



RULES

The Spice must flow

“O you who know what we suffer here, do not forget us in your prayers”

-Inscription over Arrakeen Landing Field

DUNE: THE BOARD GAME

“Power tends to isolate those who hold too much of it.” - Eddic

ARRAKIS — DUNE — DESERT PLANET

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, Combine Honnete Ober Advancer Mercantiles (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 regrown.

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 Eddic**
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, needs, and special advantages

COMPONENT OVERVIEW

“Nothing about Arrakis is normal!” - Master Bewt

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**, **Rock**, **Stronghold**, and **Polar Sink**.

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 **Polar Sink** Territory is never in a Storm Sector. Territories composed of Sand or Rock may span 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.

FACTION SET

Each faction 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 and on each faction's player aid.

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



- Twenty small Troop tokens.



A Faction token to place on the 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** cards.



CARD DECKS

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

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



COMBAT WHEELS

These allow players to secretly select their **Total Troop Token Strength** during the **Battle Round**.



MARKERS



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



Game Turn token, used on the Game Turn track



Radiation marker to indicate when the **Family Atomics** Treachery Card has been used.

OBJECT OF THE GAME

“Beginnings are such delicate times.” - Lady Jessica

VICTORY — BY CONQUEST OR SUBTERFUGE

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 either you (or you and your Allies) occupy a specific number of Strongholds.

To win 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**.

Prediction

If the Bene Gesserit can accurately predict the turn of a Faction's victory via **Conquest**, then the Bene Gesserit becomes the sole winner of the game via **Subterfuge**.

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 can win via **Subterfuge**.

Liet's Plan

If, at the end of turn 15, the Fremen Player (or no one) occupies **Sietch Tabr** and **Habbanya Sietch** and neither the Harkonnen Player, the Atreides Player, nor the Emperor Player occupy **Tuek's Sietch**, the Fremen Player (and Ally) wins the game by **Subterfuge**.

The Spice Must Flow

If, at the end of turn 15, no other player or Alliance has won the game, the Guild Player (and Ally) wins the game by **Subterfuge**.

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

GENERAL GAMEPLAY

“When a man says a thing, that's the contract.” - Stilgar

RECORD KEEPING

- Note keeping during the game is forbidden.
- No computer assistance is permitted during the game

Master of Records

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

- All Spice held by a player should be kept hidden behind their screen in secret.
- Any player may verbally reveal any information including their Treachery Cards, to any other player at any time if desired. Physically revealing their cards or spice is not permitted.

ALLIANCES



- Alliances may only be formed or broken during a **Nexus Round**.
- A player immediately gains their Ally's Alliance ability upon Allying.
- Allies may discuss strategy secretly at any time.
- A player may not claim an individual **Conquest** victory while they are 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.
- A Bribe is a deal that involves the transfer of Spice.
- A deal or bribe cannot involve the transfer or gift of Treachery Cards, Leaders, Troop tokens, or Factional abilities.
- 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.
- Although the Spice from a bribe may only be collected in the **Control Round**, arrangements that lead to it may be made at any time.
- **Great Wealth**
The Emperor Player may freely give Spice to an Ally at any time. The Ally does not need to wait until the **Control Round** to collect it.
- No player may be forced to accept Spice from another player.

PLAYER DOT ORDER - TIMING CONFLICTS

In any timing disputes not ruled on elsewhere, for example, if two players attempt to play **Truthtrance** and **Karama** cards simultaneously, resolve the tie in **Player Dot order**, beginning with the player whose Player Dot is the next to be approached by the Storm.



