

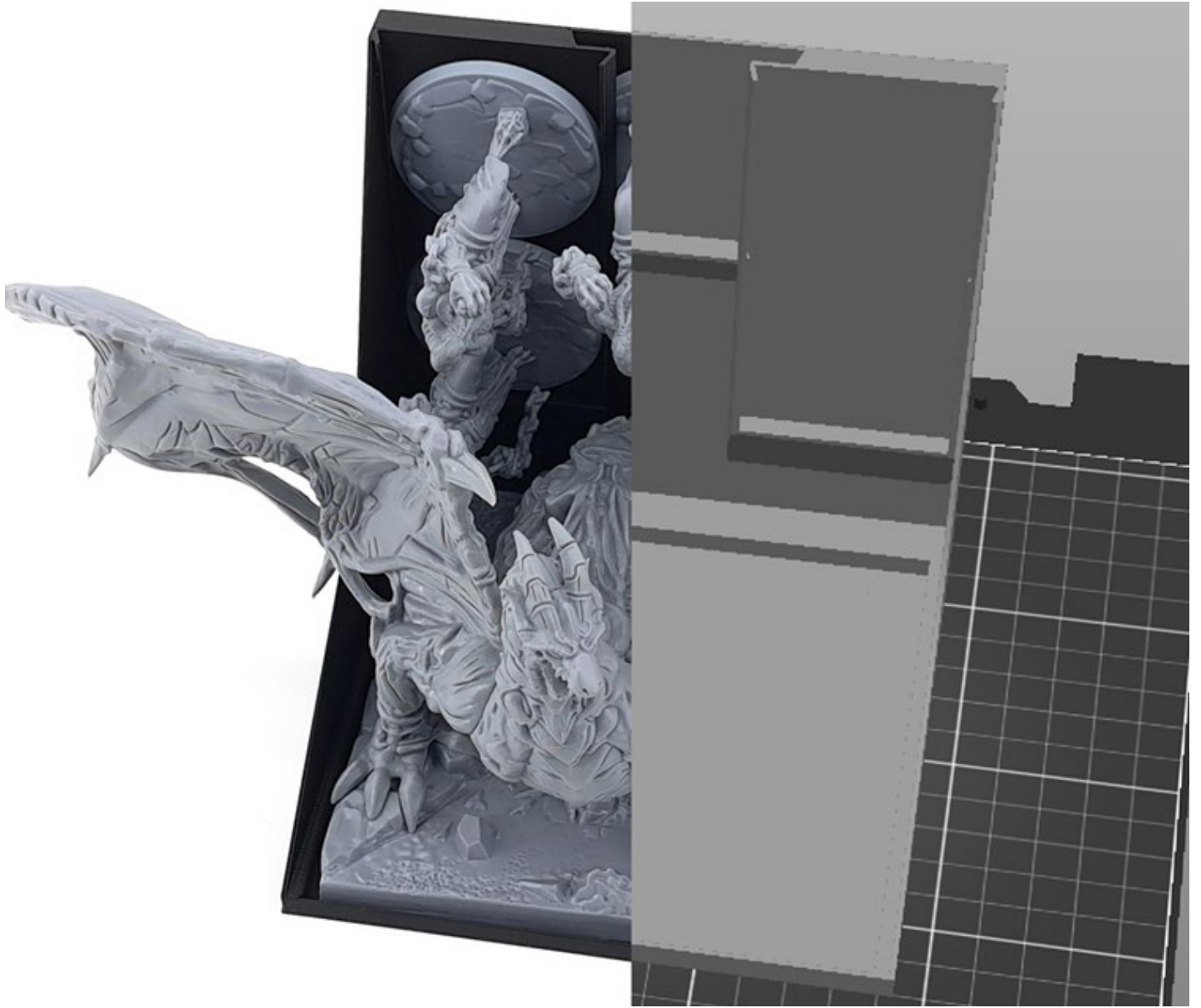


Tinkering Paws

BOARD GAME INSERTS



Dune: War for Arrakis



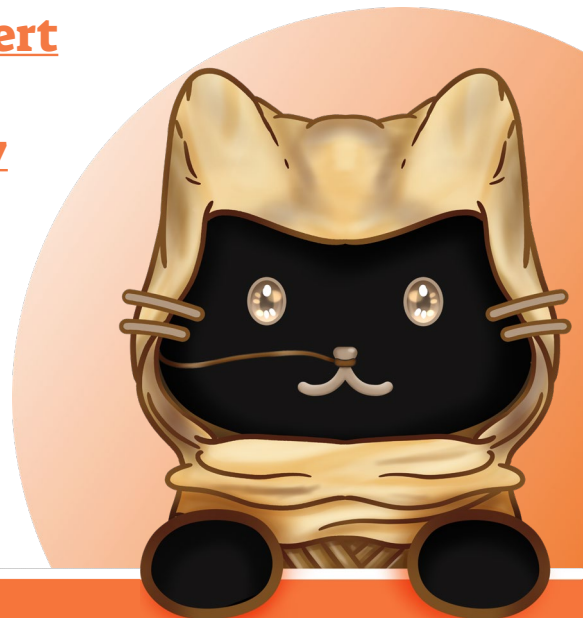
See page **3** on how to
set up your insert...

or see page **36** on how to
set up your 3D printer.



