

**SEQUENCE OF PLAY**

1. Storm Round
2. Spice Blow
3. Bidding Round
4. Revival and Movement Round
5. Battle Round
6. Collection Round

# DUNE PLAYER AID PAD (front)

**TURN TRACK**

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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(optional rule) **ATREIDES TOKEN LOSS**

1	2	3	4	5	6	7
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**TREACHERY CARDS**

A. These 25 cards can be played only in battle.

1. **4 Projectiles**—used as a weapon during battle.
2. **4 Shields**—defends your leader against any projectile used by your opponent in battle.
3. **4 Poisons**—used as a weapon during battle.
4. **4 Snoopers**—defends your leader against any poison used by your opponent in battle.
5. **1 Lasegun**—a special weapon. There is no defense against a lasegun, i.e., it automatically kills an opponent's leader. But, should you or your opponent play a shield in the same battle, a nuclear explosion occurs and all tokens and spice (even those not involved in the battle) in the territory are lost to the 'tanks' as well as all leaders played (no spice is paid for them). All treachery cards played in the battle must be discarded.
6. **3 Cheap Hero(ines)**—played in place of a leader in battle (this is the only time a player may play 3 cards in a battle: cheap hero, weapon, and defense). The cheap hero has no value to add to your total. Must be discarded when played.
7. **5 Worthless Cards**—Kulon, Trip to Gamont, La La La, Baliset and Jubba Cloak. They have no value in play. Played in place of a weapon, defense or both. This is only way they may be discarded from hand. (Optional Rule) Bene Gesserit may use a worthless card as a Karama Card.

B. These 8 cards may be played at certain times during the game and then must be discarded.

1. **2 Truth Trances**—played at any time against any player. Forces that player to answer truthfully any one "yes" or "no" question concerning the game that you ask him.
2. **1 Weather Control**—played at the start of a storm round, it

enables the player to control the storm that round and move it from 0 to 10 sectors in a counterclockwise direction.

3. **1 Hajr Card**—played during a player's movement round enables that player to make an extra on-planet group move, subject to the normal movement rules.

4. **1 Ghoia Card**—played at any time. It allows the player either to immediately recover one leader from the 'tanks' without payment, or to revive up to 5 tokens from the 'tanks' to his reserves.

5. **1 Family Atomics**—played just after the storm has been dialed but before it has been moved (optional rule-played just after storm movement marker is revealed), by a player who has one or more tokens on the Shield Wall or in a territory adjacent to it. It destroys the shield wall (and all tokens there) so that the Imperial Basin, Arrakeen and Carthag are no longer protected from the storm. Once played, the card is placed off the board by the Shield Wall to indicate that it has been destroyed.

6. **2 Karama Cards**—When played can do any one of the following:

A. Prevent other players from using some of their advantages once as explained below.

1. prevents the Atreides from seeing the future, once; or (optional rule) prevents the Atreides from using Kwisatz Haderach once.
2. prevents the Harkonnen from taking a second free treachery card, once; or (optional rule) prevents Harkonnen from capturing a leader once.
3. prevents the Bene Gesserit from accompanying one shipment; using the 'voice' once; or (optional rule) using worthless card as a Karama card once.

4. prevents the Fremmen from controlling a worm once (their tokens in the territory are destroyed and taken to the tanks); or (optional rule) from counting Fedaykin bonus in one battle.

5. enables a player to bid for and buy one treachery card without paying for it; or (optional rule) prevents the Emperor from counting Sardaukar bonus in one battle.

6. enables a player to land tokens from off-planet reserves at the Guild cost (half rate). The payment goes to the spice bank and not to the Guild. This takes the place of that player's normal shipment for that round. Or (optional rule) prevents the Guild from taking his move when he wants. He must make his move in his proper turn in the movement sequence.