GAME SETUP

“Any road followed precisely to its end leads precisely nowhere.” - Bene Gesserit proverb

1. The **Board** is set out on a flat surface
 2. All **Spice** tokens are placed in the Spice Bank.
 3. **Shuffle Decks** 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. **Storm Marker** Place the Storm Marker in the Sector marked Storm Start.
 6. **Assign Factions** Factions are randomly chosen by each player. Players may trade Factions with each other by mutual consent before play begins. If there are 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.
- After Factions are assigned and before Faction tokens are placed on Player Dots, the Bene Gesserit Player makes their Prediction.
7. **Assign Faction Positions** Faction tokens are randomly assigned to Player Dots. This represents your seat at the table.
 8. **Faction Setup** Players follow the AT START rules for their faction.
- The Fremen Player must place their Troop tokens before the Bene Gesserit Player, and they may place **Fedaykin** Troop tokens with their initial setup.
- If the Bene Gesserit Player places their Troop token in a Territory with another player's Troop tokens they must Co-Exist. This may be converted to Non-Co-Existing at the Start of the **Movement Round**.
9. **Determine Traitors** 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. The Harkonnen player receives their Traitor Cards first. If they receive 2 or more Traitor Cards with Harkonnen leaders, they may - at their option - return their Traitor Cards and receive four new Traitor Cards. When the Harkonnen has less than 2 Harkonnen leaders - or has opted to accept them - the Harkonnen keeps all four Traitor Cards. All four Traitors are in their pay.
Re-shuffle the remaining Traitor Cards before dealing Traitor Cards to other Factions.
 10. **Conceal Faction Leaders, Spice and Tokens** Each player places their five Leader Discs behind their screen, along with any Spice, Troop tokens and other game paraphernalia they control, unless otherwise directed.
 11. **Draw Treachery** Each player draws one starting Treachery Card.
- The Harkonnen Player draws two starting Treachery Cards instead of one.



AT START

- Atreides**
- 10 Troop tokens in **Arrakeen**
 - 10 Troop tokens in Off-Planet Reserves
 - 10 Spice
 - *Bonuses: Ornithopters, Harvesters, Carryalls*
- Bene Gesserit**
- 1 Troop token in any Territory
 - 19 Troop tokens in Off-Planet Reserves
 - 5 Spice
- Emperor**
- 20 Troop tokens in Off-Planet Reserves
 - 10 Spice
- Fremen**
- 10 Troop tokens freely distributed between **Sietch Tabr, False Wall South, and False Wall West**
 - 10 Troop tokens in Southern Sietch On-Planet Reserves
 - 3 Spice
- Guild**
- 5 Troop tokens in **Tuek's Sietch**
 - 15 Troop tokens in Off-Planet Reserves
 - 5 Spice
 - *Bonus: Smugglers*
- Harkonnen**
- 10 Troop tokens in **Carthag**
 - 10 Troop tokens in Off-Planet Reserves
 - 10 Spice
 - *Bonuses: Ornithopters, Harvesters, Carryalls*

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.

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.

SEQUENCE OF PLAY

"One does not risk everything to settle a score prematurely." - Staban Tuek

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

- Advance the Game Turn token one space.
- Reveal Storm card from the Storm Deck for this turn. 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.
- Draw and place the Storm Card for the next turn.
- 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.
- Shai-Hulud attack: Remove all Troop and Spice tokens from the Territory shown.
- 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.
- Each player may reclaim one Leader disc from the Tanks if all five of their 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 their Reserves, and then performs one Manoeuvre with one group of Troop tokens.



6. Battle Round

- Battles occur in **Disputed Territories** that contain Troop tokens of more than one faction.
 1. Choose Battle Plan
 - Set **Total Troop Token Strength**.
 - Select a Leader.
 - Choose Treachery Cards; **Weapons** and **Defense**.
 2. Commit Battle Plans
 3. Battle Resolution



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.

1: STORM ROUND



“Let the storm have what it can take!” - Alia

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

After the first **Storm Round**, the Storm moves using the following procedure:

1. The Storm card is revealed.
2. The Storm Marker is moved counter-clockwise the number of Sectors indicated on the card.
3. 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**).
4. If the Storm Marker passes over or stops in any Sector containing Spice, then that Spice is returned to the Spice Bank.
5. 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 their 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. Place New Storm Card by Storm Marker
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.

Taste the Air

After the Storm card for the next turn has been selected and placed, the Fremen player may secretly look at it and then return it.

Sandcraft

The Fremen Player may choose to lose only half (rounded up) of their 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.



Bene Gesserit Troop tokens that are Co-Existing do not qualify the Bene Gesserit for bonuses (e.g. Ornithopters) in Strongholds that grant those bonuses.