Video Instructions:

[Full Board Game Insert](#)
or
[Upgrade Pack only](#)





List of Contents

Full Board Game Insert

1. 13 Miniature Boxes
2. 5 Token Boxes
3. 2 Card Boxes with Dividers

All boxes are marked with a code (M1, M2, etc.) on their bottom.

We recommend to glue all stands to their corresponding miniatures.





List of Contents

Upgrade Pack

1. 4 Miniature Boxes
2. 1 Token Box
3. 1 Divider

All boxes are marked with a code (M1, M2, etc.) on their bottom.

We recommend to glue all stands to their corresponding miniatures.



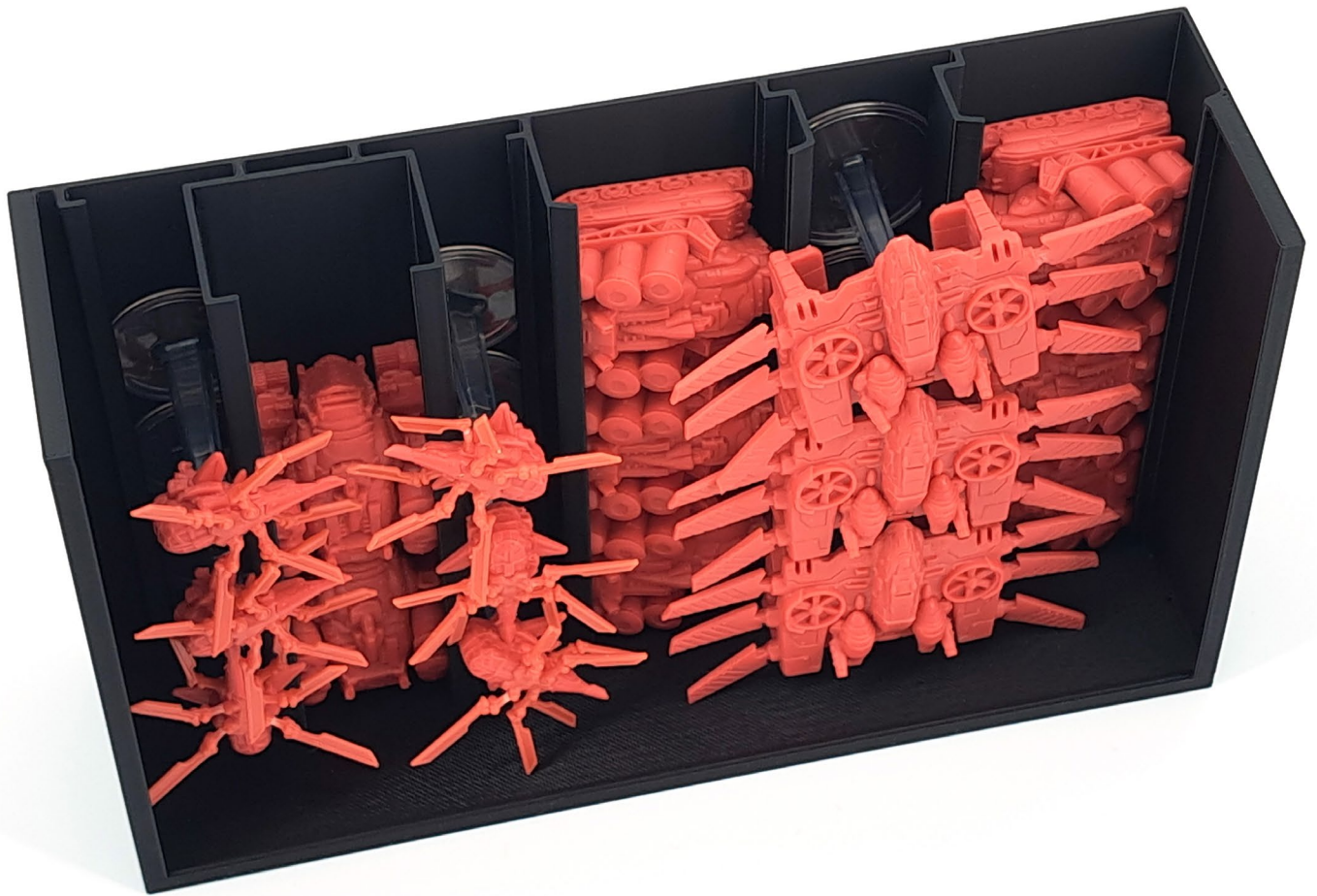


Replaced Components

If you bought the Upgrade Pack, Miniature Boxes **M9** & **M11** will be replaced.

