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DUNE

THE BOARD GAME





RULES

The Spice must flow

Frank Herbert's classic science fiction novel Dune will live for many generations as a masterpiece of creative imagination. In this game you can bring to life the forbidding alien planet and the swirling intrigues of all the book's major characters.

Dune – the very name conjures up desolation. Desert sandscapes cover most of the planet's surface, broken only by great rock ridges. Giant Worms a quarter mile long live beneath the sand and attack any who linger on it. Human life exists in a few scattered places where precious water is available, but even those settlements are buffeted by terrifying coriolis Storms.

Yet the planet is crucial to the destiny of a galactic empire. Because only on Dune can Spice be harvested. Spice is the key to interstellar travel. Only by ingesting the addictive drug can the Guild Steersman continue to experience visions of the future, enabling them to plot a safe path through hyperspace.

Spice is also a geriatric medicine which prolongs life. Only by assuring a stable supply of it throughout the galaxy can any Emperor avoid civil revolt. With Spice, in short, one can buy whatever he wants.

Powerful forces struggle for control of Dune. Imperial troops, aristocratic families, Guildsmen, a secret sisterhood, and the nomadic native Fremen all vie for power on the planet.

All are subject to the rigid economics of their joint merchant combine, CHOAM; resources are expensive, shipping is costly, excellence has a price. And that price must be paid in the universal currency, the measure of all value: Spice.

All need Spice. Some will harvest it directly when it blows in an isolated area of sand, risking the onslaught of Worm and Storm alike. But others will take it violently in Battle, or quietly in taxes and fees.

Those controlling large settlements will have access to Ornithopters and cover great distances quickly. Other will have to pick their way slowly across sand and rock. And all anxiously await the decision-making Nexus signaled by the sudden appearance of the great sandworm Shai-Hulud.

Massive Battles will occur, but often be decided by a single brilliant Leader or an act of low Treachery.

But death on Dune need never be tragic. The dead are routinely rendered up for their body's water – so that life on the arid planet may continue. And even one surviving cell of an individual may be cultured by the Tleilaxu technicians until the original person is re-grown.

YOU WILL BE ONE OF THESE CHARACTERS:



• **The youthful Paul Atreides (Muad'dib)**
Rightful heir to the planet, gifted with valiant lieutenants and a strange partial awareness of the future, but beset by more powerful and treacherous opponents.



• **The decadent Baron Vladimir Harkonnen**
Master of Treachery and cruel deeds.



• **His Majesty the Padishah Emperor Shaddam IV**
Keen and efficient, yet easily lulled into complacency by his own trappings of power.



• **Guild Steersman Edric**
Monopolist of transport, yet addicted to ever increasing Spice flows.



• **Fremen Ecologist Liet-Kynes**
Commanding fierce hordes of natives, adept at life and travel on the planet, and dedicated to preventing any outside control while bringing about Dune's own natural regeneration.



• **Gaius Helen Mohiam**
Reverend Mother of the Bene Gesserit Sisterhood – Ancient and inscrutable, carefully trained in psychological control and a genius at achieving her ends through the efforts of others.

In DUNE you can explore many of the possible interactions which might have taken place among these fascinating characters with their own drives, need, and special advantages.

COMPONENT OVERVIEW

GAME BOARD



Printed on the board is a map of the planet Dune. Territories are outlined with dark black borders.

All Territories are composed of exactly one kind of Terrain: Sand (yellow), Rock (brown), Stronghold (red), and **Polar Sink** (white).

The map is also divided by longitude lines into eighteen Storm Sectors which extend from the edge of the **Polar Sink** to the horizon. Storm Sectors control the way the Storm moves around the board.

Territories composed of Strongholds will only ever be in one Storm Sector; these specific Territories will be referred to as Strongholds. The Territory composed of **Polar Sink** is never in a Storm Sector and will be referred to as the **Polar Sink**. Territories composed of Sand or Rock may span over multiple Storm Sectors.

Six Player Dots surround the map to help determine player order.

The map also includes the Game Turn track, Bene Tleilaxu Tanks for holding dead Leaders and Troop tokens, and the Spice Bank.

SPICE TOKENS

These tokens represent Spice; currency and power not only on Dune, but throughout the Imperium.

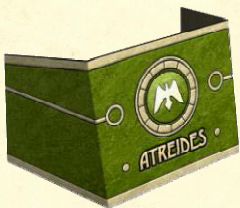
STORM MARKER



The Storm Marker denotes the Sector of Dune currently beset by a deadly Coriolis Storm.

FACTION SETS

Each set is composed of the following components:

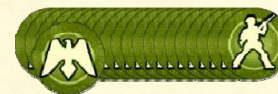


- A game screen bearing the Faction's emblem. This also summarizes the Faction's special abilities. More details are provided in the Almanac found on page 17.

- Five large discs each showing a Leader and his fighting strength.



- Twenty small Troop tokens and one Faction token for using on Player Dots around the map.



- Cards and sheets used by certain Factions. The Atreides Player receives the Kwisatz Haderach card and Treachery Notes sheet. The Bene Gesserit Player receives the Prediction card.

CARD DECKS



The game includes a number of card decks, in addition to a large number of reference cards:

Spice Deck, Treachery Deck, Traitor Deck, and a Storm Deck.

COMBAT WHEELS



These allow players to secretly select forces to commit to Battle. With the wheel, simply dial it to display the number you need.

MISCELLANEOUS ITEMS

- Game Turn tokens used on the Game Turn track
- Radiation marker to indicate when the **Family Atomics** Treachery Card has been used.

OBJECT OF THE GAME

The object of the game is to gain **Control of Dune** either on your own, or as part of a political Alliance.

Control of Dune can be achieved through **Conquest**, where at the end of a Game Turn you and or your Allies together occupy a specific number of Strongholds.

To win “solo” via **Conquest**, without any Allies, you must occupy three Strongholds. To win via **Conquest** with one Ally, you and your Ally must together occupy four Strongholds.

The Bene Gesserit, the Fremen, and the Guild can also win the game via **Subterfuge**, instead of by **Conquest**.

At the end of turn 15, if no Faction has been able to gain **Control of Dune** via **Conquest**, then either The Fremen or the Guild will win via **Subterfuge**.

If the Bene Gesserit can accurately predict a Faction’s victory via **Conquest**, then the Bene Gesserit win alone via **Subterfuge**.

More details can be found in section **Round 8: Control Round**

GENERAL GAMEPLAY

RECORD KEEPING

- Note keeping during the game is forbidden. (Each player is however permitted to write down the Traitor Cards that he receives at the beginning of the game.)
- No computer assistance is permitted during the game
- All Spice held by a player should be kept hidden behind his screen in secret.
- Any player may reveal any information including his Treachery Cards, to any other player at any time if desired.

ABILITY COMMENTARY

- The Atreides is the only Faction that may keep written notes during the game.

ALLIANCES

- Alliances may only be formed or broken during a **Nexus Round**. (Round: 2A)
- A player immediately gains his Ally’s Alliance ability upon Allying.
- Allies may discuss strategy secretly at any time.
- A player may not claim an individual **Conquest** victory while he is a member of an Alliance.
- Allied players’ Troop tokens are considered the same for purposes of victory (but only victory). If the players in an Alliance jointly hold the required Strongholds during a **Control Round**, they have won the game together.

BRIBERY AND CONSPIRACY

- Players may make any kind of verbal deals or bribes between one another. (Bribes involve the transfer of Spice.)
- A player cannot renege on a deal or bribe which has been publicly stated aloud. Bribes and deals not publicly announced aloud may be reneged upon freely.
- Spice that is part of a bribe is placed in front of the receiving player’s screen. This Spice may not be taken or used at any point except at the start of the **Control Round**, when it may be put behind that player’s screen.
- No player may be forced to accept Spice from another player.
- Although a Spice Bribe may only be collected in the **Control Round**, arrangements that lead to it may be made at any time.
- A deal or bribe cannot involve the transfer or gift of Treachery Cards, Leaders, Troop tokens, or Factional abilities.

ABILITY COMMENTARY

- The Emperor and his Ally may freely exchange Spice without needing to wait until the **Control Round** to collect it.

CATCH ALL

- In any timing disputes not ruled on elsewhere, (for example, if players attempt to play Truthtrances and or Karamas simultaneously) resolve the tie in Player Dot order.

GAME SET-UP

1. The board is set out on a flat surface
2. All Spice tokens are placed in the Spice Bank.
3. The various card decks are shuffled and placed face down in the appropriate locations on and around the game board. Played cards will be discarded face up next to the decks.
4. Place the Game Turn token on the turn track on the ONE space.
5. Place the Storm Marker in the Sector marked Storm Start.
6. 'Factions are randomly chosen by each player. Players may trade Factions with each other by mutual consent before play begins. If fewer than six players, you may agree to play an undrawn Faction. For any and all Factions that are not in play, remove all Leaders, Troop tokens, and Traitor Cards.
7. Faction tokens are randomly assigned to Player Dots. This represents your seat at the table.
8. Players follow the **AT START** section of their player screens:

- Atreides: 10 Troop tokens – **Arrakeen** ; 10 Spice
Bonuses: *Ornithopters, Harvesters, Carryalls*
- Bene Gesserit: 1 Troop token – Any Territory ; 5 Spice
- Emperor: ; 10 Spice
- Fremen: 10 Troop tokens – Spread over: ; 3 Spice
Sietch Tabr, False Wall South, False Wall West
- Guild: 5 Troop tokens – **Tuek's Sietch** ; 5 Spice
Bonus: *Smugglers*
- Harkonnen: 10 Troop tokens – **Carthag** ; 10 Spice
Bonuses: *Ornithopters, Harvesters, Carryalls*

All Troop tokens not listed are retained in a player's reserves.

9. Deal four Traitor Cards to each player. Each player then examines their cards, picks one to keep, and returns the rest face down to the bottom of the deck.
10. Each player places their five Leader Discs behind their screen, along with any Spice, Troop tokens and other game paraphernalia he controls, unless otherwise directed.
11. Each player draws one starting Treachery Card.

ABILITY COMMENTARY

- After Factions are assigned (**Step 6**) and before Faction tokens are placed on Player Dots (**Step 7**), the Bene Gesserit Player makes his Prediction.
- During **Step 8** the Fremen Player must place his Troop tokens before the Bene Gesserit Player, and he may place Fedaykin Troop tokens with his initial setup.
- During **Step 8** if the Bene Gesserit Player places his Troop token in a Territory with another player's Troop tokens he must Co-Exist. This may be converted to Non-Co-Existing at the Start of the **Movement Round**.
- During **Step 11**, the Harkonnen Player draws two starting Treachery Cards instead of one.

FACTIONAL AND OTHER ADVANTAGES

Each Faction has a set of unique economic, military, strategic, or treacherous advantages which change how they play the game. Each Faction can also provide their Allies with specific advantages.

Sometimes these advantages will bend or even break a rule. In all cases, the ability takes precedence over the main rules. Detailed information on each Faction's abilities is given in the Almanac.

SEQUENCE OF PLAY

DUNE is played in turns to a maximum limit of fifteen Game Turns. Each Game Turn is composed of several specific Rounds that must be completed in the exact sequence presented below, with each player acting in turn within that Round.

1. Storm Round

The Storm Marker is moved around the map.

2. Spice Blow Round

The top card of the Spice Deck is turned over and Spice tokens are placed in the Territory and Storm Sector indicated.

2a. Nexus Round

This round will not always occur. When it does, it will occur in the middle of the **Spice Blow Round**.

3. Bidding Round

Players bid Spice to acquire Treachery Cards.

4. Revival Round

Players reclaim Troop tokens from the Bene Tleilaxu Tanks.

5. Movement Round

Each player, in turn, Ships and then Manoeuvres his Troop tokens on the map.

