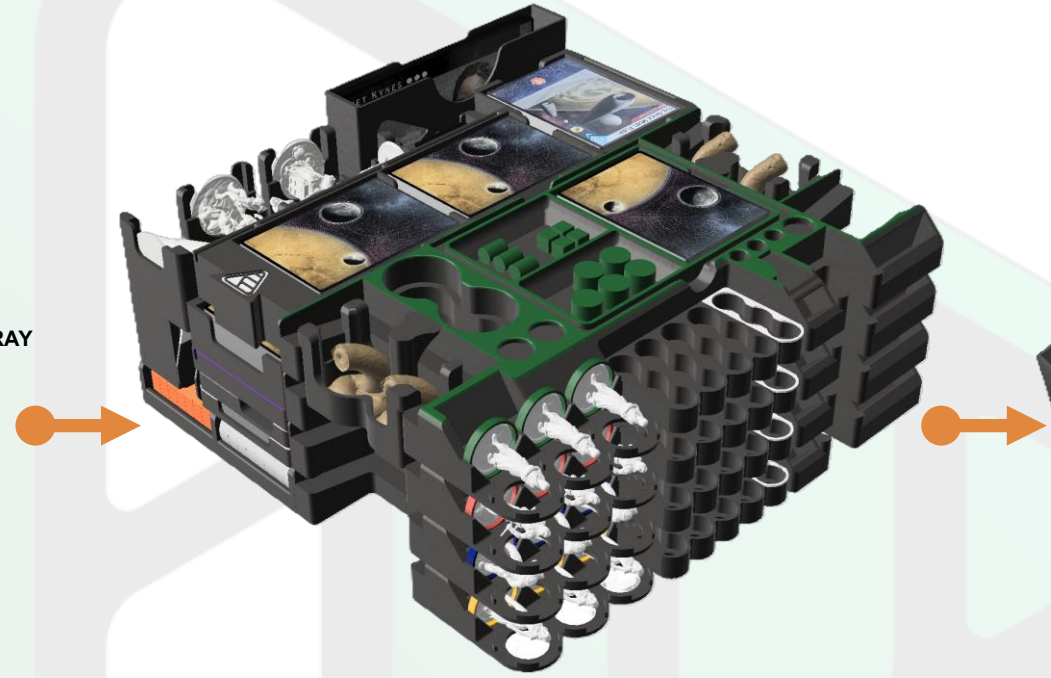
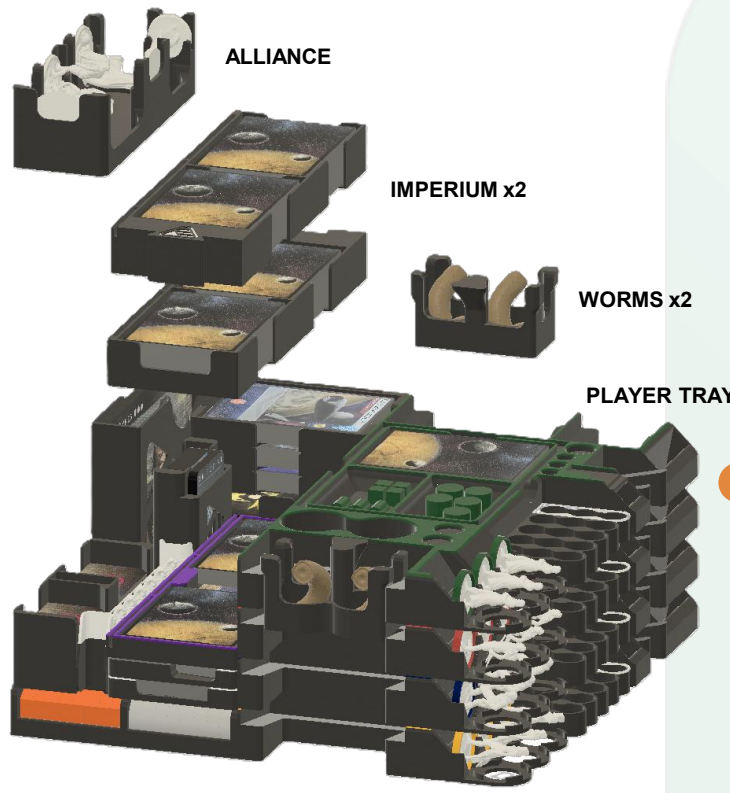


# DUNE: IMPERIUM - DELUXE

PLAYSYSTEM SCHEMATIC

# MIDDLE LAYERS 4

- IMPERIUM x2
- ALLIANCE x1
- PLAYER TRAY x1
- WORMS x2



# DUNE: IMPERIUM - DELUXE

PLAYSYSTEM SCHEMATIC

## TOP LAYER

BOARD TRIM RING x1  
MAIN GAME BOARD x1



# DUNE: IMPERIUM - DELUXE

PLAYSYSTEM SCHEMATIC

ALL EXPANSIONS AND 3V3 BOARDS CAN FIT ON TOP OF MAIN BOARD IN TRIM RING OPENING

## BOARDS

- BLOODLINES - TECH BOARD x1
- RISE OF IX - TECH BOARD x1
- RISE OF IX - COUNCIL/CHOAM BOARD x1
- UPRISING - 3V3 BOARD x2
- IMMORTALITY - BENE TLEILAXU BOARD x1
- MANUALS

### RECOMMEND BOARD STORAGE

LAYER 3: BLOODLINES - TECH  
RISE OF IX - TECH

LAYER 2: UPRISING - 3V3 BOARD (x2)  
RISE OF IX - COUNCIL/CHOAM BOARD

LAYER 1: IMMORTALITY - BENE TLEILAXU BOARD

BLOODLINES - TECH BOARD

RISE OF IX - TECH BOARD

UPRISING - 3V3 BOARD x2

RISE OF IX - COUNCIL/CHOAM BOARD

IMMORTALITY - BENE TLEILAXU BOARD

LAYERS CAN BE DONE IN ANY ORDER



ADD ANY COMBINATION OF MANUALS TO THE TOP OF YOUR **PLAYSYSTEM**

