

Over the Next Dune

*Rules and ongoing development at
lawofgamedesign.wordpress.com*

1	2 Top 1 2 3 4 5 6	3 1 2 3 4 5 6	4 1 2 3 4 5 6	5 1 2 3 4 5 6	6 1 2 3 4 5 6	7 1 2 3 4 5 6	8 1 2 3 4 5 6	9 1 2 3 4 5 6	10 1 2 3 4 5 6
2 Left	2	3	4	5	6	7	2	3	4
3	3	4	5	6	7	8	3	4	5
4	4	5	6	7	8	9	4	5	6
5	5	6	7	8	9	10	5	6	7
6	6	7	8	9	10	11	6	7	8
7	1	2	3	4	5	6	1	2	3

Map, upper left

11	12	13	14	15	16	17	18	19	20
4	5	6	1	2	3	4	5	6	
			2						
			3						
			4						
			5						
			6						
4	5	6	1	2	3	4	5	6	

Map, upper right

8	2						2		
9	3						3		
10	4						4		
11	5						5		
12	6						6		
13									
14									

Map, middle left

			2						
			3						
			4						
			5						
			6						

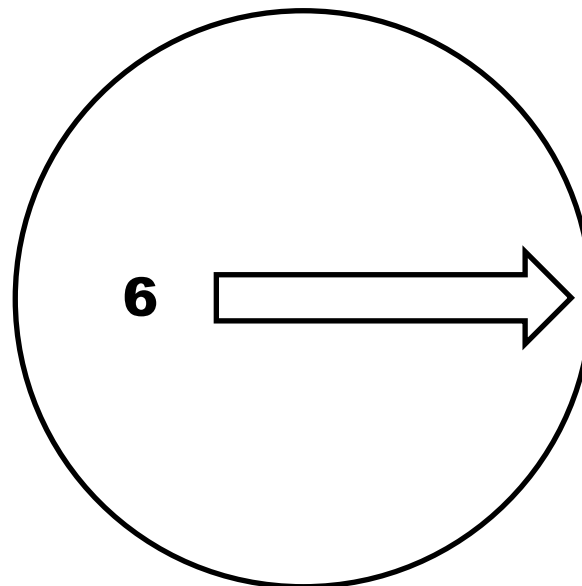
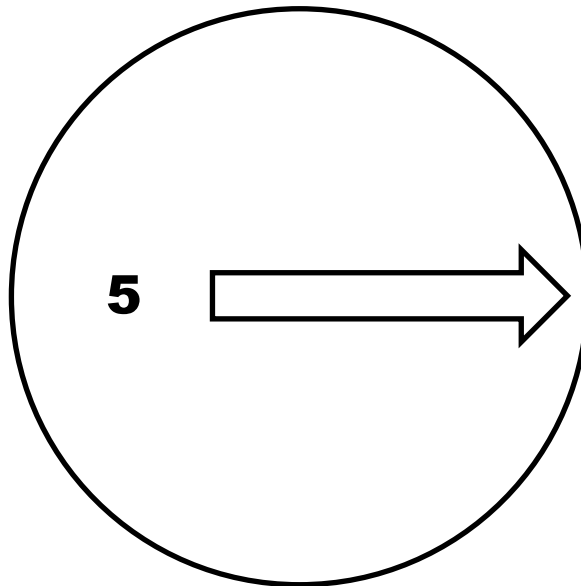
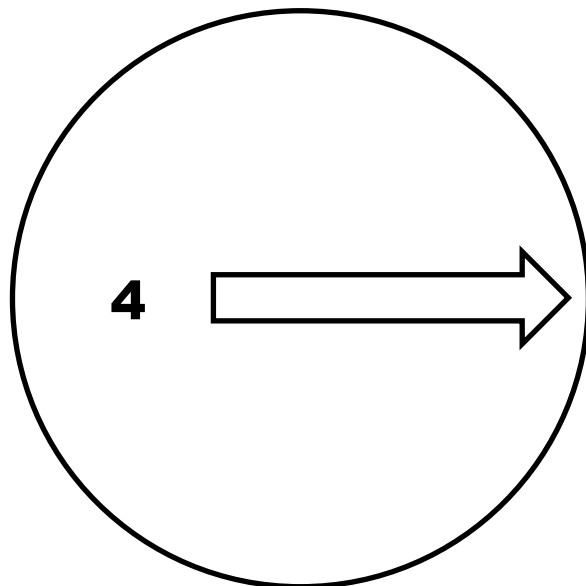
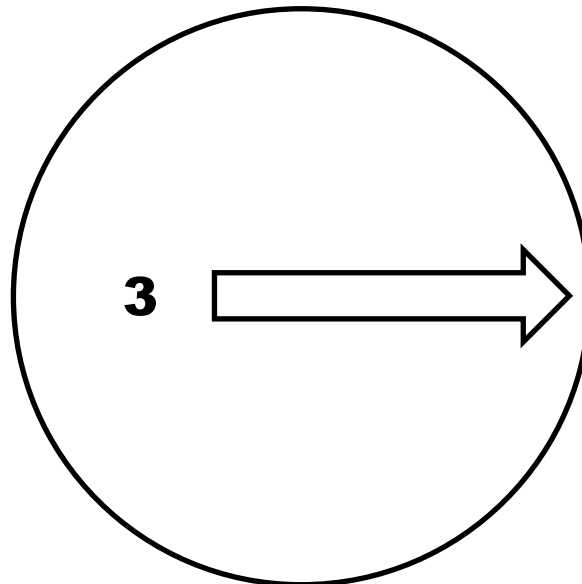
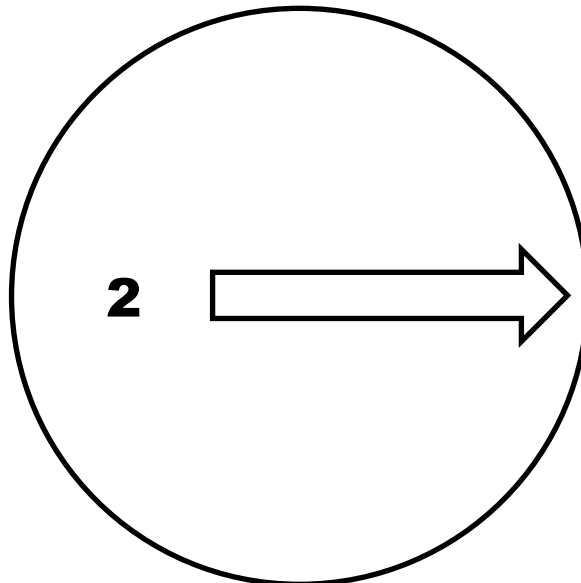
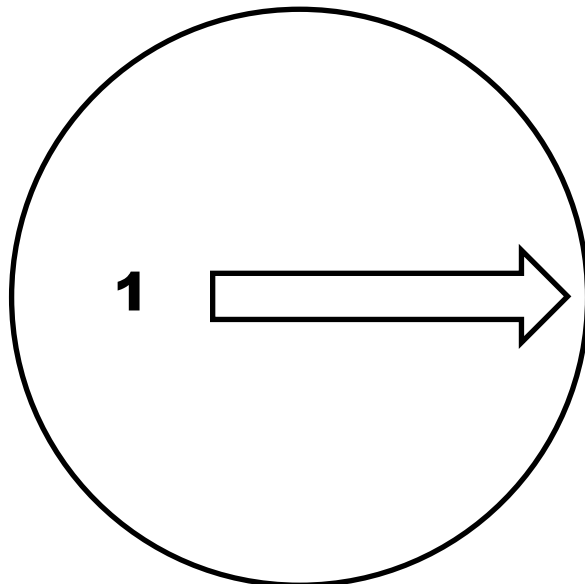
Map, middle right