Treachery Cards often have abilities which change the flow of the game. These are summarized on the cards themselves, and detailed information is given in the Almanac.

In both cases, the specific rules in the Almanac are always correct, since a summary is brief by necessity.

6. Battle Round

Players resolve Battles in every Territory which is occupied by two or more Factions' Troop tokens.

7. Collection Round

Troop tokens in Territories which contain Spice tokens may collect that Spice.

8. Control Round

Players check to see if anyone has gained control of Dune and won the game.



ROUND 1: STORM

TIME MOVES ON

Starting Game Turn Two: at the start of the **Storm Round** the Game Turn token is moved one space to indicate the current turn.

THE STORM

The Storm moves around Dune, destroying Troop tokens, destroying Spice, and preventing Troop tokens from moving into or out of Sectors it covers.

INITIALIZING THE STORM: GAME TURN ONE

In the first **Storm Round** only, the Storm Marker is placed using this procedure:

1. The Storm Marker was initially placed on the Storm Start Sector during set-up.
2. The players whose Player Dots are nearest on either side of the Storm Start Sector will use the Combat Wheels to independently dial a number with a total value between 'zero' and 'twenty'.
3. The two numbers are revealed simultaneously, totaled (rounded up), and the Storm Marker moved from the Storm Start Sector counter-clockwise that number of Sectors around the map. No Tokens are lost due to the Storm during Game Turn One.
4. Shuffle together the Storm cards and then randomly place one face down next to the Storm Marker without looking at it.

MOVING THE STORM: THE REST OF THE GAME

1. After the first **Storm Round**, the Storm moves using the following procedure:
2. The Storm card is revealed.
3. The Storm Marker is moved counter-clockwise the number of Sectors indicated on the card.
4. If the Storm Marker passes over or stops in any Sector containing both Sand Terrain and Troop tokens, then the Troop tokens in that Sector are sent to the Tanks. (This excludes the Imperial Basin.)
5. If the Storm Marker passes over or stops in any Sector containing Spice, then that Spice is returned to the Spice Bank.
6. Shuffle together the Storm cards and then randomly place one face down next to the Storm Marker without looking at it.

DETERMINING THE FIRST PLAYER

The player whose Player Dot is the next to be approached by the Storm is termed the First Player.

The First Player will move first in every round this turn. Play then proceeds counter-clockwise in Player Dot order until each player has taken his move each round.

A new First Player is chosen at the end of every **Storm Round**.



CLAIMING BONUSES

At the end of the **Storm Round** bonuses for Ornithopters, Harvesters and Carryalls are given to the player who controls **Carthag** and separately to the player who controls **Arrakeen**. The bonus for Smugglers is given to the player who controls **Tuek's Sietch**.

ABILITY COMMENTARY


- Where multiple effects occur in the **Storm Round**, the following order is used:
 1. Reveal Storm Card
 2. Play Weather Control
 3. Play Family Atomics
 4. Move Storm
 5. Play New Storm Card
 6. Fremen Examine Storm Card
- **Weather Control** and **Family Atomics** may not be used in the first turn
- If **Weather Control** is played for zero Storm Sectors, the Storm does not move and no losses are incurred.
- The Fremen Player may peek at the Storm card that will affect the following **Storm Round** each **Storm Round**.
- The Fremen Player may choose to lose only half (rounded up) of his Troop tokens in a Territory due to the Storm's movement.
- Once **Family Atomics** has been played, the **Imperial Basin**, **Arrakeen**, and **Carthag** will be treated as Sand Territories for Storm movements into their respective Sectors.
- Two groups of Troop tokens in one Territory but in Storm separated Sectors count as being in separate Territories.
- A Co-Exist marker will prevent Bene Gesserit Troop tokens from qualifying for bonuses (i.e. Ornithopters) in Strongholds that grant those bonuses.

ROUND 2: SPICE BLOW



From one Spice Deck, cards are drawn and placed into one of two distinct discard piles.

First draw cards into discard pile one until a Territory card is reached. Then draw cards into discard pile two until a Territory card is reached. When drawn, each card is resolved immediately before the next card is drawn.

For each Territory card drawn, the amount of Spice indicated on the card is placed from the Spice Bank onto the Spice Blow icon  of that Territory. If the Spice Blow icon is in a Sector currently under the Storm Marker, no Spice is placed for that card.

For each Shai-Hulud card drawn, a bonus **Nexus Round** immediately occurs, interrupting the **Spice Blow Round**, during which Alliances can be formed and broken. (See **Round 2a: Nexus**).

ROUND 2A: NEXUS

When a Shai-Hulud Spice Card is turned over on the second or subsequent Game Turns, a special **Nexus Round** occurs and normal play pauses immediately.

Alliances can only be formed or broken in the Nexus Round.

FORMING AN ALLIANCE

All players may freely discuss the opportunities of Allying with each other. An Alliance may only contain two Factions; this may be extended to three Factions (if all players consent at the start of the game). Several Alliances may be formed during a **Nexus Round**, but a player may never form more than one Alliance per **Nexus Round**.

To form an Alliance, all constituent members must publicly announce their intention to form this new Alliance. (Details leading to an Alliance may be kept secret.) Once an alliance has been formed, a binding agreement has been made and this Alliance may not be broken until the next Worm Card is revealed.

BREAKING AN ALLIANCE

Any player may break an existing Alliance during a **Nexus Round**. He simply announces that he is breaking from his Alliance. Any Player who breaks from an existing Alliance still has the opportunity to immediately form a new Alliance, even reforming the Alliance he has just broken.

All Shai-Hulud cards drawn turned over during the first Game Turn are ignored and shuffled back into the Spice Deck at the end of the **Spice Blow Round**. A **Nexus Round** cannot occur on the first turn.

The **Spice Blow Round** ends after a Territory card had been resolved for discard pile two.

When the Spice Deck is exhausted, **ALL** Spice Cards are reshuffled to restock the Spice Deck. (It is possible for a Territory to get a second Spice blow during the turn in which the Spice Deck is reshuffled.)

ABILITY COMMENTARY

- At the start of the **Movement Round**, the **Atreides Player** may secretly look at the top card of the Spice Deck.*

AFTER THE NEXUS ROUND

If the Shai-Hulud Spice Card was drawn and discarded over a Territory Spice Card, then a Worm appears in the Territory listed and attacks its inhabitants. All of its Troop tokens and Spice tokens are eaten by the Worm and sent to the Tanks and Spice Bank respectively.

- Continue drawing Spice Cards until a Territory is drawn.

Additional Territory cards drawn are resolved as normal. Additional Shai-Hulud cards drawn signal another **Nexus Round**; however, if a Shai-Hulud card is discarded over another Shai-Hulud card the **Fremen Player** may make this resulting Worm appear in any Territory (of any Terrain type) he wishes.* Worms only devour Troop tokens and Spice tokens when they appear in Sand Territories.

ABILITY COMMENTARY

- The **Fremen** and his Allies do not have their Troop tokens sent to the Tanks from Worm attacks.*
- The **Fremen** may “Ride Worms” that appear in Territories containing his Troop tokens: transporting any number of these Troop tokens to another Territory* The **Fremen** may not Ride Worms into or out of Storm Covered Sectors. Tokens located at the destination of a Worm Ride are not destroyed.
- **Fremen** control Worms that result from Shai-Hulud Cards being discarded over other Shai-Hulud Cards. The **Fremen Player** may make this Worm appear in any Territory (of any Terrain type) he wishes. * The **Fremen** may also Ride this Worm.

Troop tokens do not block Fremen Worm Rides; Except:

- Troop tokens cannot be Worm Ridden into or through a Stronghold with Troop tokens of two other (Non-Co-Existing) players.
- Troop tokens cannot be Worm Ridden into or through a Territory (other than the **Polar Sink**) in which his Ally has Troop tokens (unless permitted by Co-Existence). Storm Separated Sectors count as different Territories for this purpose.

“*” In Purple: Effect can be canceled with a played **Karama**

ROUND 3: BIDDING

CHOAM CHARITY

At the start of **Bidding Round**, any player who has no Spice may Claim CHOAM Charity to collect two Spice from the Spice Bank by calling out "CHOAM Charity".

ABILITY COMMENTARY

- The Bene Gesserit Player may always claim CHOAM Charity starting Game Turn Two, even if he already has Spice.

THE AUCTION

In the Auction, players will be able to acquire Treachery Cards. It is recommended that the Atrides Player be chosen the Auctioneer.

At this time, each player must reveal how many (but not what type of) Treachery Cards he holds. A player may not hold more Treachery Cards than his hand limit of four (or eight for the Harkonnen). A player who holds a full hand of Treachery Cards must pass in the Auction and may not acquire more Treachery Cards until such time as he no longer has a full hand of cards. The Auctioneer deals from the Treachery deck a number of face-down Treachery Cards equal to the number of players who are allowed to bid for Treachery Cards at the beginning of this **Bidding Round** and places them in a row along the board edge.

The Auctioneer Auctions the left-most card from those dealt:

- The First Player is the First Bidder on the first card up for Auction. He may bid one or more Spice, or pass.
- Bidding then proceeds to the player immediately counter clockwise who may raise the bid by one or more Spice, or pass; and so on around the table until a top bid is made and all other players pass. **No player may bid more Spice than he has (The current high bidder may only transfer Spice in excess of his bid amount).** Payment for the Auction is then made immediately.
- After a player passes during the bid for a Treachery Card, that player may choose to later enter bidding for the same card again on his normal bidding turn if the card has not already been sold at that time.
- The top-bidding player then pays the number of Spice he has bid to the Emperor Player or to the Spice Bank (as applicable) and then takes the Auctioned card.
- Once the first card has been Auctioned, the role of First Bidder passes to the player immediately counter clockwise (skipping any players who may not bid due to a full hand), and then the next left-most card is Auctioned.
- Bidding for Treachery Cards continues until all cards available for bid have been Auctioned off or any one card is not bid on by anyone at which point all remaining cards are returned to the top of the Treachery deck and the Auction is over.

Invalid Bids:

- If a player is discovered to have bid more Spice than he can pay for a Treachery Card that he has 'won', restart the bidding for that Treachery Card with the Invalid 'winner' leading the bid with his maximum possible Spice bid. If the overbid was due to loss of Karama effect, fully restart the auction for that Treachery Card.

When the Treachery deck runs out; the Treachery deck's discard pile (excluding the **Family Atomics** Treachery Card) should be immediately shuffled to form a new draw pile. The discard pile may be examined at any time.

No player may directly reduce the cost of an Auctioned card. Players are allowed to defray the costs of Auctioned cards with Spice Bribes to be collected in the **Collections Round**.

ABILITY COMMENTARY

- **The Atrides Player may peek at all Treachery Cards to be Auctioned each round***; however, he may only peek at the current face-down Treachery Card about to be Auctioned.
- **The Harkonnen Player receives a bonus Treachery Card each time he wins an Auction***, which is added to his normal hand of Treachery Cards.
- The Harkonnen Player may hold at most eight Treachery Cards.
- **If the Emperor is playing, all other players pay the Emperor in full instead of the Spice Bank.*** The Emperor Player still pays the Spice Bank in full if he wins a bid.
- Regarding the Emperor and his Ally's ability to transfer Spice at any time: they must both still pay for Auctioned cards in full. Since a player may not bid more Spice than he has. This may require the Emperor Player and his Ally to pass each other Spice before a bid can be made.
- **If, and only if you intend to use a Karama effect to pay for a card, you may bid more Spice than you have. In this case, you may bid any amount. You may chose to bid "infinity" at any time to automatically end the Auction of that card with you wining that card and no further bids allowed. Such a card does not allow you to bid with a full hand.**
- **A Karama can be played to cancel the Bene Gesserit's use of a Worthless Card as a Karama to win an Auction; in this case both the Karama and the Worthless Card are discarded and the Auctioned card's Auction restarts at zero Spice bid.**

ROUND 4: REVIVAL



The **Revival Round** allows you to regain lost forces. Starting with the First Player and proceeding counter clockwise, players may revive up to three Troop tokens and one Leader from the Bene Tleilaxu Tanks.