- Two groups of Troop tokens in one Territory but in Storm separated Sectors count as being in separate Territories.

2: SPICE BLOW ROUND



“You see me, father? I am a desert creature...” - Liet-Kynes

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

Draw cards into the first discard pile until a Territory card is reached. Then draw cards into the second discard pile 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.

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.

2A: NEXUS ROUND



“... the Great Houses can still hope for alliance” - Lady Jessica

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**. They simply announce that they are breaking from their Alliance. Any Player who breaks from an existing Alliance still has the opportunity to immediately form a new Alliance, even reforming an Alliance they have just broken.

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**.

The **Spice Blow Round** ends after a Territory card has been resolved for the second discard pile.

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.

KARAMA



Thumpers

The Fremen player may play a **Karama** Treachery Card during the **Spice Blow Round** to cause a Shai-Hulud to appear in any Territory they 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.

ABILITY COMMENTARY

Sandriders

The Fremen (and their allies) do not have their tokens devoured by worm attacks.

The Fremen (alone) may Ride Worms that appear in Territories containing their troop tokens: transporting any number of these tokens to any Territory. They may not Ride Worms 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 their Ally has Troop tokens (unless permitted by Co-Existence). Storm Separated Sectors count as different Territories for this purpose.

Bless the Maker

When additional Shai-Hulud cards are drawn to the same discard pile, the Fremen player may have each Worm after the first appear in any Territory (of any Terrain type) they wish. Worms only devour Troop tokens and Spice tokens when they appear in Sand Territories. The Fremen player may use this Worm to relocate Troop tokens from any Territory during the **Nexus Round** with their Sandriders ability. If they do choose to ride the Worm, tokens located at the destination of the Worm Ride are not destroyed.

 Ability can be cancelled by **Karama**.

3: BIDDING ROUND



"Observe the plans within plans within plans" - Baron Harkonnen

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

Piety

From the second turn onwards, the Bene Gesserit player automatically receives CHOAM Charity each **Bidding Round** whether they have Spice or not.

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 they hold. A player may not hold more Treachery Cards than their 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 they no longer have 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. They 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 they have (The current high bidder may only transfer Spice in excess of their 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 their normal bidding turn if the card has not already been sold at that time.
- The top-bidding player then pays the number of Spice they have 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 they can pay for a Treachery Card that they have 'won', restart the bidding for that Treachery Card with the Invalid 'winner' leading the bid with their maximum possible Spice bid. If the overbid was due to the loss of a **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



Karama

If, and only if you intend to use a **Karama** Treachery card to pay your bid, you may bid more Spice than you have. You may bid any amount, or chose to bid "infinity" at any time to automatically end the Auction of that card with you winning that card and no further bids allowed.



Spy Network

The Atrides player 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. They may not look at Treachery Cards that are not bid upon or that are drawn by any other method.



Duplicitous

Every time the Harkonnen player buys a Treachery Card, they receive an extra Treachery Card free from the deck (if they have space in their hand for it). The Atrides Player may not look at this extra card.



Master of Lies

The Harkonnen player's hand limit for Treachery Cards is eight.



Golden Lion Throne

Whenever another player pays Spice for a Treachery Card, they pay it directly and immediately to the Emperor. The Emperor Player still pays the Spice Bank if they win a bid.



Great Wealth

The Emperor may transfer Spice to their Ally **at any time** in the turn. Since a player may not bid more Spice than they have, this may require the Emperor Player to pass Spice to an Ally *before* that Ally can bid.



Political Manipulation

The Bene Gesserit may use any **Worthless Treachery Card** as a **Karama** Treachery Card to win an Auction. If this ability is cancelled by another **Karama**, both the **Karama** and the **Worthless Card** are discarded and the Auctioned card's Auction restarts at zero Spice bid.

4: REVIVAL ROUND



“He appears dead to the untrained eye.” - Lady Jessica

The **Revival Round** allows Factions 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

Whenever a Leader enters the Tanks, it enters face down. If at the beginning of a **Revival Round** all of a Faction’s Leaders are either face down in the Tanks or captured, turn all their Leaders in the Tanks face up.

A player may revive one face up Leader from the Tanks 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.