The new components are Miniature Boxes **M12a**, **M12b**, **M13** & **M14**, Token Box **T5** and one Card Divider.





Miniature Box **M1**

Miniature Box M1 holds all Harkonnen vehicles from the base game.

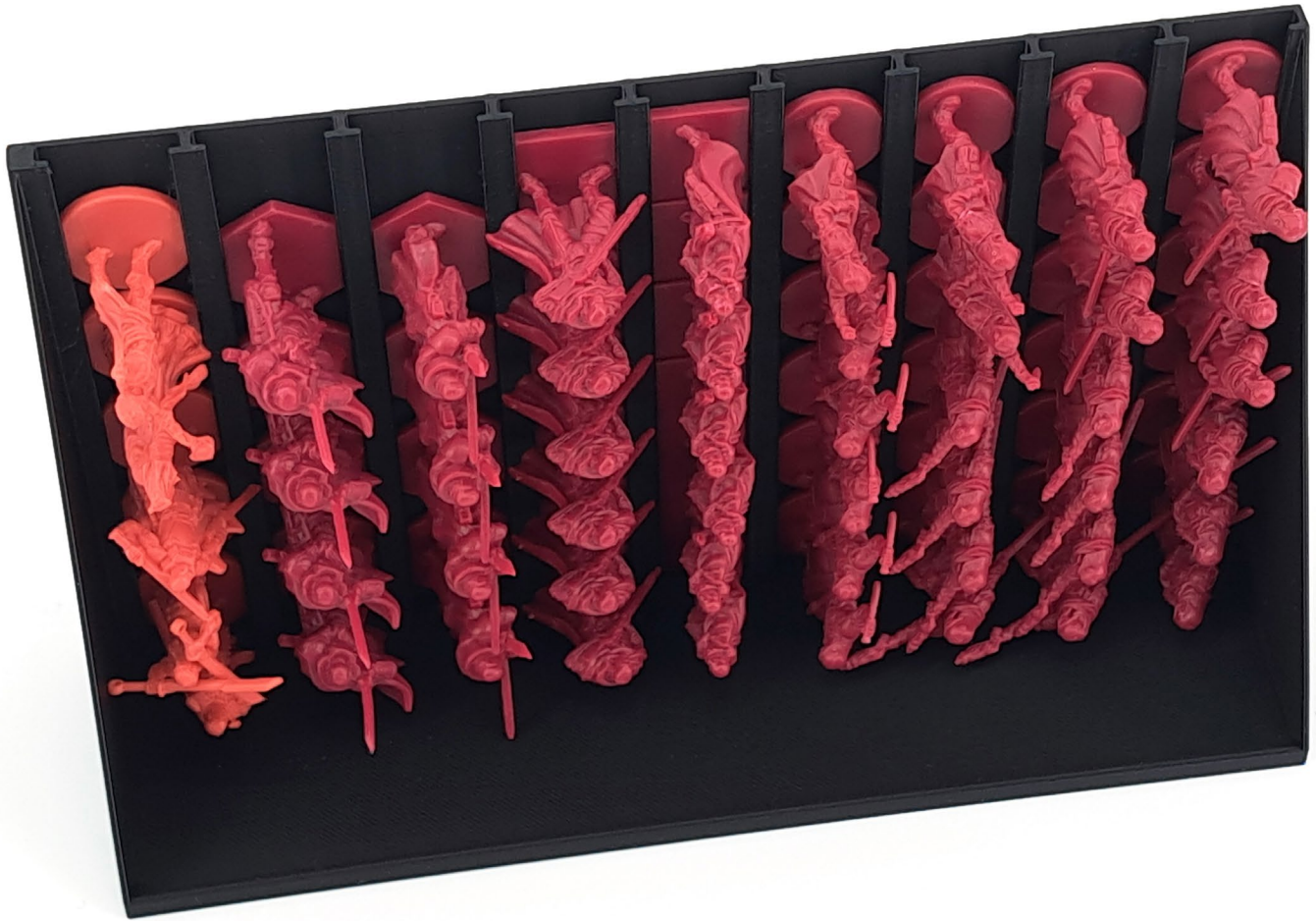




Miniature Box **M2**

Miniature Box M2 holds all Harkonnen miniatures from the “The Spacing Guild” expansion.





Miniature Box **M3**

Miniature Box M3 holds all Harkonnen units from the base game and five leaders.