LEADER REVIVALS

A player may revive one face up 'Tank' Leader per Game Turn by paying that Leader's Strength value (printed on the disc) in Spice to the Spice Bank. A revived Leader is placed in its owner's reserves and is immediately available for use but is still subject to Treachery and other such effects.

Whenever a Leader enters the 'Tanks', it enters face down. If at the beginning of a Revival Round all your Leaders are either face down in the 'Tanks' or captured, turn all Leaders currently in the 'Tanks' face up.

TROOP TOKEN REVIVALS

All players may revive up to three Troop tokens from the Tanks each Game Turn. Each Troop token that may be revived may be done so at a cost of two Spice per Troop token. All Spice expended for Troop token revival is placed in the Spice Bank. A player cannot revive more than three Troop tokens per turn (including free revivals at zero cost). Revived Troop tokens must be placed in the owning player's reserves.

ABILITY COMMENTARY

- Leaders currently captured by the Harkonnen never prevent the revival of other Leaders that are in the Tanks.
- If killed the Kwisatz Haderach must be revived like any other Leader. If not killed, it has no effect on Atreides Leader revival.
- Only one Fremen **Fedaykin** and Emperor **Sardaukar** may be revived in this way each Game Turn.
- You may play the **Tleilaxu Gholia** Treachery Card at any time to immediately revive up to five of your own Troop tokens (no restrictions) or any one of your own Leaders (no restrictions) from the Tanks for free. This does not affect the **Revival Round**. (This will not allow a revived Leader to fight in the same round as it was killed.)
- The Emperor Player may play a **Karama** Treachery Card at any time to immediately revive up to three Troop tokens (no restrictions) or one Leader (no restrictions) for free. This does not affect the **Revival Round**. (This will not allow a revived Leader to fight in the same round as it was killed.)

Faction	Troop token Revivals per Revival Round	
	Free Revivals	Costing 2 Spice
Atreides	2	1
Bene Gesserit	1	2
Emperor	1	2
Fremen	3	-
Guild	1	2
Harkonnen	2	1

ROUND 5: MOVEMENT

For the **Movement Round** each player first Ships then Manoeuvres.

If Allied Troop tokens ever co-occupy the same Territory: Then the Allies must immediately declare a Primary and a Secondary Faction in this Territory. The Secondary Faction will not count for any game purpose except to be sent to the 'Tanks' by Storm, Explosion, Worm, or by the Primary Faction losing a battle in this Territory. This effect will stay in place until one of the Allies leaves this Territory. If Allies cannot agree who is Primary and who is Secondary, then the player with his Player Dot earliest in current natural Player Dot order will be Primary. The Primary Player may be publicly agreed upon as a condition of an Alliance.

This excludes Storm Separated Sectors, Co-Existence, and the Polar Sink.

SHIPMENT PHASE

Each player may make one Shipment per **Movement Round**. Either:

- A Standard Shipment to ship any number of Troop tokens from Off-Planet Reserves to one Territory on the map*^{Guild Karama}.
(Every player has Off-Planet Reserves and can use Standard Shipments, except the Fremem who have On-Planet Reserves.)
- A Special Shipment available to that player.

The cost of a Standard Shipment is one Spice per Troop token shipped into a Stronghold or two Spice per Troop token shipped to any other Territory. Players must immediately pay the Guild or Spice Bank (as applicable) after each shipment. Shipments must be paid in full.

Standard Shipments may not be made into a Sector underneath the Storm Marker.

When shipping into a Territory lying in several Storm Sectors, a player must make clear in which Sector he is leaving his Troop tokens.

Troop tokens do not block Shipments; Except:

- Troop tokens cannot be Shipped into a Stronghold with Troop tokens of two other (Non-Co-Existing) players.
- Troop tokens cannot be Shipped into a Territory (other than the **Polar Sink**) in which his Ally has Troop tokens (unless permitted by Co-Existence). Storm Separated Sectors count as different Territories for this purpose.

ABILITY COMMENTARY

- Each **Movement Round** the Guild Player may choose his **Movement Round** play-order position.* Before each other player starts his **Movement Round**, the Guild Player is given the option to take his turn. If all others have already moved, the Guild Player will move last. The Guild Player is not required to announce his play-order position until he starts his **Movement Round**.
- The Guild Special Shipment is to ship any number of his Troop tokens costing one half Spice per into a Stronghold or one Spice per elsewhere, rounded up (following Storm restrictions):*^{Guild Karama}
 - **From:** His reserves
(or) Any one Territory/Stronghold
 - **To:** Any Territory/Stronghold
(or) His reserves as if it were a Stronghold.

- The Guild pay the Spice Bank to ship; others pay **The Guild**.*
- The Fremem may use the Guild Special Shipment (if allied).
- The Fremem Special Shipment is to Ship any number of his Troops tokens for free from his On-Planet Reserves to any Territory within two Territories of **The Great Flat**. These Shipments may end under the Storm; however half (rounded up) of these shipped Troop tokens are killed.
- The Bene Gesserit may ship one Advisor for free with each Off-Planet shipment made by another player.* Advisors ship either to the same Territory or to The **Polar Sink**.
- A Karama can be played to halve the Standard Shipment cost for one Shipment (rounded up). Spice for this Karama Shipment is paid to the Spice Bank.

MANOEUVRE PHASE

Each player may make one Manoeuvre per **Movement Round**. He may move, as a group, any number of his Troop tokens from one Territory into one other adjacent Territory. Some abilities may increase this range, allowing Troop tokens to move through several contiguous Territories per Manoeuvre. Sectors have no effect on Manoeuvres (except the Sector under the Storm.) No Troop token may move into, out of, or through a Sector covered by the Storm in any way. A Sector's only function is to regulate the movement and coverage of the Storm and Spice collection.

- The **Polar Sink** is never in the Storm.
- When ending a Manoeuvre in a Territory lying in several Sectors, a player must make clear in which Sector he is leaving his Troop tokens.
- Troop tokens may be moved as a Manoeuvre in the same turn that they are Shipped.

Troop tokens do not block Manoeuvres; Except:

- Troop tokens cannot be Manoeuvred into or through a Stronghold with Troop tokens of two other (Non-Co-Existing) players.
- Troop tokens cannot be Manoeuvred into or through a Territory (other than the **Polar Sink**) in which his Ally has Troop tokens (unless permitted by Co-Existence). Storm Separated Sectors count as different Territories for this purpose.

ABILITY COMMENTARY

- The Fremem may Manoeuvre one group of Troop tokens up to two adjacent Territories each Manoeuvre.
- Ornithopters Bonus provide access to flying machines, allowing your Troop token group(s) to Manoeuvre up to three adjacent Territories per Manoeuvre.
- The Fremem, like all other Factions, using Ornithopters may only Manoeuvre up to three adjacent Territories per Manoeuvre.
- The Hajr Treachery Card may be played at any point during your turn in a **Movement Round**. It allows you to make an additional Manoeuvre this **Movement Round**. Each Manoeuvre is resolved independently.

“*” In Purple: Effect can be canceled with a played Karama

ROUND 6: BATTLE

BATTLE DETERMINATION

Battles must occur between players whose Troop tokens occupy the same Territory. Except:

- Troop tokens separated by the Storm never Battle.
- Battles never occur in the **Polar Sink**.
- Co-Existing Troop tokens never Battle.

When resolving Battles, the First Player is named the Aggressor until all Battles involving his Troop tokens have been fought. The Aggressor chooses the order in which he wishes to fight his Battles. Afterwards the player immediately counter clockwise becomes the Aggressor, until all Battles are resolved. Battles continue until only one player's Troop tokens or no Troop tokens remain in disputed Territories. If three or more players are in the same Territory, the Aggressor picks whom he will Battle, for as long as his Troop tokens are in that Territory.

THE BATTLE PLAN

A player will win a Battle by having a larger overall Battle **Strength** than his opponent. The winner will remove all of his opponent's Troop tokens from the disputed Territory; however, the winner will also remove all of his own Troop tokens that were involved in the Battle. Surviving Troop tokens are required to gain control of a Stronghold or to collect Spice.

To achieve a Battle Victory, a player will need to determine:

- Which of his available Troop tokens from the disputed Territory will be involved in the Battle
- Whether or not these Troop tokens will be supported with Spice
- Which Leader (if any) will fight
- Which Treachery Cards to play
- And how he will use any Faction specific powers or Karama powers available to him

Battle Strength = Total Troop token Strength + Surviving Leader Strength

TROOP TOKEN STRENGTH & SPICE SUPPORT

- Troop tokens involved in Battle are either **supported** or **unsupported**; by default they are **unsupported**.
- **Unsupported** Troop tokens each have a **Troop token Strength** of one-half.
- **Unsupported** Fremen **Fedaykin** and Emperor **Sardaukar** Troop tokens each have a **Troop token Strength** of one.*
- **Unsupported** Emperor **Sardaukar** Troop tokens each have a **Troop token Strength** of one-half against the Fremen.
- A Karama can be played to set **unsupported** Fremen **Fedaykin** or Emperor **Sardaukar** Troop tokens to a **Troop Strength** of one-half, for one chosen Battle.

Spice may be included as part of the Battle Plan to support the attack. For each Spice you spend in this way, one Troop token is **supported**. The **Troop token Strength** of each Troop token you choose to **support** is doubled. An individual Troop token cannot be supported more than once.

Total Troop token strength is determined by summing the individual **Troop token strengths** of all **supported** and **unsupported** Troop tokens chosen to be involved in the Battle.



The two combatants each take a Combat Wheel and secretly dial a value representing this **Total Troop token Strength**. You may dial half-values by using the Combat Wheel to set the dial between two values to indicate a half-value.

SELECT LEADER

You must play one Leader. Except:

- You may substitute a Cheap Hero(ine) for a Leader. (You are never required to play a Cheap Hero if you don't want to.)
- You cannot play a Leader that was already used in a Battle in a different Territory earlier in the same turn.
- You and your opponent may publically agree before Battle resolution to a Leaderless Battle in which either one or both players may not use a Leader.
- If you are unable to play a Leader in Battle, i.e., they are all in the Tanks or have fought in another Territory that Game Turn, you must still Battle but must declare your forces are Leaderless.

CHOOSE TREACHERY



If you have included a Leader or Cheap Hero(ine) in your Battle Plan, you may pick up to one **Weapon** Treachery Card and up to one **Defense** Treachery Card from your hand. **Worthless Cards** may be used in place of a **Weapon** or **Defense** Treachery Card.

Weapons kill opponent's Leaders and **Defenses** prevent your Leader from being killed by an opponent's **Weapon**.

COMMIT ATTACK

When you have finalized your Total Troop token Strength, Spice Support, Leader, and Treachery Card(s) declare you are ready for Battle. When both players are ready, the Battle Plans are revealed simultaneously to the entire table. You may not change your mind once Battle Plans have been revealed.

“*” In Purple: Effect can be canceled with a played Karama

BATTLE RESOLUTION



If either player holds the Traitor Card matching his opponent's played Leader, Traitors **may** be called (as detailed below).

If your opponent played a **Weapon** Treachery Card and you did not play the matching **Defense** Treachery Card, then your Leader is killed and cannot count toward your Battle **Strength**. Both Leaders may be killed and neither would count towards either player's Battle **Strength**. Any killed Leaders are immediately placed in the Tanks.

Each player now calculates his Battle **Strength**, by adding the Strength of his surviving Leader (the value printed on the disc) to his dialed **Total Troop token Strength**. The player with the higher Battle **Strength** wins. Ties are won by the Aggressor.