TROOP TOKEN REVIVALS

All players may revive up to three Troop tokens from the Tanks each Game Turn. Troop tokens may be revived 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



Combat Medics

The Emperor Player 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 their reserves and do not count against their 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.



Voice from the Outer World

If the **Kwisatz Haderach** is killed, it must be revived like any other Leader. While alive, it has no effect on Atreides Leader revival.



Prison Planet

Only one **Sardaukar** Troop token can be revived each **Revival Round**, they are treated as one Troop token in revival.



Long Live the Fighters

Only one **Fedaykin** Troop token can be revived each **Revival Round**, they are treated as one Troop token in revival.

- You may play the **Tleilaxu Ghol**a 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.

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

5: MOVEMENT ROUND (SHIPMENT PHASE)



“The Guild doesn’t take your orders!” - Guild Representative

The **Movement Round** has a **Shipment Phase** and a **Manoeuvre Phase**.

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.

⊗ The Fremen **cannot** use a Standard Shipment.

- A **Special Shipment** available to that player.

⊗ | ⊗ The Guild and their allies can use the Guild Special Shipment.

⊗ The Fremen **must** use the Fremen Special Shipment (if allied with the Guild, they may use the Guild Special Shipment).

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 they are leaving their 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 their Ally has Troop tokens (unless permitted by Co-Existence). Storm Separated Sectors count as different Territories for this purpose.

KARAMA

⊗ A **Karama** Treachery Card can be played to halve the Standard Shipment cost for one Shipment (rounded up). Spice for this Shipment is paid to the Spice Bank. ⊗

Control Shipping

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

Thumpers

⊗ The Fremen may play a **Karama** Treachery Card during their turn in the **Movement Round** to cause a Shai-Hulud to appear in any Territory they wish (the Shai-Hulud is not drawn from the Spice Deck). A Shai-Hulud can only devour Troop tokens in desert Territories. No **Nexus Round** results from this Shai-Hulud. This does not replace any Spice draw.

Shipment Type	Available To	Shipped From:	To Stronghold	To Non-Stronghold	To Reserves	Paid To
Standard Shipment		Off-Planet Reserves	1 Spice	2 Spice	—	
Guild Special Shipment ⊗		Reserves OR Any 1 Territory/ Stronghold	1/2 Spice	1 Spice	1/2 Spice	: Spice Bank :
Fremen Special Shipment		On-Planet Reserves	0	0	—	—

ABILITY COMMENTARY

⊗ Co-Exist

At the beginning of each **Movement Round**, before any Shipping or Manoeuvre by **any** player, the Bene Gesserit player **must** decide to Co-Exist or Non-Co-Exist in all Territories they occupy with any other player. Co-Existing tokens cannot affect the play of the other players whatsoever.

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

When the Bene Gesserit becomes the only player with Troop tokens in a territory, those Troop tokens automatically Non-Co-Exist.

⊗ Foresight ⊗

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

⊗ See Danger ⊗

Each turn, the Guild chooses when they play their **Movement Round**.

Before each other player starts their **Movement Round**, the Guild has the option to go before that player.

⊗ Monopoly

The Guild pays shipping costs to the Spice Bank. All other players pay shipping costs to the Guild.

⊗ Native / Desert Ghosts

The Fremen Special Shipment is to Ship any number of their Troop tokens for free from their 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.

⊗ Spiritual/ Combat Advisors ⊗

Whenever any other player Ships Troop tokens onto Dune from Off-Planet, the Bene Gesserit may Ship for free from their Off-Planet Reserves **Either**: a **Spiritual Advisor** Troop token to the Polar Sink, or a Co-Existing **Combat Advisor** to the same Territory as other player’s shipment.

⊗ Ability can be cancelled by **Karama**.

5: MOVEMENT ROUND (MANOEUVRE PHASE)



“The sinks are only a Thumper away.” - Stilgar

MANOEUVRE PHASE

Each player may make one Manoeuvre per **Movement Round**. They may move, as a group, any number of their 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 they are leaving their 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 an Ally has Troop tokens (unless permitted by Co-Existence). Storm Separated Sectors count as different Territories for this purpose.