B. (Optional Rule) Allows players to use a special power suited to their character once.

1. *Harkonnen*—You may use a Karama card to take without looking any number of cards, up to the entire hand of anyone player of your choice. For each card you take you must give him one of your cards in return.
2. *Atreides*—You may use a Karama card to look at any one player's entire battle plan.
3. *Guild*—You may use a Karama card to stop one off-planet shipment of any one player.
4. *Bene Gesserit*—You may use any 'worthless' card as a Karama card.
5. *Fremmen*—You may use Karama card to cause a worm to appear in any territory that you wish. The worm is not drawn from the spice deck. A worm cannot devour tokens if not in a desert territory.
6. *Emperor*—You may use a Karama card to revive up to three tokens or one leader for free.

**LEADERS**

Fremmen	Harkonnen	Guild	Emperor	Atreides	Bene Gesserit
1. Stilgar-7	1. Feyd-Rautha-6	1. Staban Tuek-5	1. Count Fenring-6	1. Thurfir Hawat-5	1. Princess Irulan-5
2. Chani-6	2. Beast Rabban-4	2. Esmar Tuek-3	2. Cpt. Aramsham-5	2. Lady Jessica-5	2. Mother Ramallo-5
3. Ortheym-5	3. Piter DeVries-3	3. Master Bewt-3	3. Burseg-3	3. Gurney Halleck-4	3. Alia-5
4. Shadout Mapes-3	4. Cpt. Nefud-2	4. Soo Soo Sook-2	4. Caid-3	4. Duncan Idaho-2	4. Lady Fenring-5
5. Jamis-2	5. Umman Kudu-1	5. Guild Rep-1	5. Bashar-2	5. Dr. Yueh-1	5. Wanna Marcus-5

**BENE GESSERIT PREDICTION**

\_\_\_\_\_ player \_\_\_\_\_ turn

# DUNE PLAYER AID PAD (back)

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### ADDITIONAL CHARACTER ADVANTAGES (OPTIONAL RULE)

#### Emperor

1. Your five starred tokens (elite Sardaukar) have a special fighting capability. They are worth two normal tokens in battle and in taking losses against all opponents except Fremen. Your starred tokens are worth just one token against Fremen. They are treated as one token in revival. Only one starred token can be revived per turn.

#### Guild

1. You are not required to take your move when it occurs in the turn sequence during the movement round but may take it at any turn in the sequence that you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it.

#### Bene Gesserit

1. You have the power to coexist. (See Optional Rules in instruction folder for further description).

#### Fremen

1. You select and may look at next turn's storm movement marker (used only with optional rule XVI).  
 2. During a spice blow, all additional worms which appear after the first worm can be placed by you in any territory you wish. They cannot devour tokens if not in a desert territory. 3. If caught in a storm, only half of your tokens are killed (any fractions are rounded up). You may bring your reserves into a storm at half loss.

4. Your three starred tokens (Fedaykin) have a special fighting capability. They are worth two normal tokens in battle and in taking losses. They are treated as one token in revival. Only one Fedaykin token can be revived per turn.

#### Harkonnen

1. Every time you win a battle you can select randomly one leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that turn). You can immediately turn the leader into the tanks for 2 spice; or use the leader once in a battle after which you must return him (her) to the original owner. If all of your own leaders have been killed, you must return all captured leaders immediately to their original owners. Killed captured leaders are put in the 'tanks' from which the original owners can revive them (subject to the revival rules). A captured leader is automatically in the pay of the original owner.

#### Atreides

1. Any turn after losing a total of at least 7 tokens in battle(s), you may use the Kwisatz Haderach counter. It cannot be used alone in battle but may add its +2 strength to any one leader or cheap hero(ine) per turn. If the leader or cheap heroine is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by laser gun-shield explosion. A leader accompanied by Kwisatz Haderach cannot turn traitor. If killed, Kwisatz Haderach must be revived like any other leader. If not killed, it has no effect on Atreides leader revival.

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### BENE GESSERIT PREDICTION

\_\_\_\_\_      \_\_\_\_\_  
 player                      turn

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