The losing player loses all of his Troop tokens to the Tanks that he had in the disputed Territory. He must also discard all of his Treachery Cards he used in that Battle. The winning player only loses Troop tokens to the Tanks that were involved in the Battle. He may discard unwanted Treachery Cards that he played. The winner receives the value of all killed Leaders (including his own, if killed) in Spice from the Spice Bank.

You can still win the Battle even if you have no surviving Troop tokens or Leaders. Surviving Leaders are retained by their owner (even if the owner lost the Battle) and placed in the Territory of the Battle.

Invalid Battle Elements:

- If a player did not select a Leader and had any Leaders available, then his Leader with the lowest value available is used.
- If a player accidentally played multiple **Weapons** or multiple **Defenses**, each type of card has one picked at random and the others are returned to that player's hand, along with any additional cards not appropriate to the Battle Plan.
- If the number dialed is higher than the total possible **Troop token Strength** of that player's present Troop tokens and Spice Support, count the highest actual **Troop token Strength** of his present Troop tokens and Spice Support instead.
- If any other invalid element is included in a Battle Plan, it must be removed and returned to the player when revealed.

ABILITY COMMENTARY

The precise sequence of activities in a Battle is as follows:

1. Bene Gesserit issues the **Voice** command*
2. Play Karma to cancel the **Voice** command
3. Atreides issues the **Prescience** question*
4. Play Karma to cancel the **Prescience** question
5. Answer the **Prescience** question
6. Atreides may Play Karma to view opponent's Entire Battle Plan
7. For each Karma played, re-answer Prescience/Entire-Battle-Plan
8. Commit Battle Plans
9. Reveal Battle Plans
10. Resolve the Battle



If the enumerated Karma effects listed are played before their applicable step, then their effect is delayed until their applicable step.

These Karma effects may be played any time before Battle Resolution:

- Play Karma to disallow **Kwisatz Haderach** for this Battle
- Play Karma to cancel **Sardaukar** or **Fedaykin** bonus for this Battle
- Harkonnen may Play Karma to swap hands

Battle Plans may be changed at any time during this sequence before they are revealed, as long as no **Voice**, **Prescience**, or Truthtrance effects are violated.

Atreides Prescience*

The answering of the Atreides Prescience Question (or Atreides Entire Battle Plan Karma) must occur immediately before Battle Plans are committed. After one of these answers is given, if any Karma is played (including the Atreides Entire Battle Plan Karma) then the answering player may reevaluate his Battle Plan and provide an updated answer. (The element of the Battle Plan being revealed by the Prescience Question does not change.)

Truthtrance

Once a player provides an answer to a Truthtrance Question regarding a Battle Plan element(s) he is bound to play a Battle Plan reflecting his answer if possible. If this becomes impossible then he must publicly declare his Truthtrance answer to be invalid right before Battle Plans are committed. If (due to Karma play) circumstances change to validate a Truthtrance answer that has been declared invalid, he must now retract that statement and fulfill the Truthtrance answer.

A player may never invalidate his Truthtrance Answer or change his Prescience/Entire-Battle-Plan Answer when he plays a Karma himself.

- Battle Victorious Harkonnen, may secretly and randomly capture an opponent's Leader to kill to receive two Spice or to use in one Battle.*

TRAITORS

If during Battle Resolution you hold the Traitor Card matching your opponent's played Leader, you **may** immediately call '**Traitor!**' and reveal your Traitor Card. All Treachery Cards played during this Battle have no effect. Traitor Cards are always returned to your hand.

If only you call Traitor, you win the Battle and your opponent loses the Battle. All of your opponent's Troop tokens in the disputed Territory go to the Tanks. Your opponent's Leader goes to the Tanks. And your opponent discards all of the Treachery Cards he has played in his Battle Plan. You receive the Traitorous Leader's fighting strength in Spice

If both sides call Traitor, both players jointly lose the Battle and both Leaders are sent to the Tanks. No Spice is distributed.

ABILITY COMMENTARY

- A played Kwisatz Haderach prevents other Factions from calling an Atreides' Leader as a Traitor.
- The Harkonnen Player may call Traitor on Leaders that are played in Battle against his Allies.
- If the Harkonnen Player uses one of your own Leaders he has captured against you, you may call Traitor regardless of Traitor Cards.

“*” In Purple: Effect can be canceled with a played Karma

ROUND 7: COLLECTIONS

THE HARVEST



Starting with the First Player, any player with Troop tokens in a Territory in which there are Spice tokens may now collect that Spice (as long as his Troop tokens are not separated from the Spice by the Storm.)

For each Troop token in any given Territory, you may take two Spice from that Territory and add them to your reserves.

If you have at least one **Harvesters** Bonus, you may collect an additional Spice with each Troop token in any and all Territories (for a total of three Spice per Troop token).

Each player with a **Carryalls** Bonus claims an additional two Spice directly from the Spice Bank for each such Bonus he controls.

The player with the **Smugglers** Bonus claims one additional Spice directly from the Spice Bank.

Uncollected Spice remains where it is for future turns and for other players to attempt to collect.

REDEPLOY

Finally, all Leaders not in the 'Tanks' are removed from the board and returned to the reserves of their respective owners.

ROUND 8: CONTROL

SPICE BRIBES

At the start of the **Control Round**, players may move all Spice Bribes from in front of their screens to behind their screens.

BONUSES

If the game has not ended, all Bonuses are returned. A player will not keep them into the next turn, but may reclaim them if the opportunity arises.

VICTORY BY CONQUEST

Control Points are calculated at the end of each and every **Control Round** for the control of certain Territories, each Stronghold is worth **one** Control Point.

Control Points Needed For Victory

Number of People Playing	Total Alliance Size		
	1	2	3
2	4	-	-
3	4	5	-
4	3	4	-
5	3	4	-
6	3	4	5

Control Points are not cumulative from turn-to-turn. Rather they are a summation of how much of Dune you control at any given time. Calculate them each turn on a separate basis.

If any player or Alliance of players currently hold(s) Strongholds worth the listed number of Control Points, he/they win the game. If in an Alliance, all players win together.

Alliances combine the Strongholds their constituent players control for Control Point purposes.

Players in an Alliance may not win the game alone by achieving enough Control Points to qualify for a solo victory.

VICTORY BY SUBTERFUGE

- The Bene Gesserit Player wins if his Predicted Victory by **Conquest** is revealed to be correct (even if the Predicted Faction wins as part of an Alliance). The Bene Gesserit Player wins alone, even if part of an Alliance.
- The Fremen Player (and Ally) wins if no player has won the game by the end of the final Game Turn and if the Fremen Player (or no one) occupies **Sietch Tabr** and **Habbanya Ridge Sietch** and neither the Harkonnen Player, the Atreides Player, nor the Emperor Player occupy **Tuek's Sietch**.
- The Guild Player (and Ally) wins the game if no other player or Alliance has won the game by the end of the final Game Turn.

GAME END

If the final Game Turn was just completed and no Faction has won the Game (i.e. if the Guild is not in play) then the game is a stalemate, and everyone loses.

VARIANTS

[WBC] SHORTER GAME LENGTH (TIME SAVING)

The preliminary heat games are strictly limited to ten Game Turns. The final game is a full fifteen Game Turns.

[WBC] SHIELD WALL STRONGHOLD (TIME SAVING)

The Shield Wall is considered to be a Stronghold for the purposes of victory ONLY, immediately after the 6th Worm appears (counting all Worms, even Karama Worms summoned by the Fremen). Victory conditions are unchanged after the Shield Wall becomes a Stronghold, meaning it should become a bit easier to win after that point.

- Shipment to the Shield Wall still costs 2 Spice/ Troop token (1 Spice per Troop token for a Guild Special Shipment), as usual for Rock Territories.
- Occupation of the Shield Wall is not restricted to only two Factions, as usual for Rock Territories.
- The Shield Wall is not affected by Storm or Worm, as usual for both Strongholds and Rock Territories.
- Family Atomics may be used as written. When Family Atomics is played, all tokens on the Shield Wall are destroyed (regardless of Storm location), but the Shield Wall continues to be treated as a Stronghold and continues to be unaffected by Storm or Worm.
- In the unlikely event that two separate Factions occupy the Shield Wall at the end of a turn (due to location of the Storm preventing Battle between them), neither Faction is considered to control that Stronghold for the purposes of victory determination.

[WBC] EMPEROR SPICE TRANSFER (HOUSE RULE)

The Emperor's special Alliance ability becomes "You may transfer Spice to (NOT from) your Allies at any time."

[WBC] FREMEN SAND SUPPORT (HOUSE RULE)

The Fremen may count their Troop tokens at full strength for no cost in Battles in Sand spaces.

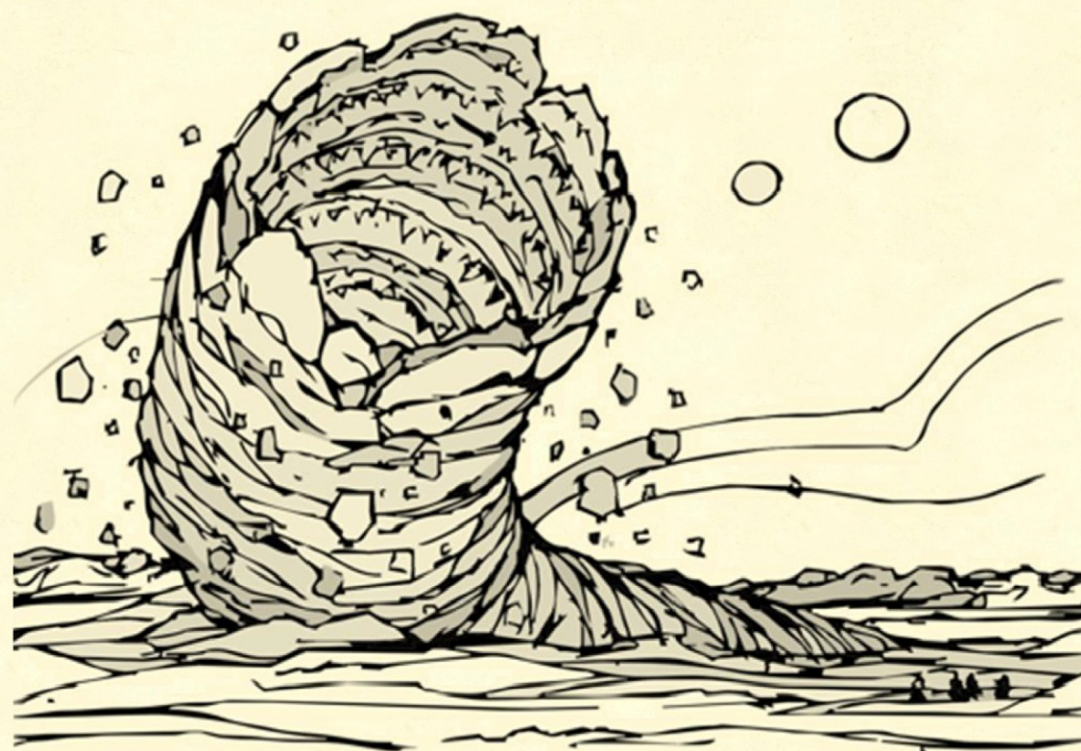
[WBC] CO-EXISTENCE (DIFFERENT INTERPRETATION)

Bene Gesserit Co-Existence status is attached to the Territory (as opposed to the group of Troop tokens occupying that Territory).