KARAMA



Thumpers

The Fremen Player may play a **Karama** Treachery Card during their turn in the **Movement Round** to cause a Shai-Hulud to appear in any Territory they 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.

ALLIES AND TROOP PLACEMENT

If Allied Troop tokens ever co-occupy the same Territory: 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 their 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.

*Allies may occupy the same Territory in the case of Storm Separated Sectors, Co-Existence, and the **Polar Sink**.*

ABILITY COMMENTARY

Co-Exist

At the beginning of each **Movement Round**, before any Shipping or Manoeuvre by **any** player, the Bene Gesserit player **must** decide to Co-Exist or Non-Co-Exist in all Territories they occupy with any other player. Co-Existing tokens cannot affect the play of the other players whatsoever. At the moment in which any Shipment, Manoeuvre, or Worm Ride causes Bene Gesserit Troop tokens to occupy a Territory with Troop tokens of any other player, they **may** choose to Co-Exist in that Territory (**Combat Advisors** must Co-Exist when shipped).

When the Bene Gesserit becomes the only player with Troop tokens in a territory, those Troop tokens automatically Non-Co-Exist.

Desert Creatures

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



6: BATTLE ROUND



“Who could have guessed they’d use artillery...?” - Thufir Hawat

BATTLE DETERMINATION

Battles must occur in all **Disputed Territories**. A **Disputed Territory** is where more than one player’s Troop tokens occupy the same Territory.

- Troop tokens separated by the Storm never Battle.
- Battles never occur in the **Polar Sink**.
- Co-Existing Troop tokens never Battle, and do not (by themselves) cause a Territory to be Disputed.

The First Player is named the Aggressor until all Battles involving their Troop tokens have been fought. The Aggressor chooses the order in which they wish to fight their Battles. Afterwards the player next in **Player Dot Order** becomes the Aggressor, until there are no more **Disputed Territories**. If three or more players are in the same Territory, the Aggressor picks whom they will Battle, for as long as their Troop tokens are in that Territory.

CHOOSE BATTLE PLAN

To choose a **Battle Plan**, a player must:

- **Set Total Troop Token Strength** Choose a number **up to** their available Troop token strength in the **Disputed Territory**. This number is then indicated on the **Combat Wheel**.
- **Select Leader** Choose which Leader (if any) will fight
- **Choose Treachery** Choose which Treachery Cards (if any) to play

SET TOTAL TROOP TOKEN STRENGTH

A player may choose a number **up to** their available Troop token strength in the disputed Territory.

Calculating available Troop token strength

- Troop tokens each have a **Troop token Strength** of one.
- Fremen **Fedaykin** Troop tokens each have a **Troop token Strength** of two. 
- Emperor **Sardaukar** Troop tokens each have a **Troop token Strength** of two. 
 - Against the Fremen, each **Sardaukar** Troop token has a **Troop token strength** of one.

Each combatant takes a **Combat Wheel** and secretly dials a value representing their **Total Troop Token Strength**.



For Example:

- A Fremen player with 3 Troop tokens and 2 **Fedaykin** Troop tokens may set their **Total Troop Token Strength** up to 7.



- A Harkonnen player with 12 Troop tokens in a battle may set their **Total Troop Token Strength** up to 12.



Total Troop token strength is added to the strength of any surviving leader to determine the winner of a battle.



While it may be tempting to simply set the highest number possible, it is important to remember that the **winning** player will send Troop tokens equaling their **Total Troop Token Strength** into the Tleilaxu Tanks when the battle is over.



SELECT LEADER



You **must** play one Leader. Except:

- You may substitute a **Cheap Hero(ine)** Treachery card 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 publicly 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 CARDS



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 BATTLE PLANS



When you have finalized your Total Troop token Strength, 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.



ABILITY COMMENTARY AND KARAMA

Before **Battle Plans** are committed:

-  The Bene Gesserit player may issue **The Voice** command.
-  The Atrides player may ask the **Prescience** question.
-  The Harkonnen may play **Karama** to use their **Opportunistic** ability.
- Play **Karama** to disallow **Kwisatz Haderach** for this Battle
- Play **Karama** to cancel **Sardaukar** or **Fedaykin** bonus for this Battle

 Ability can be cancelled by **Karama**.