15									
16									
17									
18									
19									
20							Player Start	Player Start	Player Start

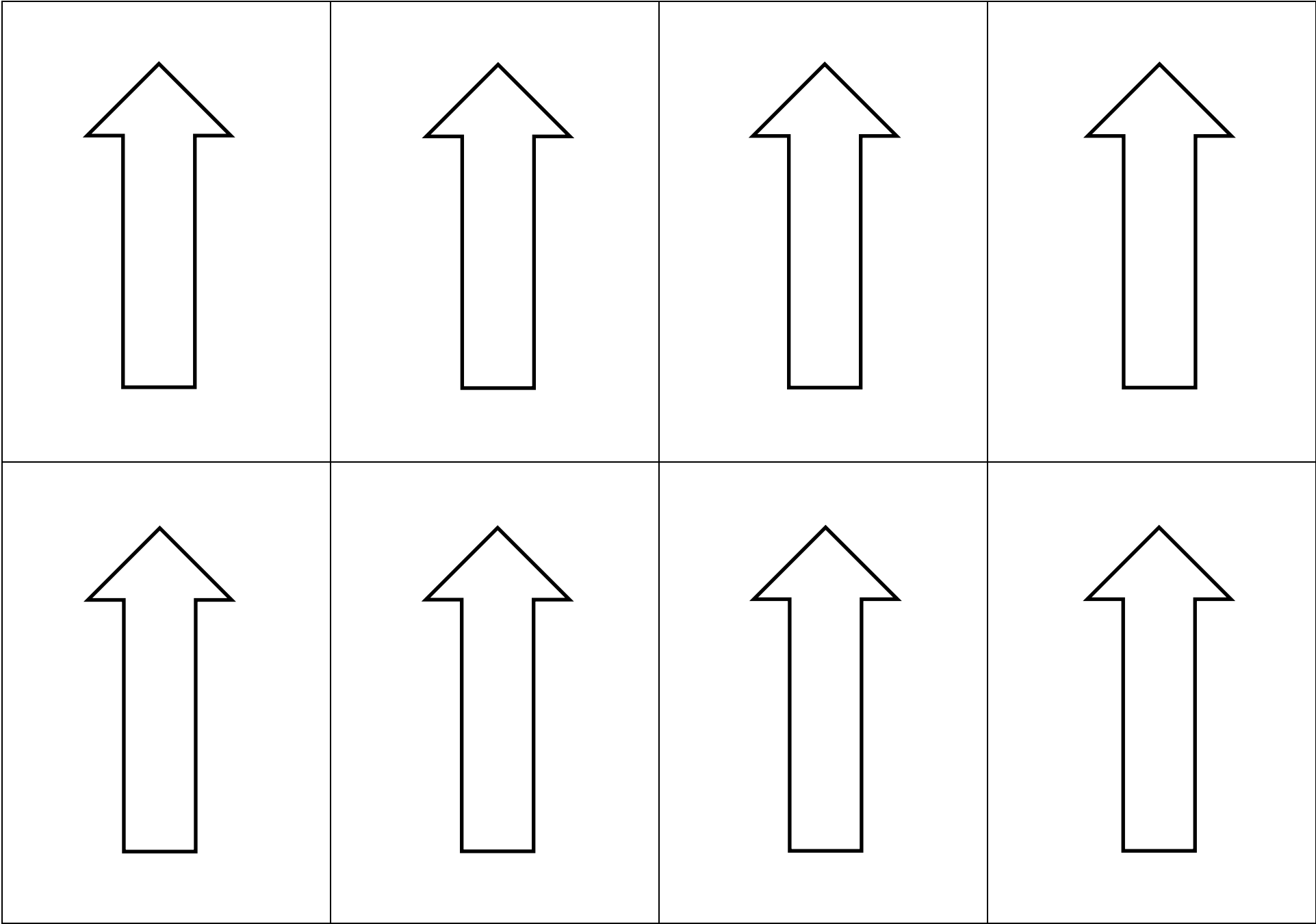