- The Bene Gesserit Player must declare coexistence status only in Territories where his Troop tokens and other player's Troop tokens are/become co-located. Territories in which Co-Existence has not yet been declared this turn are implicitly Non-Co-Existing.
- Co-Existence status is only declared at the start of the **Movement Round** (after revival is taken) and during the **Movement Round** at the instant when Bene Gesserit Player's Troop tokens and other player's Troop tokens become co-located.
- A Territory that has been explicitly announced to be Non-Co-Existing may change to Co-Existing in the same turn only when that Territory has been vacated by all Non-Bene Gesserit Troop tokens and then is later entered by a different Faction.
- A Territory that has been explicitly announced to be Co-Existing may never change to Non-Coexisting in the same turn.
- The Bene Gesserit Player must always declare Territories that contain Troop tokens owned by both him and his Ally to be Co-Existing.

[BERNARD] HARKONNEN MEANINGFUL TRAITORS (HOUSE RULE)

- During **Step 9 of Game Setup**:
 - The Harkonnen Player draws first. If he draws two or more of his own Leaders then he may choose to reveal his cards, return all Traitor Cards, reshuffle, and draw four new cards.
 - The Harkonnen Player may continue this redraw process until he either has not drawn two or more of his own Traitor Cards; or until he chooses to keep his drawn hand of Traitor Cards.
 - At this point the Harkonnen Player keeps all four of the Traitor Cards dealt to him, and then all other players may draw four Traitor Cards.
 - Other players may only keep one of their four drawn Traitor Cards



GAME ALMANAC

The forms must be obeyed

THE HOUSE ATREIDES



AT START

- 10 Troop tokens in **Arrakeen**
- 10 Troop tokens in Off-Planet Reserves
- 10 Spice
- *Bonuses: Ornithopters, Harvesters, Carryalls*

KNOWLEDGE:

Master of Records

The Atreides is the only Faction that may keep written notes during the game.

POWERS:

Intensive Training

During the **Revival Round** you may revive up to two Troop tokens for free.

Spy Network*

During the **Bidding Round**, you may secretly look at each Treachery Card that is to be bid upon as it comes up for purchase before any player bids on it. You may not look at Treachery Cards that are not bid upon or that are drawn by any other method.

Foresight*

At the start of the **Movement Round**, you may secretly look at the top card of the Spice Deck.

The Prophecy

At the start of the game, set the Kwisatz Haderach card face-up beside your Screen.

Rise of a Messiah

When a cumulative of seven of your Troop tokens have been killed (via battles), you may take and use the Kwisatz Haderach card for the rest of the game (even in Battles the same turn you acquired the Kwisatz Haderach card).

Voice from the Outer World*

The Kwisatz Haderach cannot be used alone in Battle but may add +2 Strength to any one Atreides Leader or Cheap Hero(ine) fighting for the Atreides per turn. If the Leader or Cheap Hero(ine) is killed, the Kwisatz Haderach has no effect in the Battle. The Kwisatz Haderach can only be killed if blown up by a Lasgun-Shield explosion. A Leader accompanied by the Kwisatz Haderach cannot turn Traitor.

• *If killed the Kwisatz Haderach must be revived like any other Leader. If not killed, it has no effect on Atreides Leader revival.*

Prescience*

During the Battle **Round**, you may force your opponent to show you your choice of one of the four elements they will use in their Battle Plan against you:

- Their chosen dialed **Total Troop token Strength**
- Their chosen Leader
- Their chosen **Weapon** Treachery Card
- Their chosen **Defense** Treachery Card

This ability is used after any Bene Gesserit **Voice** ability has been used or passed on. If your opponent shows that they are not playing a **Weapon** or **Defense** card, you may not ask to see another element of the plan.

The answering of the Atreides Prescience Question (or Atreides Entire Battle Plan Karama) must occur immediately before Battle Plans are committed. After one of these answers is given, if any Karama is played (including the Atreides Entire Battle Plan Karama) then the answering player may reevaluate his Battle Plan and provide an updated answer. (The element of the Battle Plan being revealed by the Prescience Question does not change.)

See Future [Karama]

You may play a Karama Treachery Card during a Battle to look at one target player's entire Battle Plan before their opponent selects their own Battle Plan.

Reveal this Karama Card instead of the target's Battle Plan. Only then does the target player put together their own Battle Plan. Only you may look at the revealed Battle Plan, but you may then tell the target's opponent anything you wish (true or false) about the target's Battle Plan.

THE BENE GESSERIT SISTERHOOD



AT START

- 1 Troop token in any Territory (After Fremen placement)
- 19 Troop tokens in Off-Planet Reserves
- 5 Spice

POWERS:

Breeding Program

During the **Revival Round** you may revive up to one Troop token for free.

Prediction

At the beginning of the game, after Factions are assigned but before any pieces are placed on the game board, the Bene Gesserit Player must predict which Faction will win the game and on what turn. Mark the Faction and Game Turn that match this prediction and place the card face-down in front of your screen. If the selected Faction (or an Alliance they belong to) wins a Victory by **Conquest** on the selected turn, you may reveal your prediction and win a Victory by **Subterfuge** alone (even if you are part of an Alliance). You cannot predict a Victory by **Subterfuge**.

The Voice*

You may force your opponent to play or not to play particular kind of Treachery Card during Battle. If your opponent cannot comply with your command, he may do as he wishes but he does not have to state this until after his Battle Plan is revealed:

- “You must play a (projectile/poison/Lasgun) weapon”
- “You must not play a (projectile/poison/Lasgun) weapon”
- “You must play a (projectile/poison) defense”
- “You must not play a (projectile/poison) defense”
- “You must play a Worthless Card”
- “You must not play a Worthless Card”

When commanded to play a Worthless Card, your opponent can still choose a weapon or defense as his other card.

Spiritual Advisers*

Whenever any other player Ships Troop tokens onto Dune from Off-Planet, you may Ship one extra Troop token for free from your reserves into the **Polar Sink**. You may not send Spiritual Advisers with Fremen Shipments or Guild Special Cross Planet Shipments since those Shipments don't originate from Off-Planet.

Combat Advisers*

Whenever you send a Spiritual Adviser with another player's Shipment, this adviser may instead Ship to the same destination as that other player's Troop tokens, but your Advisor Troop token must Co-Exist.

Piety

From the second turn onwards, you automatically receive CHOAM Charity each **Bidding Round** whether you have Spice or not.

Co-Exist

Initial **Movement Round** ability to Co-Exist and Non-Co-Exist:

At the beginning of each **Movement Round**, before any Shipping or Manoeuvre is started by any player, you decide to Co-Exist or Non-Co-Exist in any and all Territories in which you and any other player occupy. You may not Non-Co-Exist in any Territory occupied by your Ally. You may not Non-Co-Exist in any Stronghold Occupied by two other players.

Additional ability to Co-Exist:

At the moment in which any Shipment, Manoeuvre, or Worm Ride causes your Troop tokens to occupy a Territory with Troop tokens of any other player, you may choose to Co-Exist in that Territory (Combat Advisers must Co-Exist when shipped).

You may only choose to Co-Exist if you either go from being the only Faction with Troop tokens in a Territory to sharing that Territory with any other player, or if you go from having no Troop tokens in a Territory to sharing that Territory with any other player.

Your Ally may Ship, Manoeuvre, or Worm Ride his Troop tokens into a Territory you occupy, only if you agree to immediately Co-Exist (your Ally is not permitted to Ship, Manoeuvre, or Worm Ride into or through a Territory where you Non-Co-Exist with another player).

You may Ship or Manoeuvre your Troop tokens into a Territory occupied by your Ally, but you must immediately Co-Exist.

Additional ability to Non-Co-Exist:

Whenever you are the only one with Troop tokens in a Territory those Troop tokens automatically Non-Co-Exist.

Be at Peace

Troop tokens that are Co-Existing count as not being present. They have no effect on the play of the other players whatsoever. They cannot collect Spice, cannot be involved in combat, cannot prevent another player's control of a Stronghold, and cannot gain control over Strongholds. They are still susceptible to effects that destroy all Troop tokens in a Territory.

Political Manipulation [Karama]*

You may use any **Worthless** Treachery Card as a Karama Treachery Card.

“*” In Purple: Effect can be canceled with a played Karama

THE EMPEROR OF KNOWN SPACE



AT START

- 20 Troop tokens in Off-Planet Reserves
- 10 Spice

POWERS:

PrisOn-Planet

During the **Revival Round** you may revive up to one Troop token for free.

Great Wealth

You may transfer Spice to your Ally at any time in the turn; your Ally may transfer Spice to you at any time in the turn. Neither of you need to wait for the **Collections Round** to place this transferred Spice behind your screens.

This does not allow you to pay part of, or all of, your Ally's costs directly. This does not allow you to reduce costs in any way.

Golden Lion Throne

Whenever another player pays Spice for a Treachery Card, they pay it directly and immediately to you instead of to the Spice Bank. This even applies if you gave them the Spice in the first place. This does not allow you to discount the cost of Treachery Card purchases directly however; these must be paid for in full.

Elite Legion*

Your five specially marked Sardaukar Troop tokens have a special fighting capability. Unsupported Sardaukar Troop tokens each have a Troop token Strength of one; and they are treated as one Troop token in revival. Only one Sardaukar Troop token can be revived each **Revival Round**.

Unsupported Sardaukar Troop tokens each have a Troop token Strength of one-half against the Fremen.

Combat Medics [Karama]

You may play a Karama Treachery Card at any time to revive up to three Troop tokens (no restrictions) or one Leader (no restrictions) for free. These Troop tokens go directly to your reserves and do not count against your per-turn limits on Revivals, including those for Sardaukar. (This will not allow a revived Leader to fight in the same round as it was killed.)

“*” In Purple: Effect can be canceled with a played Karama

THE FREMEN OF ARRAKIS



AT START

- 10 Troop tokens freely distributed between **Sietch Tabr**, **False Wall South** and **False Wall West**
- 10 Troop tokens in Southern Sietch Reserves
- 3 Spice

POWERS:

Underestimated

During the **Revival Round** you may revive up to three Troop tokens for free.

Taste the Air

When the Storm card has been selected and placed each **Storm Round**, you may secretly look at it and then return it.

Native

Your reserves are located On-Planet. You may use the Fremen Special Shipment each and every time you may make a Shipment. (You may not use the Standard Shipment.)

The Fremen Special Shipment is to Ship any number of your Troops tokens for free from your On-Planet Reserves to any Territory within two Territories of The Great Flat (regardless of Storm position.)

Desert Ghosts

You may end your Fremen Special Shipment in a Sector affected by the Storm, but half of your Troop tokens are lost to the Tanks (rounded up).

Desert Creatures

Your Troop tokens may move up to two Territories per Manoeuvre.

Sandcraft

If the Storm moves onto or over your Troop tokens, then you may choose to only lose half of your Troop tokens (rounded up) in the affected Storm Sector.

Sandstealth*

If a Shai-Hulud affects a Territory where you have Troop tokens, your Troop tokens are not devoured.

Sandriders*

If a Shai-Hulud appears in a Territory where you have Troop tokens, then (any number of) those Troop tokens may Ride the Worm to any one other Territory on the board. You may not Ride a Worm into or out of Storm Covered Sectors. Tokens located at the destination of a Worm Ride are not destroyed.

Troop tokens do not block Fremen Worm Rides; Except:

- Troop tokens cannot be Worm Ridden into or through a Stronghold with Troop tokens of two other (Non-Co-Existing) players.
- Troop tokens cannot be Worm Ridden into or through a Territory (other than the **Polar Sink**) in which his Ally has Troop tokens (unless permitted by Co-Existence). Storm Separated Sectors count as different Territories for this purpose.

Bless the Maker*

During a **Spice Blow Round** and when additional Shai-Hulud cards are drawn to the same discard pile, you may have this resulting Worm appear in any Territory you wish. Worms can only devour Troop tokens in Sand Territories, but you may use this Worm to relocate Troop tokens from any Territory during the **Nexus Round** with your ability to Ride Worms. If you do choose to ride the Worm, tokens located at the destination of the Worm Ride are not destroyed.