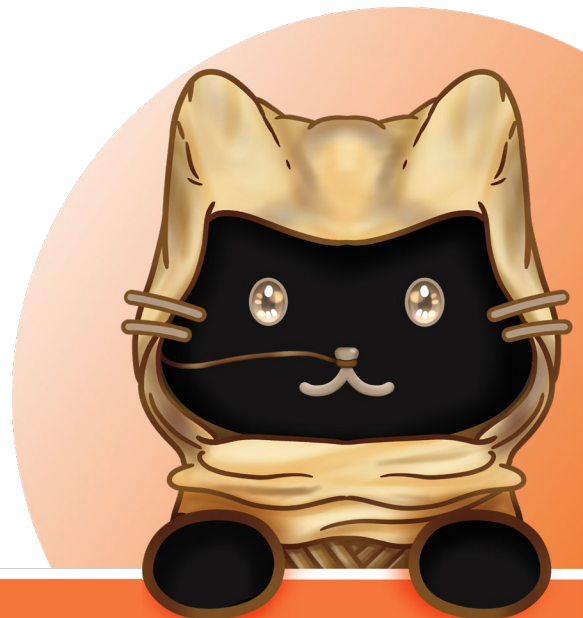
Baron Harkonnen, Lady Fenring & the Bashar Leaders are stored in M4.