Map, lower left

Player Start	Player Start								

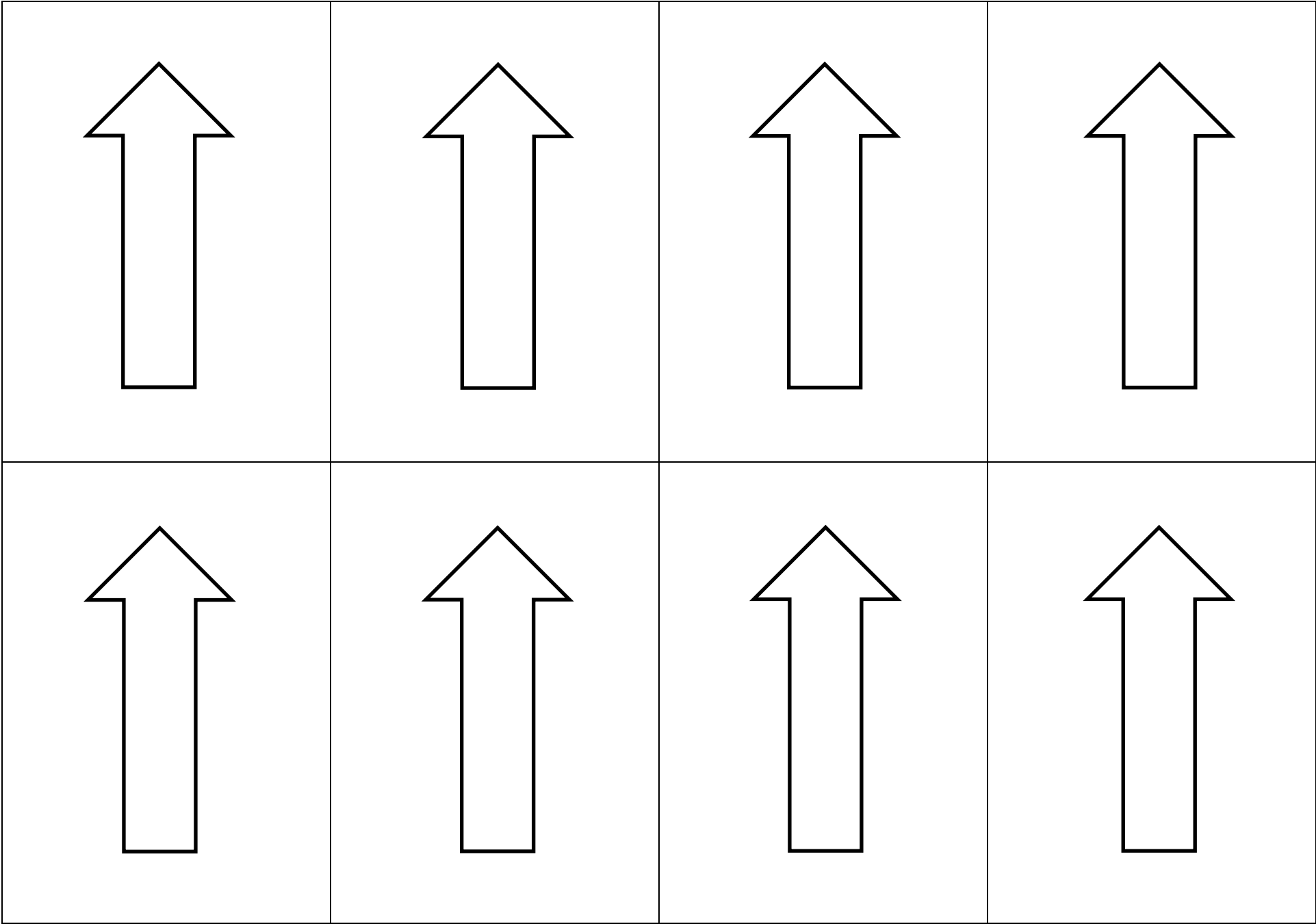
Map, lower right