6: BATTLE ROUND (CONTINUED)



“Kanly is it? There are strict rules for kanly.” - Shaddam IV

BATTLE RESOLUTION

Resolve Leader Combat



If a player played a **Weapon** Treachery Card and their opponent did not play the matching **Defense** Treachery Card, then their opponent's Leader is killed.

Both Leaders may be killed and neither would count towards either player's Battle Strength. Any killed Leaders are immediately placed in the Tanks and cannot count toward their side's Battle Strength.



Compare Battle Strengths



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



A winning player:

- Sends Troop tokens equal to their **Total Troop Token Strength** into the Tanks
- Receives the value of **all** killed Leaders (including their own, if killed) in Spice from the Spice Bank
- May keep **or** discard Treachery Cards they played in the Battle.
- Keeps their Leader if it survived, placing it in the Territory of the Battle

A player can still win the Battle even if they have no surviving Troop tokens or Leaders.

A losing player:

- Sends **all** Troop tokens in the disputed Territory to the Tanks
- Discards **all** Treachery Cards they used in the Battle.
- Keeps their Leader if it survived, placing it in the Territory of the Battle



Invalid Battle Elements:

- If a player did not select a Leader and had any Leaders available, then their Leader with the lowest value available is used.
- If a player accidentally played multiple **Weapons** or multiple **Defenses**, each type of card with multiples 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 available Troop tokens, count the highest actual **Troop token Strength** of their available Troop tokens instead.
- If any other invalid element is included in a Battle Plan, it must be removed and returned to the player when revealed.

TREACHERY!



If a player holds the Traitor Card matching their opponent's played Leader, at any point during Battle Resolution they may call out 'Traitor!' and reveal their Traitor Card.

If only one player calls 'Traitor!'

- They win the battle immediately without sending any Troop tokens to the Tanks and keep their Traitor card.
- The Traitor is sent to the Tanks. The winning player receives the Traitor's strength in Spice from the Spice Bank.
- All Treachery Cards played during this Battle have no effect.

The Losing player sends all their Troop tokens in the Battle into the Tanks, and discards all of the Treachery Cards they played in this Battle Plan.

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

Troop tokens that are Co-Existing cannot be involved in combat. They are still susceptible to effects that destroy all tokens in a Territory.

A Subtle Poison

A victorious Harkonnen may secretly and randomly capture an opponent's Leader to either kill (receiving two Spice) or to use in one Battle.

Take Advantage

If the Battle opponent of a Harkonnen Ally reveals a Leader whose Traitor Card is held by the Harkonnen, the Harkonnen may choose to reveal that Leader as a Traitor even though they are not directly involved in the Battle. The Harkonnen Ally wins the battle (unless both sides call Traitors).

Truthtrance



Once a player provides an answer to a **Truthtrance** Question regarding a Battle Plan, they are bound to play a Battle Plan reflecting their answer if possible. If this becomes impossible then they must publicly declare their **Truthtrance** answer to be invalid right before Battle Plans are committed. If (due to a **Karama** effect) circumstances change to validate a **Truthtrance** answer that has been declared invalid, they must now retract that statement and fulfill the **Truthtrance** answer. A player may never invalidate their **Truthtrance** Answer or change their **Precience/See Future** answer when they play a **Karama** themselves.

Ability can be cancelled by **Karama**.

6: BATTLE ROUND (CONTINUED)



"I hold at your neck the gom jabbar." - Gaius Helen Mohiam

EXAMPLE OF BATTLE

The Fremen control **Sietch Tabr** with 3 Troop tokens and 2 **Fedaykin** Troop tokens. The Bene Gesserit (allied with the Fremen) have a single Troop token in **Sietch Tabr**, which is Co-Existing.

During the **Movement Round**, the Harkonnen - with their Ornithopters Bonus - use their Manoeuvre to move 12 Troop tokens from **Carthag** into **Sietch Tabr**.

When the **Battle Round** starts, the Harkonnen goes before the Fremen in **Player Dot Order**, so the Harkonnen is the Aggressor. As Aggressor, the Harkonnen chooses to resolve the Battle in **Sietch Tabr** first.