Miniature Box **M4**

**Miniature Box M4 holds all remaining leaders.
Place Baron Harkonnen, Lady Fenring &
the Bashar Leaders as shown.**

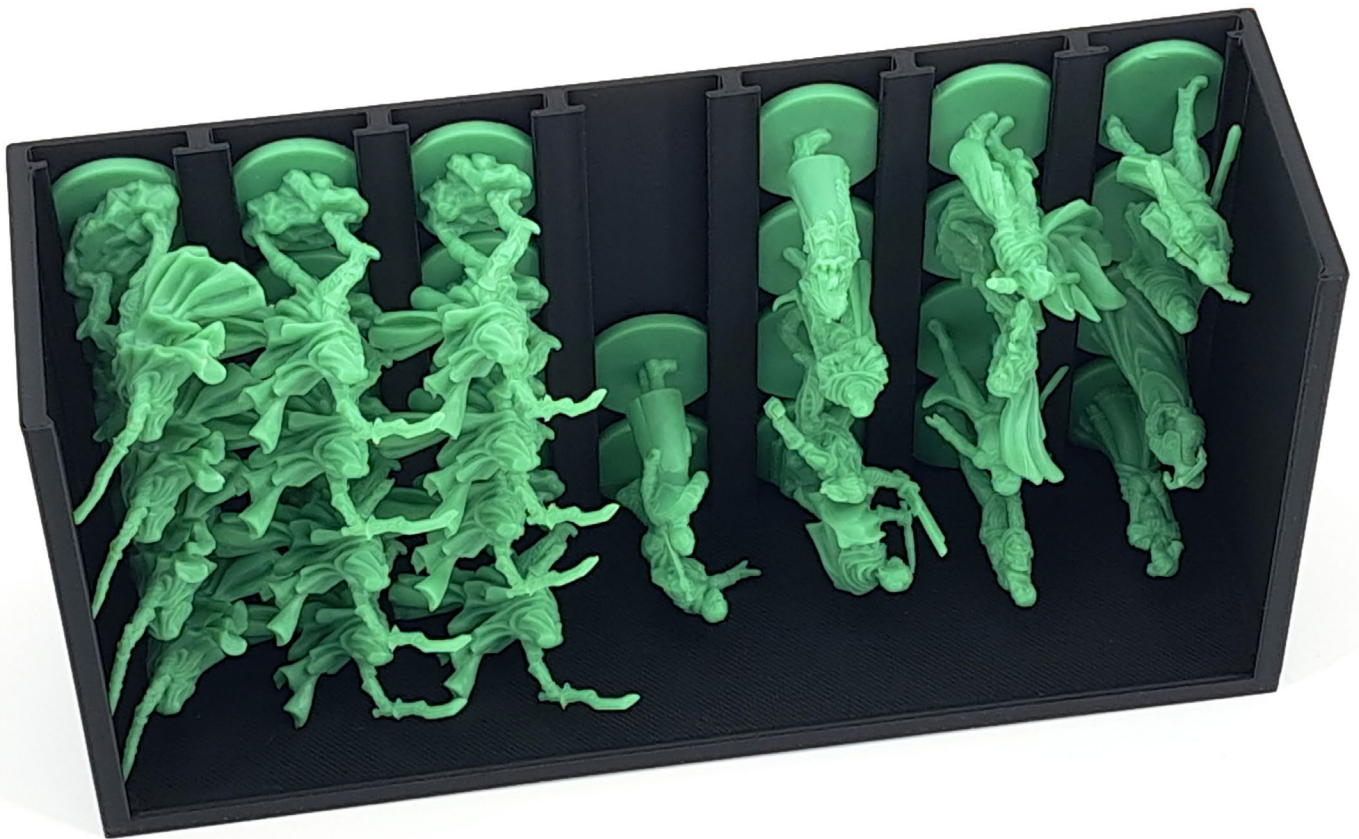




Miniature Box **M5**

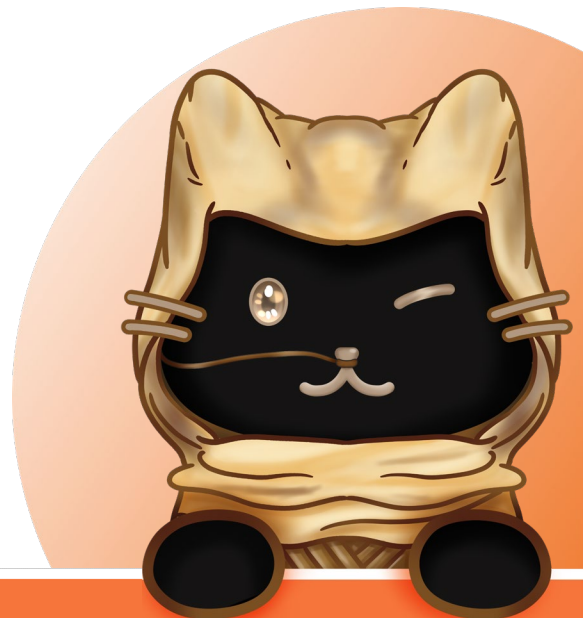
Miniature Box M5 holds all Atreides units from the base game.





Miniature Box **M6**

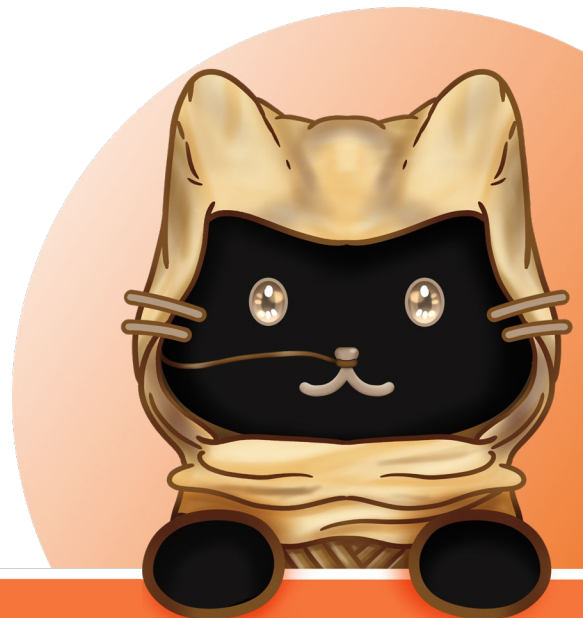
Miniature Box M6 holds all Atreides leaders.





Miniature Box **M7**

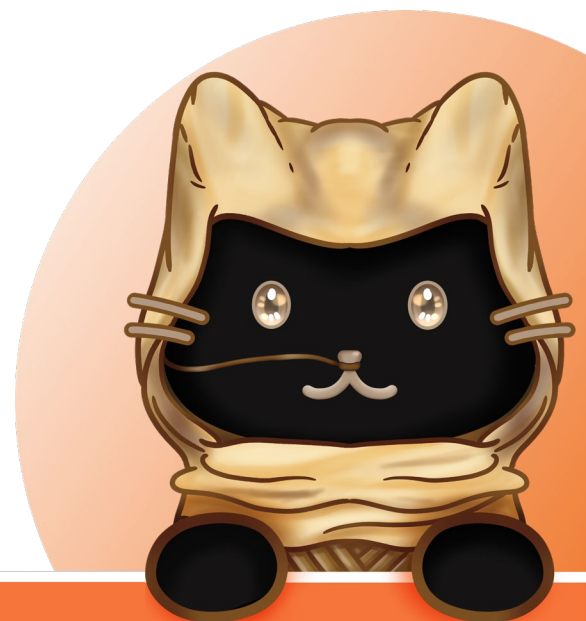
Miniature Box M7 holds the Atreides miniatures from the “The Spacing Guild” expansion.





Miniature Box **M8**

Miniature Box M8 holds all miniatures from the “Smugglers” expansion, except the base.





Miniature Box **M10**

Miniature Box M10 holds the Houses Major Troops from the “The Spacing Guild” expansion