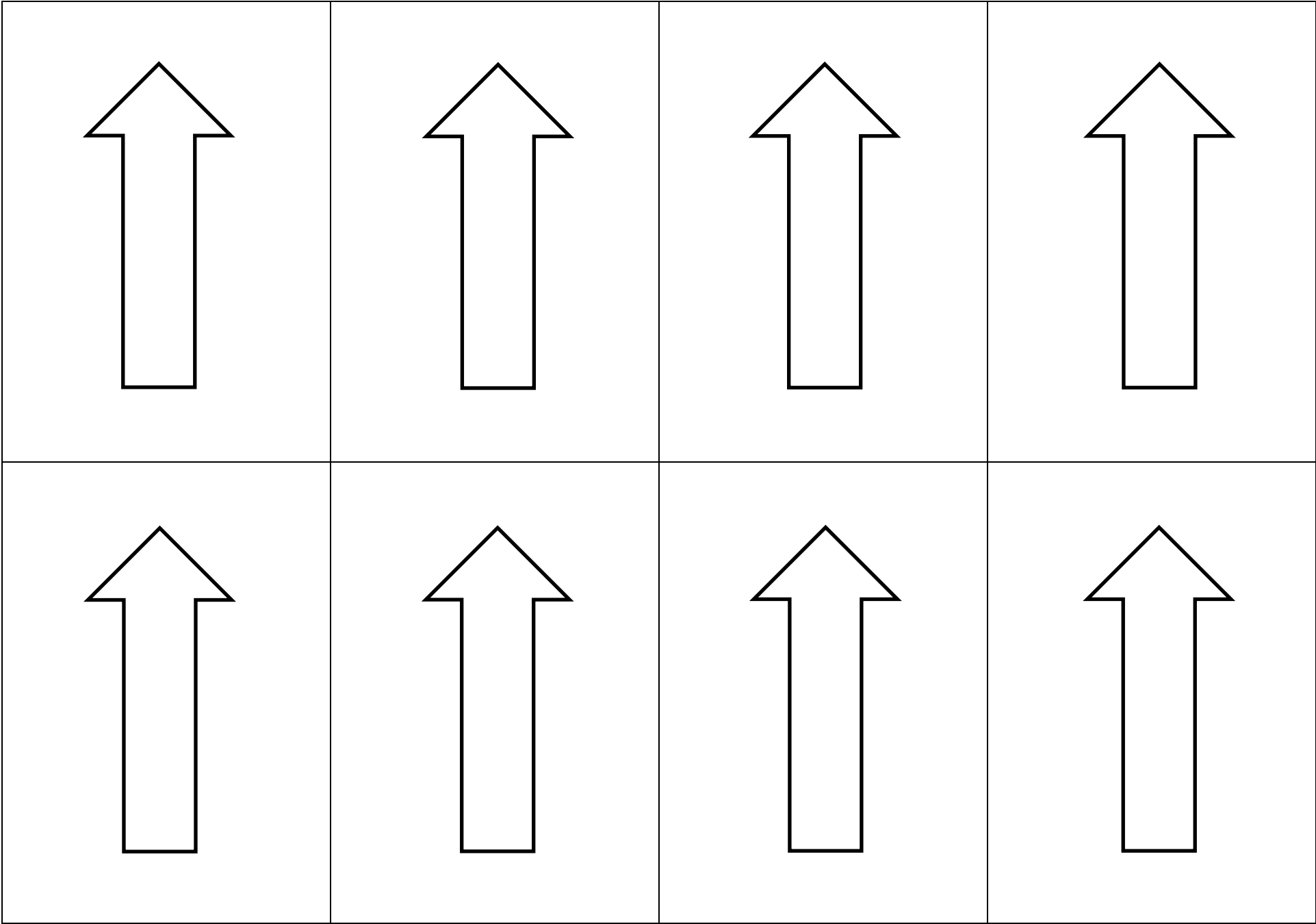
Searchers



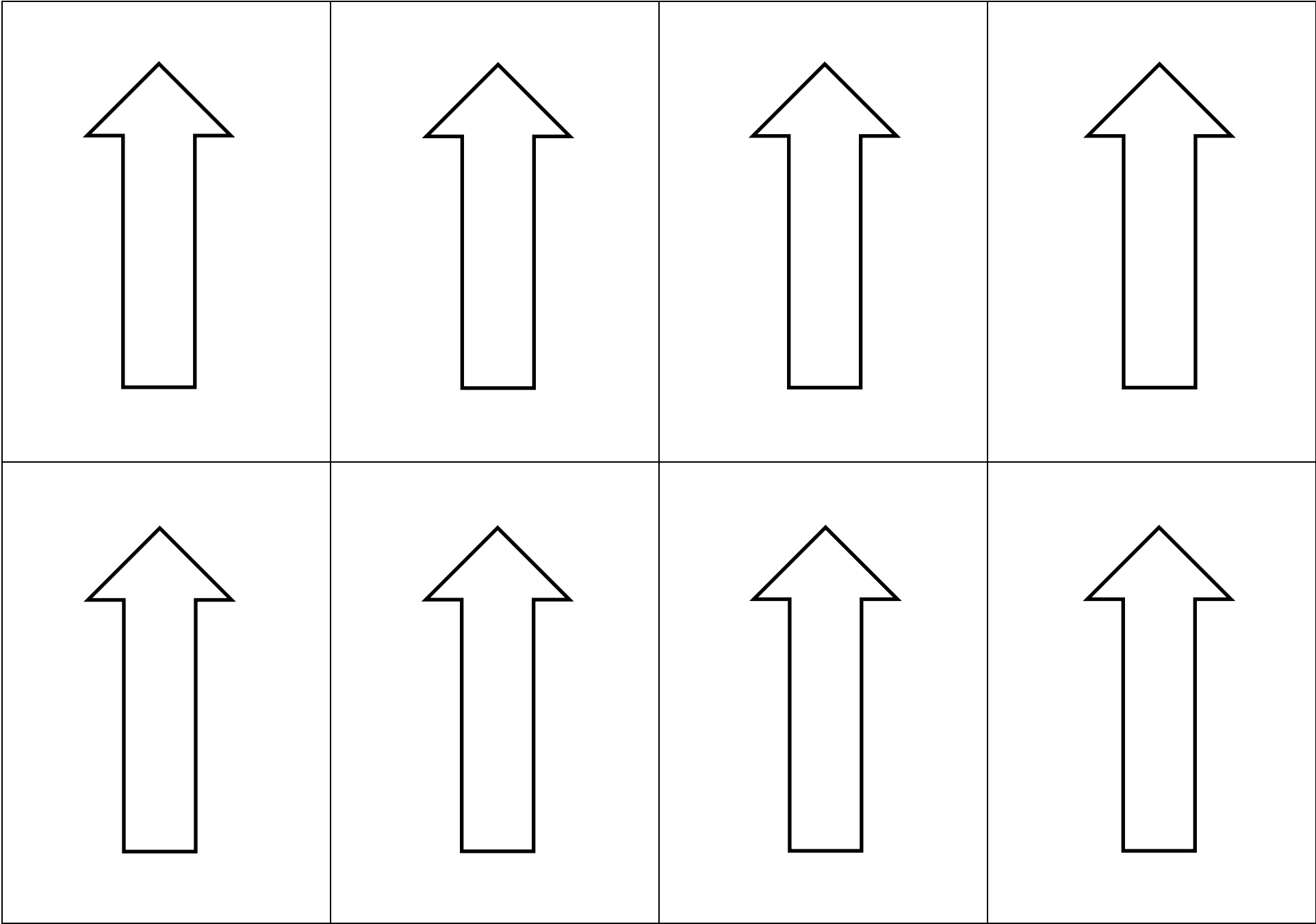
Searcher Movement Cards



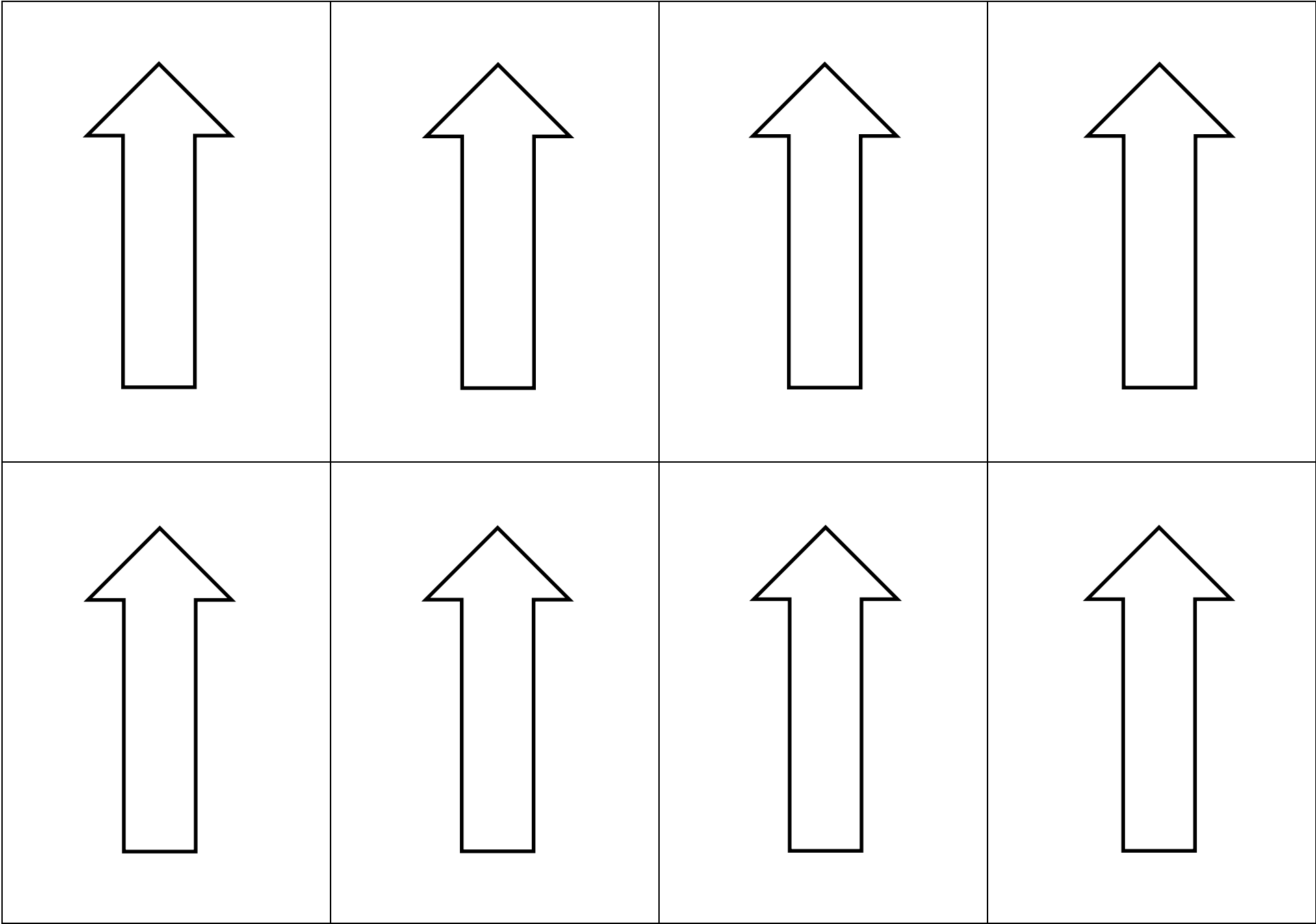