Set Total Troop Token Strength



The Fremen (7 available Troop token strength) choose to set their Total Troop Token Strength to 6.



The Harkonnen (12 available Troop token strength) choose to set their Total Troop Token Strength to 11.

Select Leaders



All of the Fremen leaders are in the Tank, except for Chani.

The Fremen must play Chani, strength 6.

The Harkonnen has all of their leaders to choose from, as well as a **Cheap Hero** Treachery card.

The Harkonnen choose Captain Iakin Nefud, strength 2.



Choose Treachery

The Fremen only have two Treachery cards: Maula Pistol and Shield (and everyone saw them use Maula Pistol last turn). The Fremen choose Maula Pistol as their **Weapon** and Shield as their **Defense**.

The Harkonnen have many Treachery cards, including Slip Tip, Shield and Snooper. Knowing the Fremen can only play Maula Pistol as a weapon, the Harkonnen prepares to play Slip Tip and Shield.

The Voice

The Bene Gesserit (allied with the Fremen) announces they will use the **Voice** power to help their ally. Remembering that the Harkonnen played a Snooper against them in a prior turn, they declare: "You must play a poison **Defense** card."

The Harkonnen has no **Karama** Treachery card, and is forced to choose Snooper as their **Defense** card. Battle Plans are now committed.

Resolve Leader Combat

Chani's projectile **Weapon** (Maula Pistol) ignores Nefud's poison **Defense** (Snooper) and kills Nefud.

Nefud's projectile **Weapon** (Slip Tip) is useless against Chani's projectile **Defense** (Shield).



Nefud is put into the Tanks, and the Fremen receives 2 Spice from the Spice Bank.

Compare Battle Strengths

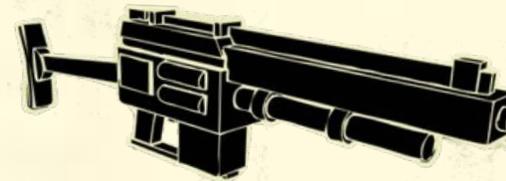
The Fremen's Battle Strength is 12 (Surviving Leader Chani's strength of 6 + their **Total Troop Token Strength** of 6).

The Harkonnen's Battle Strength is 11 (**Total Troop Token Strength** of 11).

The Fremen win, and place 6 Troop token strength into the Tanks (Both **Fedaykin** and 2 Troop tokens), leaving 1 Troop Token in **Sietch Tabr**. The Fremen keep both of their Treachery Cards, and place Chani's leader token in **Sietch Tabr**.

The Harkonnen lose, and put **all** of their Troop tokens in the Tanks. The Harkonnen discard both the Slip Tip and Snooper Treachery cards.

The Bene Gesserit player's lone Troop token is Co-Existing and remains in **Sietch Tabr** after the battle.



RESOLVING TIMING ISSUES

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

1. The Bene Gesserit player may issue **The Voice** command
2. A **Karama** Treachery card can be played to cancel the **Voice** command
3. The Atrides player may ask the **Prescience** question
4. A **Karama** Treachery card can be played to cancel the **Prescience** question
5. The **Prescience** question is answered
6. The Atrides Player may Play a **Karama** Treachery card to use their **See Future** ability and view their opponent's Entire Battle Plan
7. For each **Karama** played between answering the **Prescience** question and committing Battle Plans, re-answer the **Prescience** question.
 - If the subject of the **Voice** or **Prescience** becomes the subject of **Karama** before they commit their Battle Plan, they may reconsider their battle plan. However, they must still obey the **Voice** and prior **Truthtrance** answers to the fullest extent possible and must supply an updated answer to the **Prescience** question (or reveal their new Battle Plan if **See Future** was used).
8. Commit Battle Plans
9. Reveal Battle Plans
10. Battle Resolution

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

7: COLLECTIONS ROUND



“In case of trouble, save the factory.” - Gurney Halleck

HARVEST SPICE



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 their 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 they control.

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.

8: CONTROL ROUND



“Shall we now discuss what must be?” - Paul Muad'Dib

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.

VICTORY BY CONQUEST

At the end of every **Control Round** determine if any Faction or Alliance of Factions controls enough Strongholds for **Victory By Conquest**.