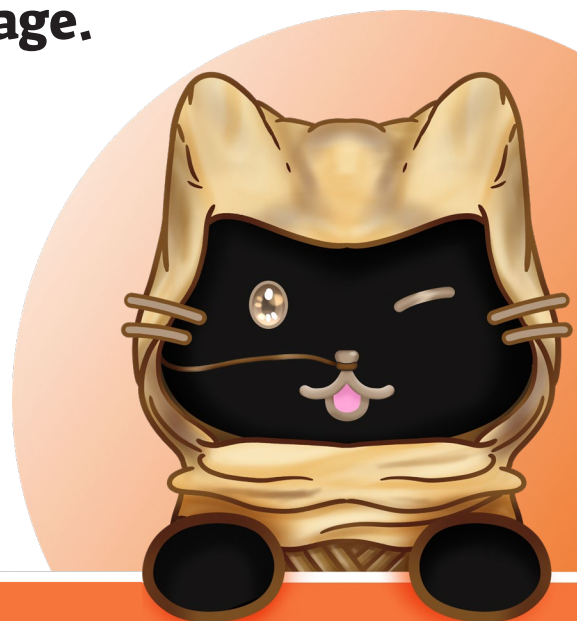


Miniature Box **M12a** & **M12b**

Add the Old Man of the Desert and three Sandworms in the above shown order. Make sure **2 is moved all the way to the end of the slot.**



You may need to wiggle **1 and **2** to do so. Check the next page.**





Miniature Box **M12a** & **M12b**

This is how the front should look like.





Miniature Box **M12a** & **M12b**

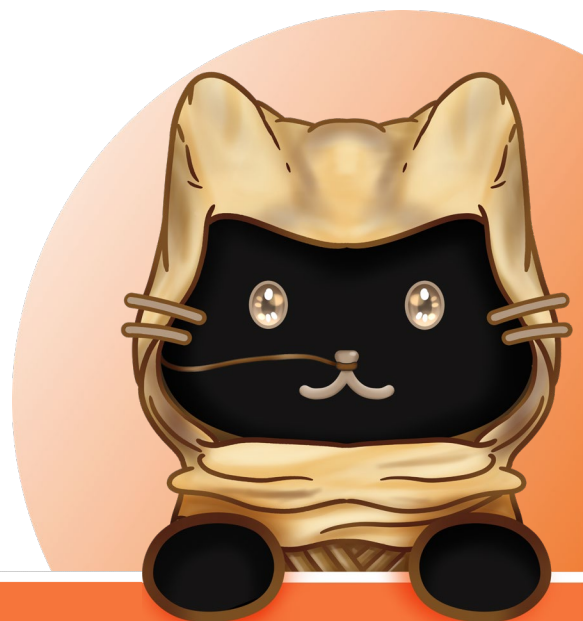
Add Miniature Box M12b and add the last Sandworm and the Wild Maker.





Miniature Box **M13**

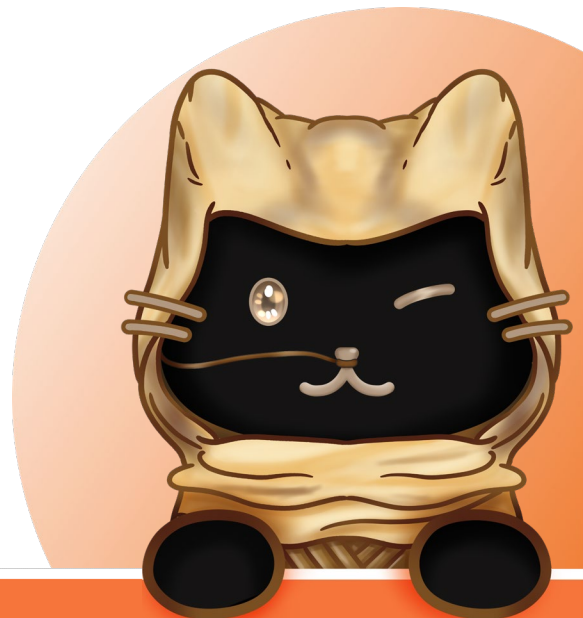
Miniature Box M13 holds the Harkonnen miniatures from the “Desert War” expansion.





Miniature Box **M14**

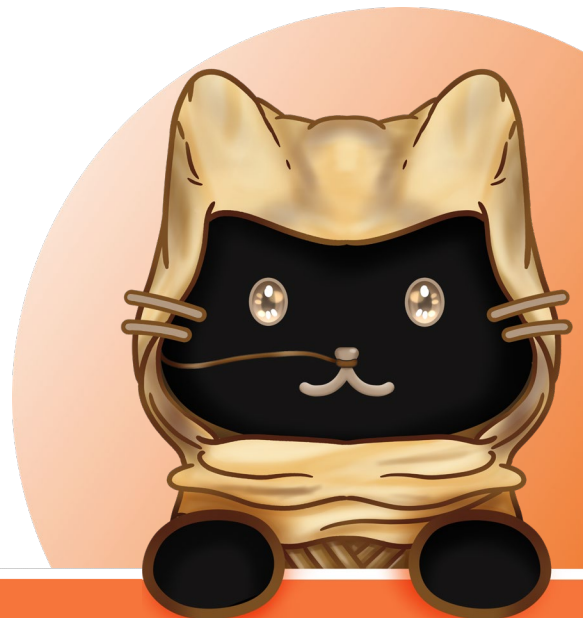
Miniature Box M14 holds the Atreides miniatures from the “Desert War” expansion.