Searcher Movement Cards



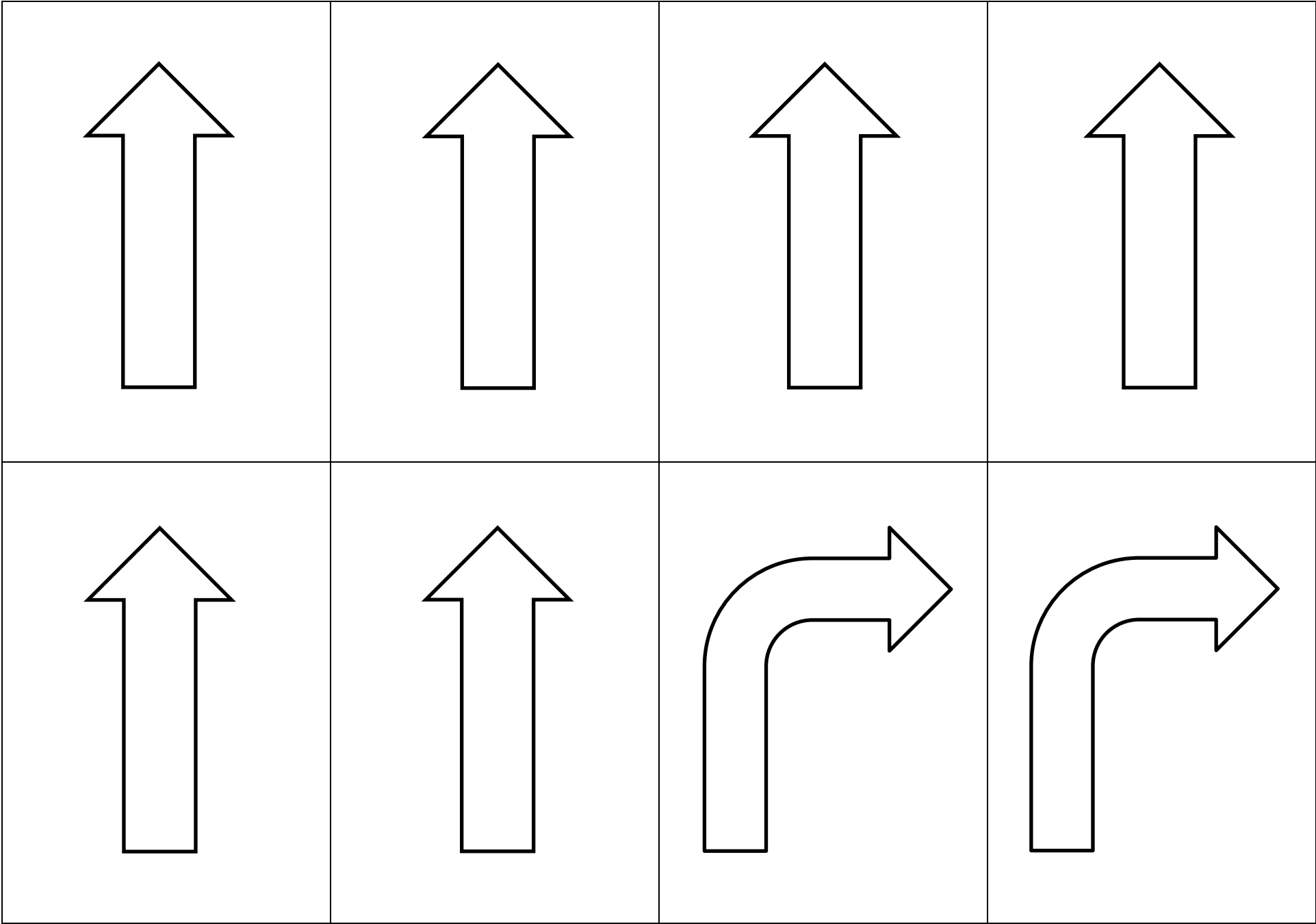
Searcher Movement Cards



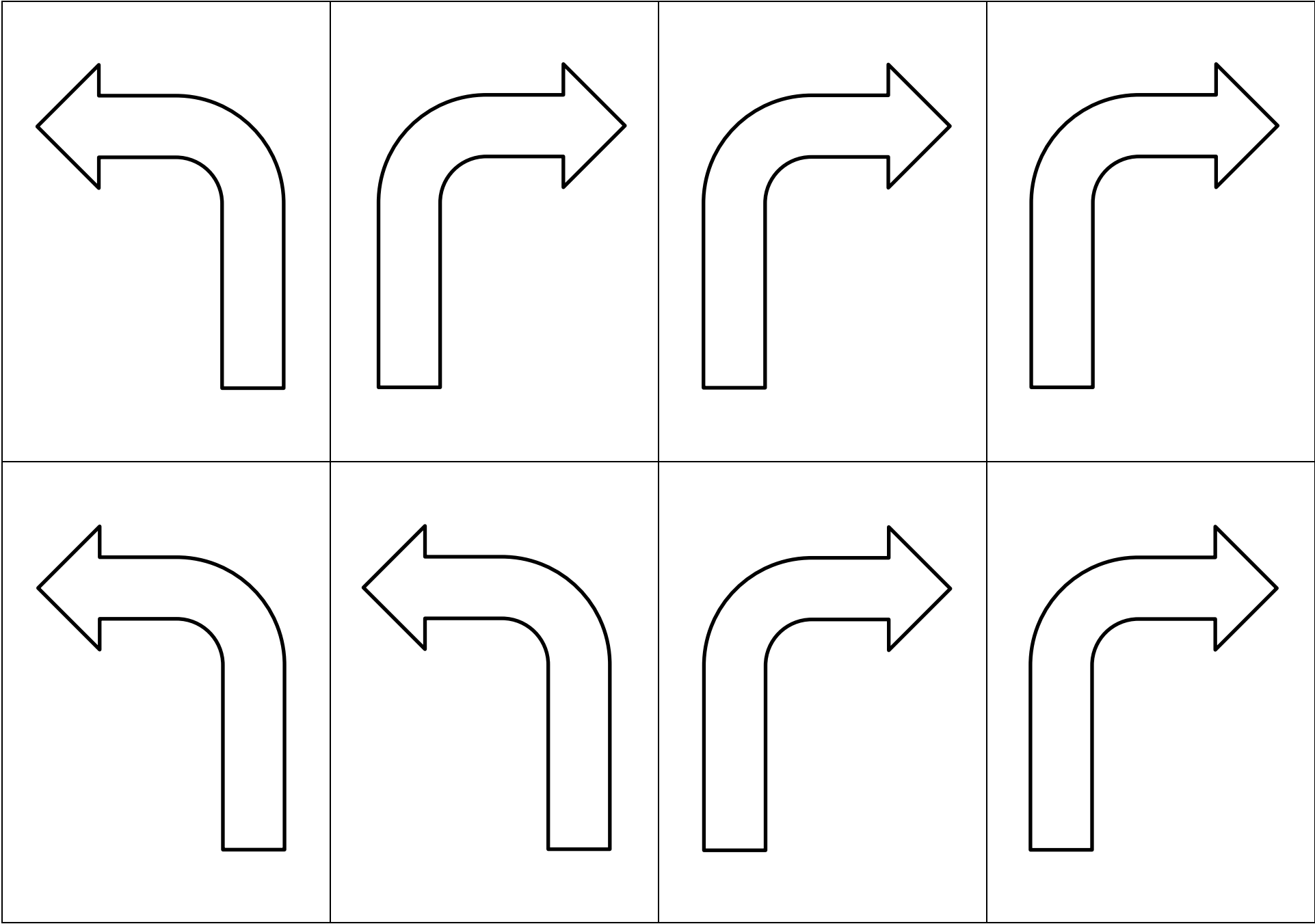