Long Live the Fighters*

Your three specially marked Fedaykin Troop tokens have a special fighting capability. Unsupported Fedaykin Troop tokens each have a Troop token Strength of one; and they are treated as one Troop token in revival. Only one Fedaykin token can be revived per turn. Your Fedaykin may be used as part of your starting forces.

Liet's Plan

If no player has won by the end of the last turn and if you (or no one) occupy **Sietch Tabr** and **Habbanya Ridge Sietch** and neither Harkonnen, Atreides, nor Emperor occupies **Tuek's Sietch**, you have prevented interference with your plans to alter Dune and you and any Ally automatically win a Victory by **Subterfuge**.

Thumpers [Karama]

You may play a Karama Treachery Card during the **Spice Blow Round** or during your turn in the **Movement Round** to cause a Shai-Hulud to appear in any Territory you wish. (The Shai-Hulud is not drawn from the Spice Deck.) A Shai-Hulud can only devour Troop tokens in a desert Territory. No **Nexus Round** results from this Shai-Hulud and this does not replace any Spice draw.

THE SPACING GUILD



AT START

- 5 Troop tokens in **Tuek's Sietch**
- 15 Troop tokens in Off-Planet Reserves
- 5 Spice
- *Bonuses: Smugglers*

POWERS:

Protected

During the **Revival Round** you may revive up to one Troop token for free.

Masters of Ships*Guild Karama

You may use the Guild Special Shipment during the **Movement Round**. The Guild Special Shipment is to ship any number of your Troop tokens costing one half Spice per into a Stronghold or one Spice per elsewhere, rounded up (following Storm restrictions):

- **From:** Your reserves
(or) Any one Territory/Stronghold
- **To:** Any Territory/Stronghold
(or) Your reserves as if it were a Stronghold.

Privileged

You Ship at a reduced cost. Your Guild Special Shipment costs one half Spice per Troop token Shipped into a Stronghold or one Spice per Troop token Shipped elsewhere, rounded up. Your payment goes to the Spice Bank.

Monopoly

When each other player makes a Standard Shipment (or Guild Special Shipment as your Ally), he pays the Spice immediately to you instead of to the Spice Bank. This does not include any other form of Shipment.

See Danger*

Each **Movement Round** you may choose your **Movement Round** play-order position. Before each other player starts his **Movement Round**, you are given the option to take your turn. If all other players have already moved, you will move last. You are not required to announce your play-order position until you start your **Movement Round**.

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, but you may not interrupt another player's turn to take your move. You will participate in normal Player Dot order for all other rounds regardless of your **Movement Round** play-order position.

The Spice Must Flow

If no other Faction or Alliance has been able to win the game by the end of the final turn (by **Conquest** or by **Subterfuge**), you and any of your Allies have prevented control of Dune and automatically win a Victory by **Subterfuge**.

Control Shipping [Karama]

You may play a Karama Treachery Card when another player declares a Standard Shipment or Guild Special Shipment but before he declares his Manoeuvre. That one Shipment is prevented and no Spice is paid for it. That target player still is considered to have used his Shipment opportunity however.

This does not affect the target player's Manoeuvres or Worm Rides.

If the Guild Player used his Karama to cancel another player from playing a Karama to Ship at half Standard Shipment cost, Then the only Karama consider used is the Guild Player's, and the other player's Karama is returned to his hand unused.

“*” In Purple: Effect can be canceled with a played Karama

THE HOUSE HARKONNEN



AT START

- 10 Troop tokens in **Carthag**
- 10 Troop tokens in Off-Planet Reserves
- 10 Spice
- *Bonuses: Ornithopters, Harvesters, Carryalls*

POWERS:

False Demise

During the **Revival Round** you may revive up to two Troop tokens for free.

Master of Lies

Your hand limit for Treachery Cards is eight.

Take Advantage

If your Ally's Battle opponent reveals a Leader whose Traitor Card you hold, you may choose to reveal that Leader as a Traitor even though you are not directly involved in the Battle.

Many Secrets

At the start of the game you keep all Traitor Cards which you draw. All are in your pay.

Ingrained Treachery

At the start of the game you receive two Treachery Cards instead of one.

Duplicitous*

Every time you buy a Treachery Card, you receive an extra Treachery Card free from the deck (if you have space in your hand for it), which is added directly to your hand. The Atreides Player may not look at this extra card.

A Subtle Poison*

Every time you win a Battle you may choose to secretly, and randomly select one living Leader to capture from the loser (including the Leader used in the Battle you just won to trigger this ability, if not killed, but excluding all Leaders already used in Battles in other Territories this Battle **Round**).

You may immediately place this captured Leader into the Tanks and gain two Spice; or hold onto this captured Leader and use him in one later Battle after which you must return him back to his original owner. If all of your own Leaders are in the Tanks, then you must return all of your captured Leaders immediately to their original owners.

Captured Leaders that are killed in Battle are put into the Tanks from which their original owners can revive them (subject to revival rules). A captured Leader is automatically in the pay of his original owner as a Traitor regardless of Traitor Cards.

Opportunistic [Karama]

You may play a Karama Treachery Card at any time to take any number of Treachery Cards at random from another player. When you do so, you may look at them but must set them aside. You then take an equal number of Treachery Cards from your original hand and give them to the player you stole from. Only now may you add the stolen cards to your hand.

You may use this ability to invalidate the use of **The Voice** by the Bene Gesserit.

You may not use this ability to invalidate answers that you have given to Truthtrance questions; or to **Prescience**/Entire-Battle-Plan questions from the Atreides.

“*” In Purple: Effect can be canceled with a played Karama

KARAMA EFFECTS

PREVENT ABILITY/ALLIANCE-ABILITY (ALL FACTIONS)

Atreides

- Play this card when the Atreides Player attempts to look at a hidden card (but not an entire Battle Plan). He may not look on this occasion. If played during the **Bidding Round**, he loses his ability to look at the rest of the hidden Treachery Cards up for bid for the current **Bidding Round**.
- Play this card when the Atreides Player asks a **Prescience** question but before Battle Plans are revealed. On this occasion the question has no effect, and any answer already given may be ignored.
- Play this card at any point before Battle Plans are revealed. The Atreides Player may not use the Kwisatz Haderach in this particular Battle, but he may re-evaluate his Battle Plan.

Bene Gesserit

- Play this card after the Bene Gesserit Player announces he will use **The Voice** but before Battle Plans are revealed. On this occasion **The Voice** has no effect. You may wait to hear the voice first.
- Play this card when the Bene Gesserit Player plays a **Worthless** Treachery Card as a Karama Card. On this occasion the **Worthless Card** is instead discarded without effect.
- Play this card immediately after the Bene Gesserit Player declares a spiritual or combat advisor. This advisor may not accompany this particular shipment.

Emperor

- Play this card at any point before Battle Plans are revealed. For this Battle, the Emperor Player's **unsupported** Sardaukar Troop tokens each have a Troop token Strength of one half and his **supported** Sardaukar Troop tokens each have a Troop token Strength of one. The Emperor Player may re-evaluate his Battle Plan.

Fremen

- Play this card at any point before Battle Plans are revealed. For this Battle, the Fremen Player's **unsupported** Fedaykin Troop tokens each have a Troop token Strength of one half and his **supported** Fedaykin Troop tokens each have a Troop token Strength of one. the Fremen Player may re-evaluate his Battle Plan.
- Play this card any time after a Shai-Hulud is drawn (not a Karama summoned Worm) but before Worm Riding is resolved to prevent the Fremen Player from controlling this Worm. All players' Troop tokens in the Territory the Worm appears (including the Fremen's and his Ally's) are attacked by this Worm, destroyed, and put in the Tanks. If this was an "additional" Worm that the Fremen Player made appear in a different Territory, it instead appears at the first Territory card in the discard pile beneath it.

Guild

- Play this card during the **Movement Round** any time before the player who would move after the Guild has begun his turn. On this occasion, the Guild Player must move in proper Player Dot order.

Harkonnen

- Play this card when the Harkonnen Player buys a Treachery Card but before he draws an extra free Treachery Card. On this occasion he may not take a second free Treachery Card.
- Play this card any time after the Harkonnen Player has won a Battle and is going to capture a Leader, but before he decides whether to keep or kill the Leader he has captured. On this occasion, the Harkonnen's capture of a Leader is canceled.

ENABLE KARAMA EFFECT (ALL FACTIONS)

- You may bid higher than the amount of Spice you currently hold if you intend to play this Karama Card to avoid paying for this Treachery Card. In the event that more than one player intend to play a Karama Card to buy a Treachery Card, the First Player to bid "infinity" in his proper turn to bid wins the Treachery Card (and obviously must play a Karama Card to avoid paying).
- Play this card when you are about to pay for an Off-Planet Shipment or Guild Special Shipment. This Shipment costs one half Spice per Troop token Shipped into a Stronghold or one Spice per Troop token Shipped elsewhere, rounded up. This payment goes to the Spice Bank, not the Guild. This counts as your Shipment for the round. *Guild Karama

ENABLE KARAMA EFFECT (FACTION SPECIFIC)

Atreides

- Play this card during a Battle to view one target player's entire Battle Plan.

Bene Gesserit

- N/A; however, you may play a **Worthless Card** as a Karama Card.*

Emperor

- Play this card to revive up to three Troop tokens (no restrictions) or one Leader (no restrictions) for free.

Fremen

- Play this card to make a Worm appear in a Territory you choose.

Guild

- Play this card to cancel a declared Standard Shipment or Guild Special Shipment.

Harkonnen

- Play this card to steal any number of Treachery Cards at random from another player. Then return the same number Treachery Cards from your own hand before you view the stolen cards.

ABILITY COMMENTARY

If the Guild Player used his Karama to cancel another player from playing a Karama to Ship at half Standard Shipment cost, Then the only Karama consider used is the Guild Player's, and the other player's Karama is returned to his hand unused.

ALLIANCE ABILITY DETAILS

ATREIDES

Prescience*

While the Atreides is your Ally, you may force your opponents to show you one element of their Battle Plan:

- Their chosen dialed **Total Troop token Strength**
- Their chosen Leader
- Their chosen **Weapon** Treachery Card
- Their chosen **Defense** Treachery Card

This ability is used after any Bene Gesserit **Voice** ability has been used or passed on. If your opponent shows that they are not playing a **Weapon** or **Defense** card, you may not ask to see another element of the plan.

The answering of the Atreides Prescience Question (or Atreides Entire Battle Plan Karama) must occur immediately before Battle Plans are committed. After one of these answers is given, if any Karama is played (including the Atreides Entire Battle Plan Karama) then the answering player may reevaluate his Battle Plan and provide an updated answer. (The element of the Battle Plan being revealed by the Prescience Question does not change.)

BENE GESSERIT

The Voice*

While the Bene Gesserit is your Ally, the Bene Gesserit Player may use the Voice to force your opponent to play or not to play particular kind of Treachery Card during Battle. If your opponent cannot comply with your command, they may do as they wish but they do not have to state this until after their Battle Plan is revealed:

- “You must play a (projectile/poison/Lasgun) weapon”
- “You must not play a (projectile/poison/Lasgun) weapon”
- “You must play a (projectile/poison) defense”
- “You must not play a (projectile/poison) defense”
- “You must play a Worthless Card”
- “You must not play a Worthless Card”

When commanded to play a Worthless Card, your opponent can still choose a weapon or defense as his other card.

EMPEROR

Great Wealth

While the Emperor is your Ally, you and the Emperor Player may transfer Spice back and forth at any time.

FREMEN

Sandstealth*

While the Fremen is your Ally, if a Shai-Hulud affects a Territory where you have Troop tokens, your Troop tokens are not devoured.