Token Box **T1**

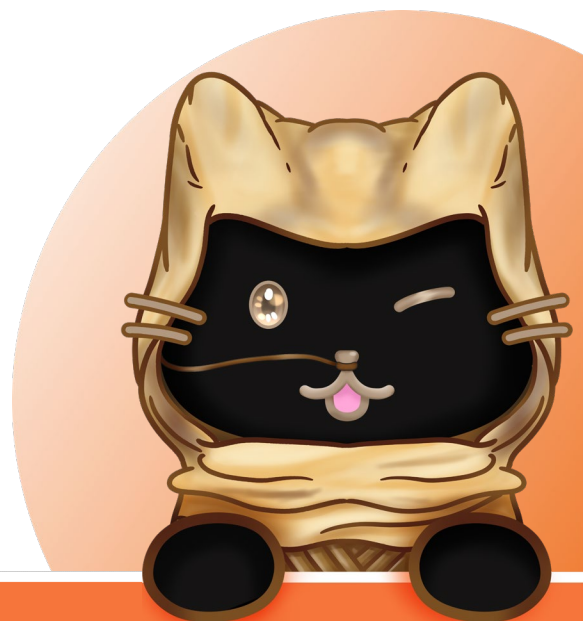
Token Box T1 holds all components of the Atréides player. Keep the Starting Deployment Tokens in the Rebels Bag.





Token Box T2

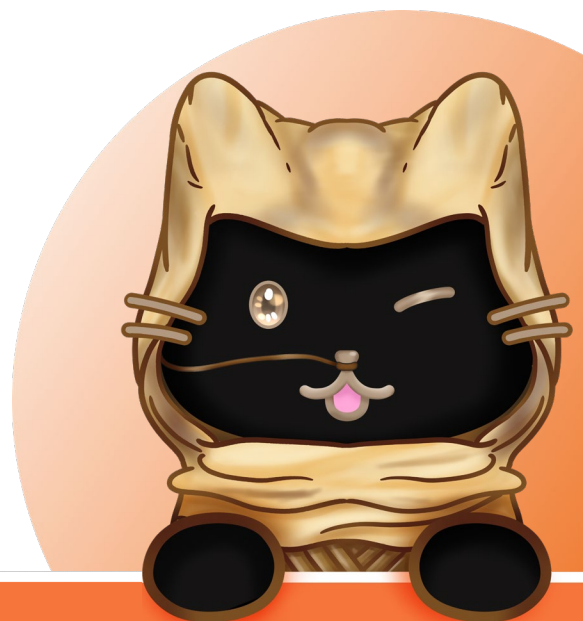
Token Box T2 holds the Harkonnen tokens and their Color Bases.





Token Box **T3**

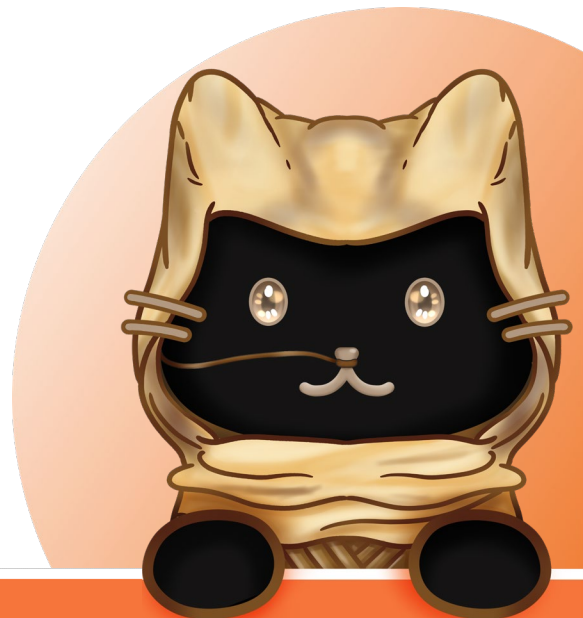
Token Box T3 holds the Harkonnen dice and settlements.





Token Box **T4**

Token Box T4 holds the remaining components.





Token Box **T5**

If you own the Plastic Tokens, Token Box T5 can be used to store all Cardboard Tokens.





Card Boxes

Card Boxes C1 & C2 hold all cards.





Component Storage 1

Start with Miniature Boxes **M12a**, **M12b** & **M10**.

Orientate all Miniature Boxes as shown!