Searcher Movement Cards



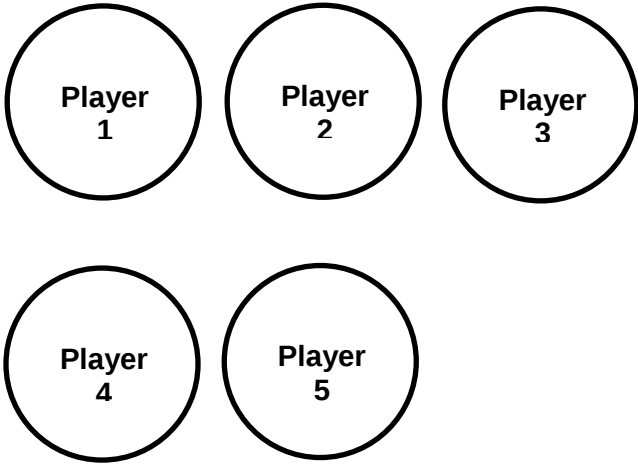
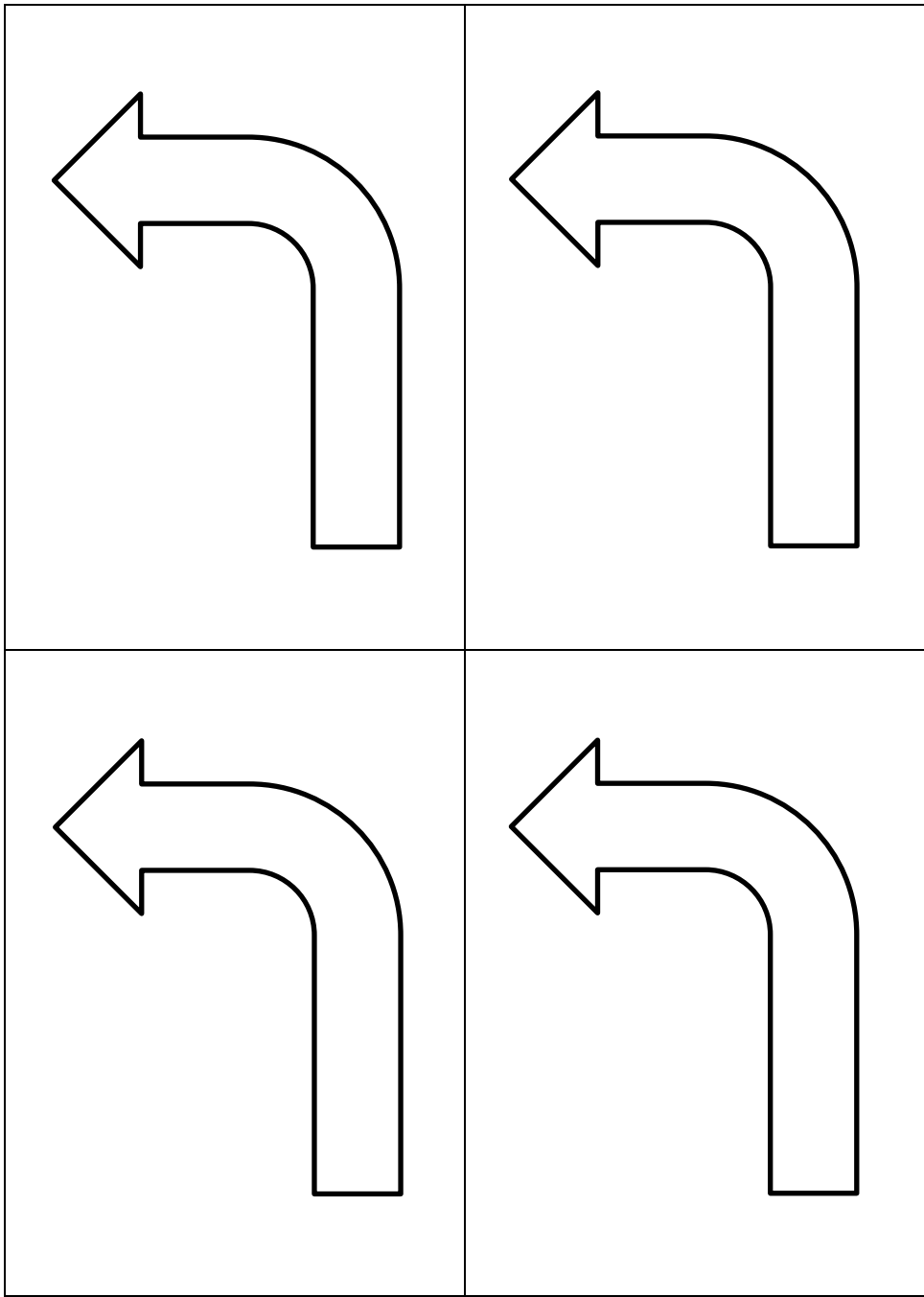
Searcher Movement Cards