Liet's Plan

In addition, if the Fremen win via Victory by **Subterfuge**, (the Fremen [or no one] occupy **Sietch Tabr** and **Habbanya Ridge Sietch** and neither Harkonnen, Atreides, nor Emperor occupies **Tuek's Sietch**), you win a Victory by **Subterfuge** as well.

GUILD

Masters of Ships*^{Guild Karama}

While the Guild is your Ally, you may also use the Guild Special Shipment during the **Movement Round**. The Guild Special Shipment is to ship any number of your Troop tokens costing one half Spice per into a Stronghold or one Spice per elsewhere, rounded up (following Storm restrictions):

- From: Your reserves
(or) Any one Territory/Stronghold
- To: Any Territory/Stronghold
(or) Your reserves as if it were a Stronghold.

The Spice Must Flow

In addition, if the Guild wins via Victory by **Subterfuge**, you win a Victory by **Subterfuge** as well.

HARKONNEN

Take Advantage

While the Harkonnen is your Ally, Traitor Leaders in the pay of the Harkonnen may betray your opponents at the Harkonnen Player's discretion.

“*” In Purple: Effect can be canceled with a played Karama

TREACHERY CARD INDEX – BASIC SET

The basic set of Treachery Cards includes 33 cards as listed below.

WEAPON: POISON

- Chaumas
- Chaumurky
- Ellaca Drug
- Gom Jabbar

*All **Weapon: Poison** cards have the same text, as follows:*

You may play this card as part of your Battle Plan. If your enemy is using a Leader, their Leader is killed before the Battle is resolved. This card may be countered by a **Defense: Snooper** card used by your opponent.

DEFENSE: POISON

- Snooper (4 copies)

*All **Defense: Poison** cards have the same text, as follows:*

You may play this card as part of your Battle Plan. If your enemy has played a **Weapon: Poison** card, it is countered without effect.

WEAPON: PROJECTILE

- Crysknife
- Maula Pistol
- Slip Tip
- Stunner

*All **Weapon: Projectile** cards have the same text, as follows:*

You may play this card as part of your Battle Plan. If your enemy is using a Leader, their Leader is killed before the Battle is resolved. This card may be countered by a **Defense: Shield** card used by your opponent.

DEFENSE: PROJECTILE

- Shield (4 copies)

*All **Defense: Projectile** cards have the same text, as follows:*

You may play this card as part of your Battle Plan. If your enemy has played a **Weapon: Projectile** card, it is countered without effect.

If you or your enemy played the **Lasgun** Weapon card as part of your Battle Plan and neither Leader is called as a Traitor, then every Troop token and Leader involved in this Battle and/or otherwise situated in the same Territory as the Battle are destroyed and moved to the Tanks, and all players jointly lose the Battle.

WEAPON: SPECIAL

- Lasgun

You may play this card as part of your Battle Plan. If your enemy is using a Leader, their Leader is automatically killed before the Battle is resolved; there is no defense (other than a Traitor call). If you or your opponent has played a **Defense: Shield** card as part of your Battle Plan and neither Leader is called as a Traitor, then every Troop token and Leader involved in this Battle and every Troop token, Leader, and Spice situated in the same Territory as the Battle are destroyed and/or moved to the Tanks. All players jointly lose the Battle.

SPECIAL

- **Cheap Hero(ine)** (3 copies)

In any Battle Plan, you may play this card even if you are without a Leader. You may then Resolve the Battle as if you had a Leader of Strength **zero** present. You may play **Weapon** and **Defense** Treachery Cards when using a Cheap Hero(ine). You *must* play this card if you have no Leaders left. Discard after use.

- **Family Atomics**

You may play this card in any turn that you have at least one (Non-Co-Existing) Troop token in or adjacent to the **Shield Wall** Territory during the **Storm Round**. Play the card immediately after the Storm's movement has been determined (and after **Weather Control** has been played or passed on), but before the Storm moves, and not on Game Turn One.

Any and all Troop tokens and Leaders on the **Shield Wall** Territory are killed and moved to the Tanks (Including Co-Existing Troop tokens.)

Place the Radiation marker onto the Territory to show it has been attacked, and place this card face-up in front of your Screen as a record of your act of infamy.

From this point on, the **Imperial Basin**, **Arrakeen**, and **Carthag** Territories are affected by the Storm in the same way as any other Sand Territory.

This does not have any further effect on the operation of those Territories. This card is removed from the game after use.

- **Harj**

You may play this at any point during your turn in a **Movement Round**. It allows you make an additional Manoeuvre this turn. Discard after use.

- **Karama** (2 copies)

You may play this card to trigger a single Karama Effect of your choice (found on page 24). The Effects listed will tell you when to play this card to trigger them. Discard after use.

- **Tleilaxu Ghol**

You may play this card at any time to immediately take five of your own Troop tokens or any one of your own Leaders from the Tanks as if it were the **Revival Round**, but at no cost in Spice. Leaders may be revived out of normal revival order. The recovered pieces go to your reserves as normal, and do not count against your per-turn limits on Revivals, including those for specially marked Troop tokens. This will not allow a revived Leader to fight in the same round as it was killed. Discard after use.

- **Truthtrance** (2 copies)

You may play this card at any time to ask one other player a single yes/no question about the game which must be answered publicly and truthfully. Truthtrance questions must be answered immediately after the question is given. No other card plays or other game actions (except player discussion) may occur until the question is answered.

Truthtrance questions are permitted to require the target to answer questions about future actions or conditions. However, no player is required to act to make the conditions of the question true. When/if the explicit conditions specified by the question are met, the target must abide by the answer given to the question to the best of his ability. If it is logically impossible for the target to abide by the answer given to the question, then the target must publicly state that the answer previously given is invalid. (This could potentially be re-validated through Karama or other effects. In which case the previously given Truthtrance answer is still binding. Any declaration of invalidity must be retracted)

Discard after use.

- **Weather Control**

You may play this card at the start of the **Storm Round** before the Storm's movement has been determined and not on Game Turn One. Instead, the Storm moves a number of Sectors of your choice counter-clockwise, between **zero** and **ten**. This replaces the Storm's normal movement. Discard after use.

When **Weather Control** is played to move the Storm zero Sectors the Sector where the Storm is located is not affected by the Storm

WORTHLESS

- **Baliset**
- **Jubba Cloak**
- **Kulon**
- **La La La**
- **Trip to Gamont**

All **Worthless Cards** have the same text, as follows:

This card has no abilities in and of itself.

You may play it in the place of either a **Weapon** or **Defense** card as part of a Battle Plan, but it will have no effect on the outcome of the Battle.

The Bene Gesserit may play a **Worthless Card** as a Karama Card.*

“*” In Purple: Effect can be canceled with a played Karama

OTHER CARDS

KWISATZ HADERACH CARD

At the start of the game, the Atreides Player places the Kwisatz Haderach card face-up beside his Screen. When a cumulative of seven of his Troop tokens have been killed (via battles), he may take and use the Kwisatz Haderach card for the rest of the game (even in Battles the same turn he acquired the Kwisatz Haderach card).

PREDICTION CARD

At the beginning of the game, after Factions are assigned but before any pieces are placed on the game board, the Bene Gesserit Player must predict which Faction he believes will win the game via **Conquest** and on what turn. Mark the Faction and Game Turn that match this prediction and place the card face-down in front of your screen.

If the selected Faction (or an Alliance they belong to) wins a Victory by **Conquest** on the selected turn, you may reveal your prediction and win a Victory by **Subterfuge** alone (even if you are part of an Alliance). You cannot predict a Victory by **Subterfuge**.

ORNITHOPTERS BONUS CARD (2 COPIES)

You may claim this card at the end of the **Storm Round** if you control **Arrakeen, Carthag**, or both. While you hold this card you have access to flying machines. In the **Movement Round** you may Manoeuvre your Troop token group(s) through up to two additional adjacent Territories (for a maximum of three) each Manoeuvre. Multiple copies of this card provide no additional benefit. Return this card at the start of the **Control Round**.

HARVESTERS BONUS CARD (2 COPIES)

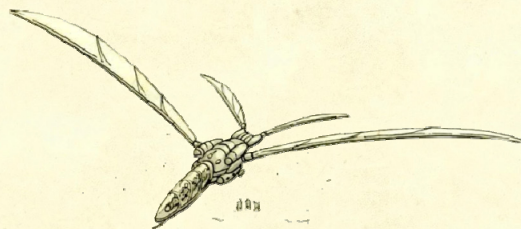
You may claim this card at the end of the **Storm Round** if you control **Arrakeen, Carthag**, or both. While you hold this card you have access to automated Spice mining equipment. In the **Collections Round**, you may collect an additional Spice with each Troop token in any and all Territories and Sectors (for a maximum of three Spice per Troop token). Multiple copies of this card provide no additional benefit. Return this card at the start of the **Control Round**.

CARRYALLS BONUS CARD (2 COPIES)

You may claim this card at the end of the **Storm Round** if you control **Arrakeen, Carthag**, or both. While you hold this card you have access to advanced Spice mining equipment. In the **Collections Round**, you may collect an additional two Spice directly from the Spice Bank. This card is cumulative with other abilities. Return this card at the start of the **Control Round**.

SMUGGLERS BONUS CARD

You may claim this card at the end of the **Storm Round** if you control **Tuek's Sietch**. While you hold this card you have access to illicit Spice mining equipment. In the **Collections Round**, you may collect an additional one Spice directly from the Spice Bank. This card is cumulative with other abilities. Return this card at the start of the **Control Round**.



DUNE SYNOPSIS

The Atreides family had governed the planet, Caladon, for twenty generations. In that time, their continued impartial and efficient leadership had earned for them the respect of their noble peers throughout the galaxies and, gradually, they began to acquire more and more influence in the noble assembly, the Lansraad. The present head of the Atreides family, Duke Leto, had just been selected the unofficial spokesman for the Lansraad, its highest position.

This growing influence of the Atreides was viewed with great concern by a powerful personage of no less rank than the Padishah Emperor, Shaddam IV. Shaddam had grown politically warwise in a regime long hoary with intrigue and corruption. The emergence of the upright and charismatic Duke Leto as a powerful leader of the nobility, he realized, could be a very real threat to his own position.

His simplest solution would be to send his fanatical police army, the Sardaukar, to arrest Duke Leto. Unfortunately, the Duke's character was so exemplary that no believable pretext for his arrest could be devised. A more subtle and serviceable plan began to creep into his devious mind. Why not reward Leto for his services to the Empire with a promotion to the governorship of a new and more important planet, Arrakis. He knew that the present governor of Arrakis, Baron Harkonnen, would not give up this planet without a struggle and would prepare a trap to surprise the Duke and his family when most vulnerable - just after arrival on their new planet. In fact, he would secretly aid the Baron by lading him Sardaukar disguised in Harkonnen livery. If Duke Leto refused the governorship, he would be ostracized by his fellow nobles and forced to become a renegade. Either way Shaddam IV would be rid of him.

For over two thousand years, the religious and semi-mythical sisterhood of the Bene Gesserit had groomed the peoples of the Empire to prepare for a messiah, a Kwisatz Haderach. To achieve this end, they had trained themselves to influence and impress the people by a combination of religious mysticism and the power of the 'voice' - the ability to control others merely by selected tone shadings of their voice. They also had secretly conducted a rigorous and careful genetic program to match mates with the ultimate object of producing a Kwisatz Haderach - one who through his genetically developed ability to contact higher dimensions could utilize the insights gained to bring a new order to the universe.

The Bene Gesserit were upset with one of their sisters, the formal concubine to Duke Leto Atreides, Lady Jessica. As one of the final agents in their breeding program, she had been instructed to bear a female child who was then to marry Feyd-Rautha Harkonnen, the Baron's nephew. There was a high probability that a male offspring of that union would be a Kwisatz Haderach. For some reason never quite understood, even by herself, Lady Jessica upset the program by bearing a son. This boy, named Paul, became the direct heir to the Atreides line and, along with his mother, was now accompanying his father to the new planet. The sisters would have to watch the events as they unfold on Arrakis very carefully or they might just lose their genetic investments.