Component Storage 2

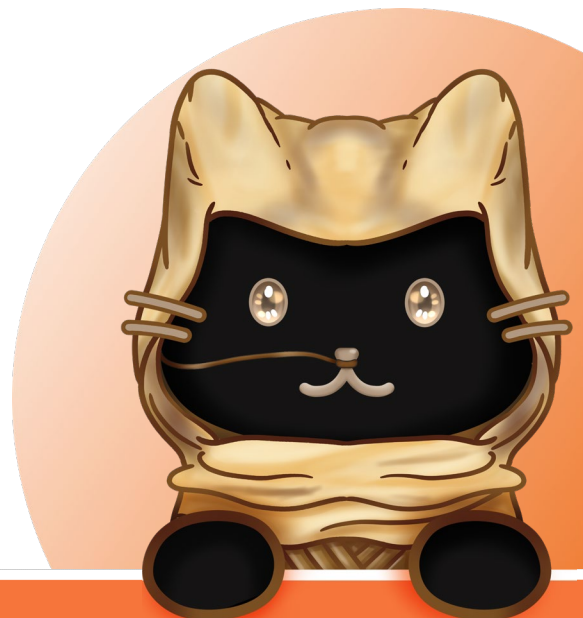
Add both Card Boxes, Miniature Boxes **M13** & **M14** and Token Box **T5**.





Component Storage 3

Proceed with Miniature Boxes **M1**, **M2**, **M6** & **M7**.





Component Storage 4

Add Token Boxes **T1**, **T2**, **T3** & **T4**.





Component Storage 5

Add Miniature Boxes **M3**, **M4**, **M5** & **M8**.





Component Storage 6

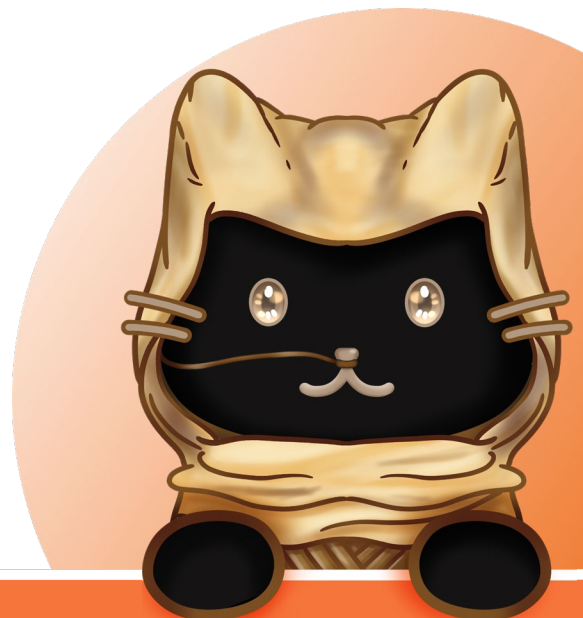
Continue with the Player Dashboards.





Component Storage 7

Add the “The Spacing Guild” boards, the Harkonnen 4 Player Dashboards & the Family Atomics Tokens.





Component Storage 8

Add the The Spice Must Flow Board, the Smugglers Board, the Atreides 4 Player Dashboards & the Rebels Bag





Component Storage 9

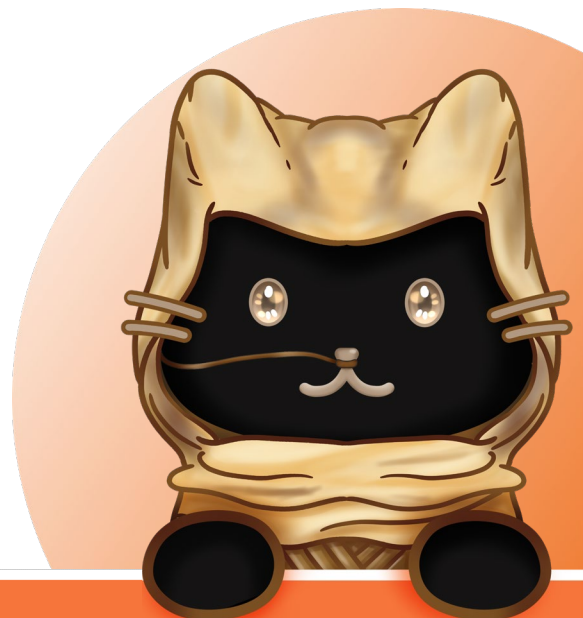
Add the Game Boards, the Core Rulebook ...





Component Storage 10

... and the Rulebooks for the Expansions.



How to print your digital files

General Settings

- **Nozzle Diameter: 0.4mm**
- **Filament: PLA**
- **Nozzle Temperature: 210 – 220 °C**
- **Height of first layer: 0.2 mm**
- **Height of other layers: 0.2 – 0.3 mm**
- **Number of perimeters: 2**
- **Infill: 20 %**
- **Supports: None**

File Information:

Every file needs to be printed once, except the filename says otherwise:

CS1x4.stl – print this part **four times**.

Print card dividers with a color change **after** the first layer. This can be done with most slicers and does not require a multi-material printer.

All STL-files are already orientated correctly to print them.

For questions or feedback visit www.tinkeringpaws.de

or write an email to info@tinkeringpaws.de