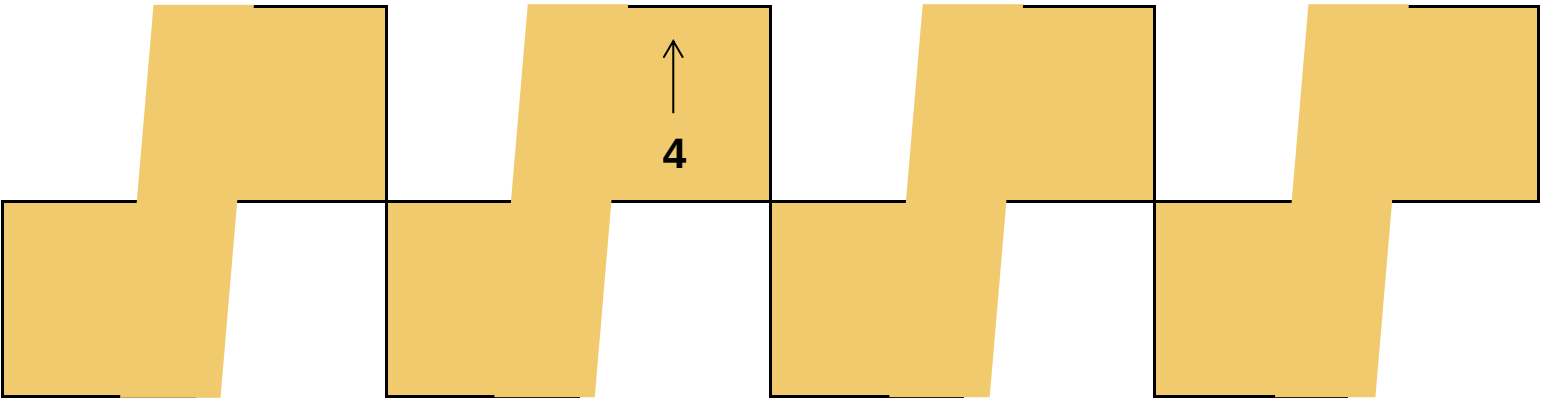
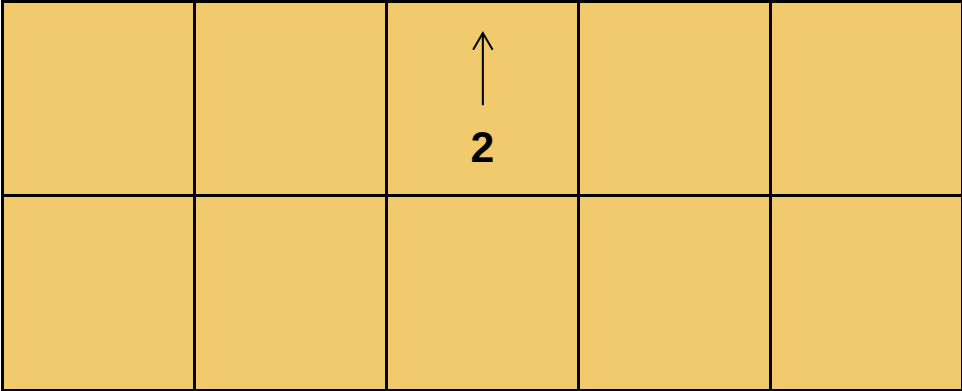
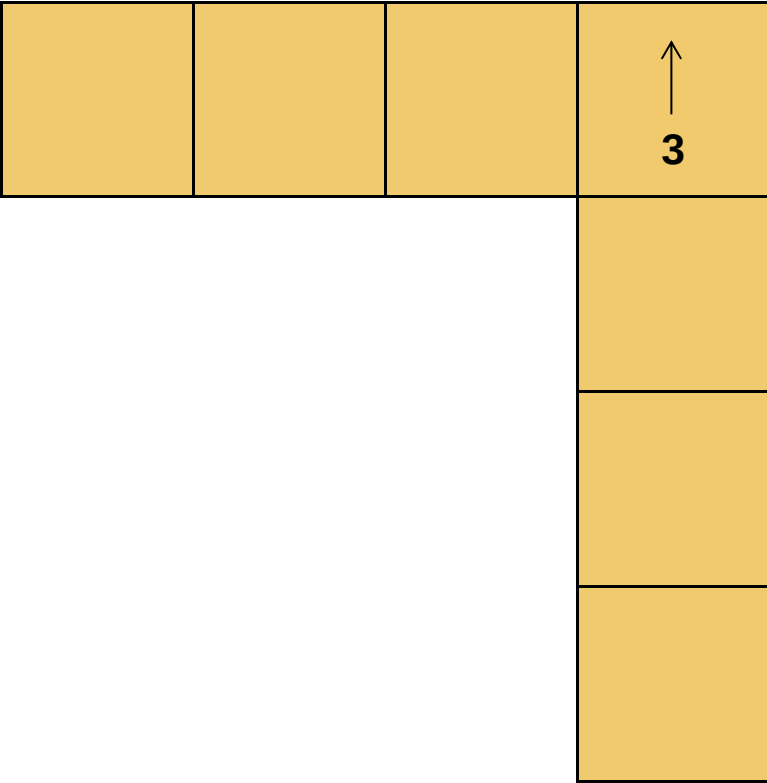
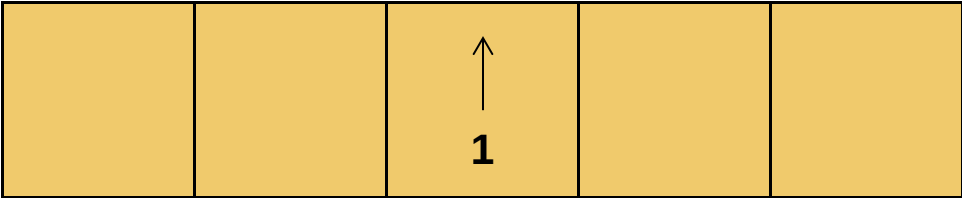
Searcher Movement Cards



