

Item no.: 383740

CMND0503 - Dune: War for Arrakis The Space Guild

from **40,37 EUR**

Item no.: 383740
shipping weight: 0.70 kg
Manufacturer: CMON



Product Description

The navigators of the Space Guild need Spice to plan safe routes through fold space. These intergalactic journeys are the basis of the powerful trade organisation MAFEA's business. And the Great Houses of Landsraad rely on MAFEA's profits to maintain their power. This triumvirate, upon which the balance of the Empire rests, will not stand idly by as control of the Spice Trade is at stake in the War for Arrakis. The Space Guild adds more exciting options to the experience of the epic strategy game Dune: War for Arrakis. This expansion gives the major powers - the MAFEA, the Space Guild and the Landsraad - a greater role. There is a particular focus on the Space Guild, one of the most powerful and influential organisations in the Empire. With its control over space travel, it is able to transport troops and frigates over vast distances and thus alter the balance of power in the raging war on Arrakis. Once your Heighliners have crossed the endless expanses of space and reached Arrakis, you will be able to use these supplies to decide the power struggle in your favour.

Details- Expansion for: Dune: War for Arrakis- Players: For 1 to 4 players- Age: 14+ years- Playing time: 120+ minutesContent- 21 miniatures- 8 plastic holders- 16 coloured bases- 3 boards- 16 cards- 1 set of instructions

Specifications

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All details, up-to-date
prices and availability