Duke Leto was aware of the true significance behind the Emperor's magnanimous gesture. He and his human computer mentat, Thurfir Hawat had analyzed the situation and devised a plan - one that might bring them out of the danger alive. Very little concern had been given to the Fremen, the natives of Arrakis, but either the Emperor or Baron Harkonnen. In fact, they considered them little more than small bands of raiders not worth any serious consideration. Yet Thurfir Hawat discovered that these natives were much more numerous than ever supposed by the Imperium and it was well known that they hated the despotic rule of the Harkonnens. A secret alliance with these natives might be just enough to stave off the impending blow. The only real worry was gauging their fighting ability. Nothing was really known about the Fremen. They were as mysterious as the planet they inhabited.

Arrakis (or Dune as it is referred to by all of its inhabitants) had one of the most inhospitable surfaces on any planet in the Imperium. There was practically no water to be found anywhere. Except in a few civilized areas into which tremendous amounts of water had to be continually imported at an exorbitant price, the only way a human could survive the aridity was by wearing a stillsuit. This unit would continually recycle the body's water thereby preventing any from escaping into the atmosphere. Without a stillsuit or an imported water supply, a body would be unable to replace even the water lost through perspiration. In this dry environment, tremendous Coriolis sand storms often reached speeds of up to 700 kilometers per hour. They could eat flesh off bones and etch the bones to slivers. No being could survive these storms if caught in the open. There were also strange giant creatures often a quarter mile in length called Shai-Hulud by the Fremen or sandworms by everyone else. These worms lived in the deserts which covered most of the planet. The slightest noise or vibration would be sufficient to arouse and attract worms for miles around, any one of which could swallow a house without a moment's pause. Only in the towns and few rocky ridges which crisscrossed through the deserts was one safe from these monsters.

It would seem that such a forbidding place would hardly be the likely setting for the events that were about to transpire. Yet how often underneath a harsh surface is found a cache of great value. There was one item valued above all others in the universe and there was just one place where it could be found. The item was melange and the place was Dune. Melange was a spice found only in the deserts - a by-product of the sandworm metamorphic life cycle. It awarded to its consumer prolonged life and prescient abilities. It was so highly prized that the entire economic structure of the Imperium was based upon it. Space navigation was not possible without the prescient abilities it conferred. Laws must be obeyed, properties must be observed but let no man restrict the flow of melange spice from Dune for whatever reason.

Like the planet he lived on, the features of the Fremen were harsh, desiccated and uninviting. Yet, also like the planet, there was hidden a spirit inured to hardship and dedicated to the ideals necessary for survival. It was the stuff of which great fighters were made and it was this hidden asset that Duke Leto hoped to exploit to his advantage.

Even as Duke Leto was preparing for his journey to Dune, yet another party was watching the situation very closely. The Guild had a monopoly on all space transport and along with the Emperor and the Lansraad formed the triumvirate that controlled the Imperium. The Guild guarded its monopoly zealously as it was its only basis for power. No one could travel anywhere through space except in a Guild spacecraft. Anyone who infringed upon its monopoly or broke its rules was immediately denied all space transport. The Guild had just one weakness, it could not navigate in space without the melange spice. It was more dependent upon the spice flow than all the others. They, too, would have to monitor the impending conflict on Dune very closely and, perhaps, even actively interfere if the flow of spice were to be threatened.

As Duke Leto and his forces arrived at their dune residence, Arrakeen, nothing seemed amiss. Every object had been carefully checked for traps and poison by the advance party. Envoys sent to the Fremen reported back favorably in regards to the alliance against the Harkonnens. Perhaps the transfer of power would occur without difficulty after all. Suddenly, the blow struck and it came unexpectedly from within. Dr. Yueh, the family Suk doctor, and one who had undergone Imperial conditioning (the highest conditioning against taking human life), had turned traitor. His training had been subverted by Baron Harkonnen who held the doctor's wife as hostage. The doctor secretly turned off the electronic sensors and drugged the Duke and his family to coincide with the Harkonnen surprise attack. He did his job well and the combination of surprise and the additional Sardaukar force was enough to overwhelm the defenders. The Duke was killed along with practically all of his forces. Paul and his mother, Lady Jessica, just barely escaped in an ornithopter, a bird-like flying machine, into the desert. For the Baron, victory was complete. From the triumvirate came a sigh of relief, the internecine squabble had been concluded and even though an important noble had been killed, the spice would continue to flow.

The baron was not finished, though. The Fremen had interfered with his destruction of the Atreides forces by aiding the remnants to get away. He decided to get rid of the native scum once and for all and gave his nephew, and Feyd-Rautha's brother, the 'Beast' Rabban Harkonnen, the power to initiate a pogrom to eliminate the Fremen from the face of the planet. The Emperor even loaned the Sardaukar (still disguised in Harkonnen livery) to help.

Several years passed and stories began to filter back to the Baron. The pogrom was not proceeding as well as expected. There were reports of raids of increasing intensity on the outlying villages conducted by specially trained Fremen troops called Fedaykin. These raiders were inflicting many more casualties than they were receiving, and the harvesting of spice was beginning to suffer. Especially alarming were the reports of a messianic leader called Muad'dib who was organizing, training and leading these Fremen to victory after victory. The cutback in

spice was beginning to cause serious repercussion throughout the Imperium. A decision was finally made at the highest level for a cooperative and concerted effort by the emperor, the Lansraad and the Guild to aid Baron Harkonnen in destroying the Fremen resistance forever.

Meanwhile how had Lady Jessica and Paul fared? Having survived a sand storm and a sand worm, they were trapped by a band of Fremen who, following their law of survival, were about to kill them for their water. Although Paul had been specially trained since birth in weapons fighting, Mentat computing and the Bene Gesserit ways, he demonstrated an extraordinary ability to maintain control of the situation. He and his mother so impressed the band that they decided to take them back with them to their sietch, an underground stronghold where the Fremen make their home. Many centuries before, the Bene Gesserit had prepared the Fremen for the coming of the Kwisatz Haderach by a prophecy. 'A Bene Gesserit and her offspring would hold the key to the Fremen future.' Perhaps these visitors were the fulfillment of the legend. Whether or not they were, their abilities could be used to aid the fight against the Harkonnens.

Paul, himself, began to see strange visions and gradually became more and more aware of a great revolt, a jihad, that he would lead. This awareness of his own destiny began to confirm his own suspicion that he might be the Kwisatz Haderach. A final test with the Water of Life convinced him that he was indeed the one the Bene Gesserit sought.

The next few years were spent in training and preparing the Fremen for the terrible purpose ahead. The final step would have been the restoration of himself as his father's son to his rightful place as Governor of Dune. The sides had been chosen and the final confrontation was at hand.

On paper, the Harkonnen, Emperor, Guild and Lansraad alliance seemed overwhelming when compared to the Fremen forces that Paul could muster. But Paul had a few surprises of his own ready. Not all of the alliance force was on the planet, only enough deemed sufficient to stamp out the Fremen uprising. The remainder of the force was in orbit as an emergency reserve. Paul realized that by threatening to destroy all spice, he had the leverage to force the Guild to his side. The final result of this switch meant that none of the reserve would land on the planet because, of course, the troops were on Guild space ships. That reduced the strength imbalance considerably. Now he only had to deal with the advance force which was conveniently in camp preparing for their campaign.

Calling upon his newly realized powers, Paul summoned a tremendous sand storm to cover his ambush. Quietly and quickly he distributed his troops behind the Shield Wall which was protecting the Imperial forces and waited for the right moment. As soon as the sand storm passed over the wall and into the camp, Paul used his family atomics to blow a gaping hole in the wall. The Fremen poured through riding on the backs of the sand worms! The surprise was complete and the battle over quickly. Paul had regained his rightful title to Dune. So ends the first book of the Dune trilogy.

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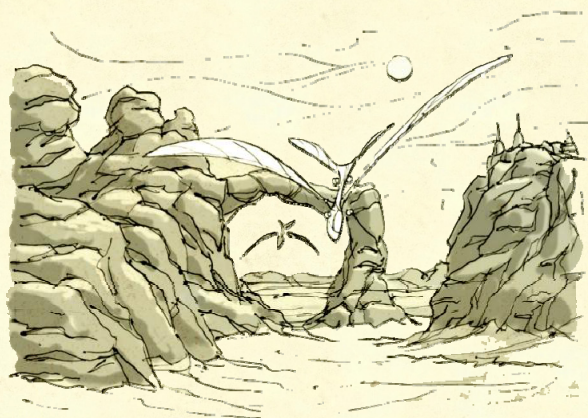
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Editor's Note:

The primary purpose of this Dune Rulebook is to put together one contiguous resource where all of the Original, Optional, and Advanced rules are “baked in” for a standard 6 player game using only the base components.

This rule set practically aligns with the 2013 WBC Tournament rules. However, I've defaulted to the “Bernard” interpretation regarding Co-Existence: *Co-Existence ties to individual Troop tokens and not to Territories*. I've also included the WBC Co-Existence interpretation as well as other WBC Variations in the Variants Section in case that's your preference, or in case you find yourself in Lancaster, PA this summer. Please Enjoy!

GAME TURN SUMMARY

1. STORM ROUND

- Advance the Game Turn token one space.
- Draw the top card from the Storm Deck and move the Storm Marker that many Sectors around the map in a counter-clockwise direction.
- Return the card to the Storm Deck and re-shuffle.
- Distribute Bonuses to qualifying players.

2. SPICE BLOW ROUND

- The top card of the Spice Deck is turned over and Spice tokens are placed in the Territory and Storm Sector indicated.
- If the card drawn is a Shai-Hulud, begin the **Nexus Round**.

2A. NEXUS ROUND

[This round only occurs when a Shai-Hulud card is drawn from the Spice Deck.]

- Form and/or break Alliances.
- Remove all Troop and Spice tokens from the Territory shown on the top-most card of the Spice Deck discard pile.
- The top card of the Spice Deck is turned over and Spice tokens are placed in the Territory indicated.

3. BIDDING ROUND

- CHOAM Charity.
- Deal a number of face-down Treachery Cards onto the table equal to the number of players allowed to bid.
- Starting with the First Player, bid on the first Treachery Card using Spice.
- Continue bidding on each card, with the first bid passing to the next player immediately counter clockwise for each new card up for bid, until all cards have been purchased or passed on.

4. REVIVAL ROUND

- Each player may reclaim up to three Troop tokens from the Bene Tleilaxu Tanks, at a cost of two Spice per token.
- Each player may reclaim one Leader disc from the Tanks if all five of his Leaders are (or have been) in the Tanks at a cost of the Leader's Strength value in Spice.

5. MOVEMENT ROUND

- Each player, in turn, makes one Shipment of Troop tokens onto the board from his Reserves, and then performs one Manoeuvre with one group of Troop tokens.

6. BATTLE ROUND

- Battles occur between players whose Troop tokens occupy the same Territory. (if applicable)
- Formulate a Battle Plan: dial Total Troop token Strength, Support with Spice, Select a Leader, and Choose Treachery Cards.
- Commit to Battle Plan.
- Reveal Battle Plan.
- Reveal Traitor Card. (if applicable/desired)
- Resolve Battle.

7. COLLECTION ROUND

- Starting with the First Player, any player with Troop tokens in a Territory in which there are Spice tokens may now collect that Spice at a rate of two Spice per Troop token.

8. CONTROL ROUND

- Players may collect any Spice gained via Spice Bribes.
- Players check to see if anyone has gained control of Dune and won the game.