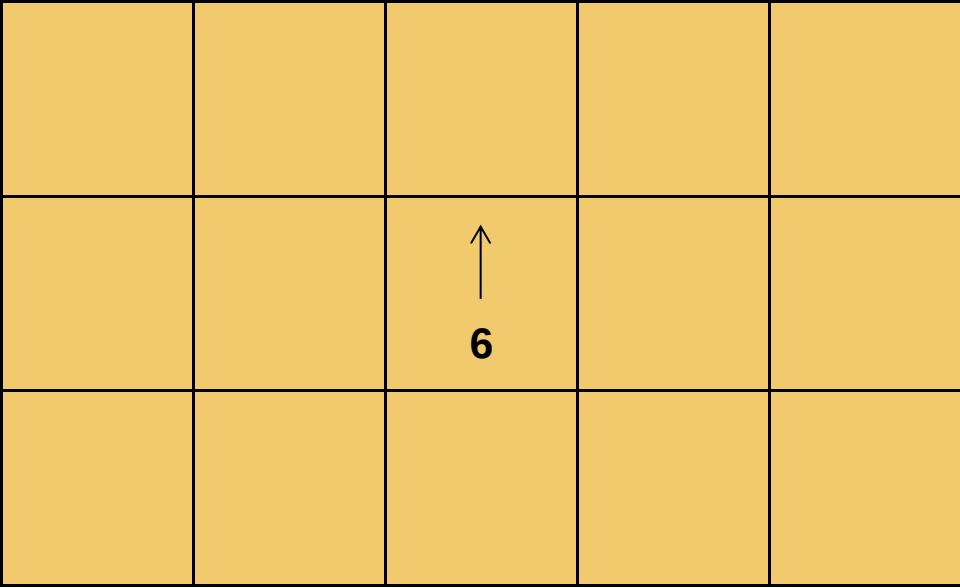
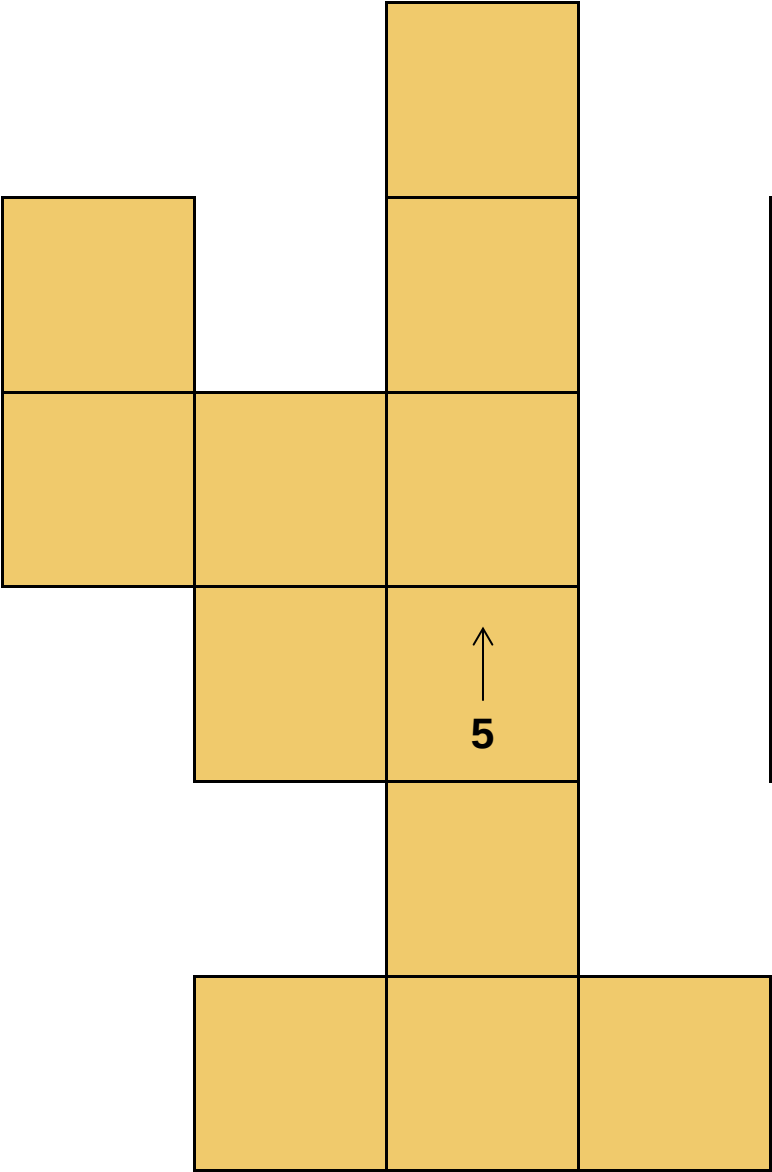
Searcher Movement Cards



Searcher Movement Cards, Player Tokens



Terrain



Terrain

1

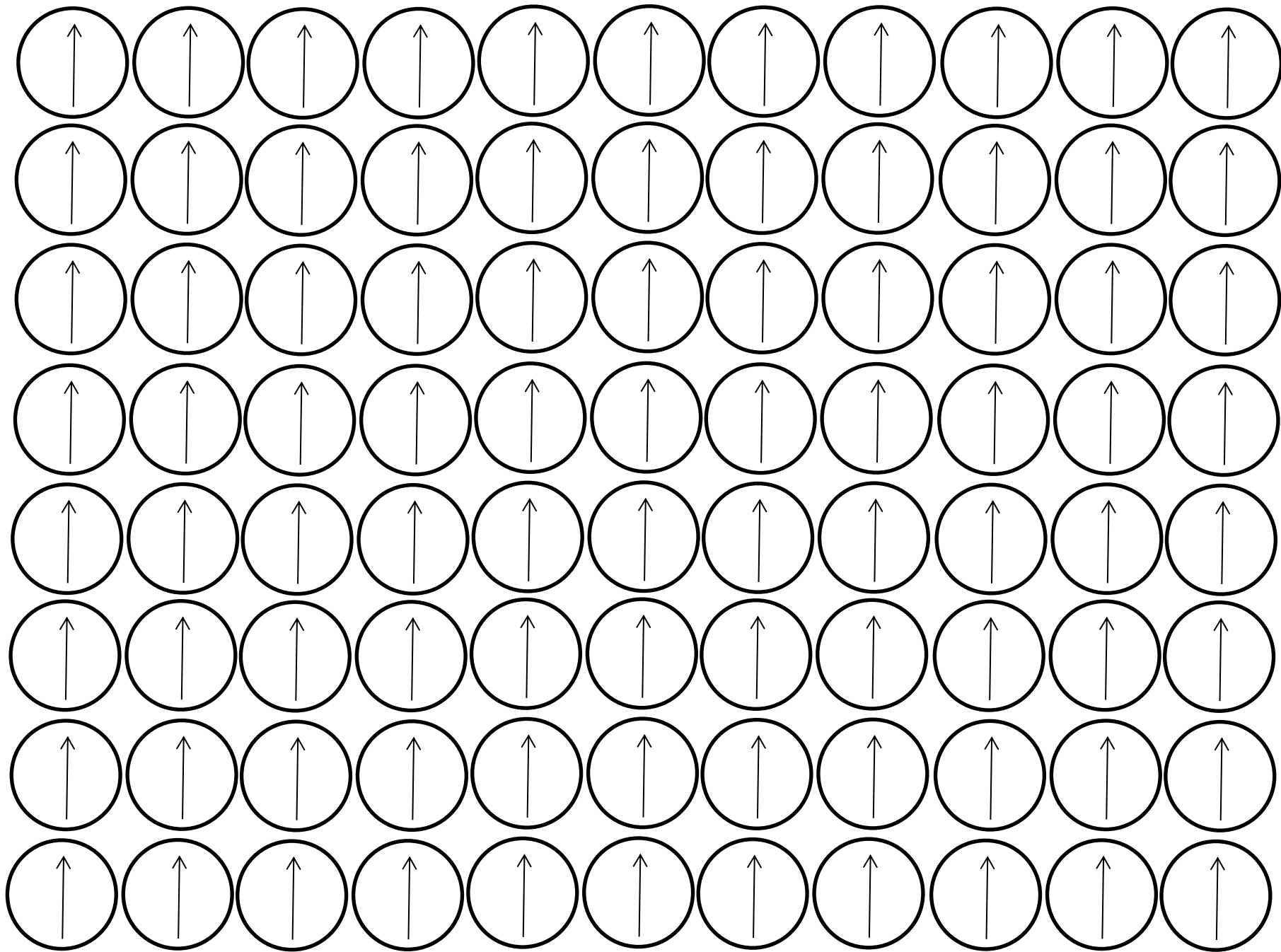
2

3

4

5

Turn Order Cards



Direction Markers