If any Faction or Alliance of Factions currently hold the listed number of Strongholds, they win the game.

- A Faction in an Alliance can **only** win by controlling the number of Strongholds required by the size of their Alliance
- All Factions in an Alliance share victory, even if all their Strongholds are held by a single Faction

Number of Players	Strongholds Needed For Victory		
	1 Faction	2 Faction Alliance	3 Faction Alliance
2	4	-	-
3	4	5	-
4	3	4	-
5	3	4	-
6	3	4	5

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 SUBTERFUGE

Prediction

If the Bene Gesserit correctly predicts which Faction will win by Conquest and on what turn:

- the Bene Gesserit Player is the **sole** winner of the game, even if they are part of an Alliance

A **Prediction** is deemed correct even if the predicted Faction won by Conquest while part of an Alliance.

Liet's Plan

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 Sietch** and neither the Harkonnen Player, the Atreides Player, nor the Emperor Player occupy **Tuek's Sietch**.

The Spice Must Flow

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.

ALLIANCE ABILITY DETAILS

ATREIDES - ALLIANCE ABILITY

- When an Ally of the Atreides is in Battle, the Atreides player may use the **Prescience** ability against their Ally's opponent.

BENE GESSERIT - ALLIANCE ABILITY

- When an Ally of the Bene Gesserit is in Battle, the Bene Gesserit player may use **The Voice** ability against their Ally's opponent.

EMPEROR - ALLIANCE ABILITY

- The Emperor may give their Ally spice at any time.

FREMEN - ALLIANCE ABILITY

- Allies of the Fremen do not lose their Troop tokens if a Shai-Hulud appears in their territory.

They also may share in a Fremen's Victory by **Subterfuge**.

GUILD - ALLIANCE ABILITY

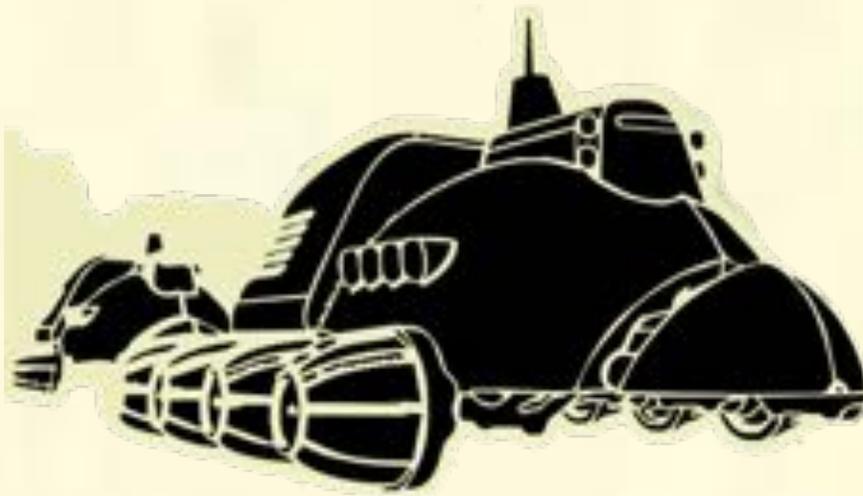
- Allies of the Guild may use the Guild Special Shipment during the **Movement Round**.

All shipments by Allies of the Guild are at half the normal cost.

Guild Allies also may share in a Guild's Victory by **Subterfuge**.

HARKONNEN - ALLIANCE ABILITY

- While allied with the Harkonnen, Traitors in the pay of the Harkonnen may betray the Ally's opponents in Battle - at the discretion of the Harkonnen player.



VARIANTS

[WBC] CO-EXISTENCE (ALTERNATE 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 their 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 their Troop tokens and their Ally to be Co-Existing.

[WBC] SHORTER GAME LENGTH

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

[VARIANT] DIRECT USE OF PRESCIENCE / VOICE BY ALLIES

- Allies of the Atreides may use the **Prescience** ability against their opponents in Battle.
- Allies of the Bene Gesserit may use **The Voice** ability against their opponents in Battle.

[WBC] SHIELD WALL STRONGHOLD (TIME SAVING)

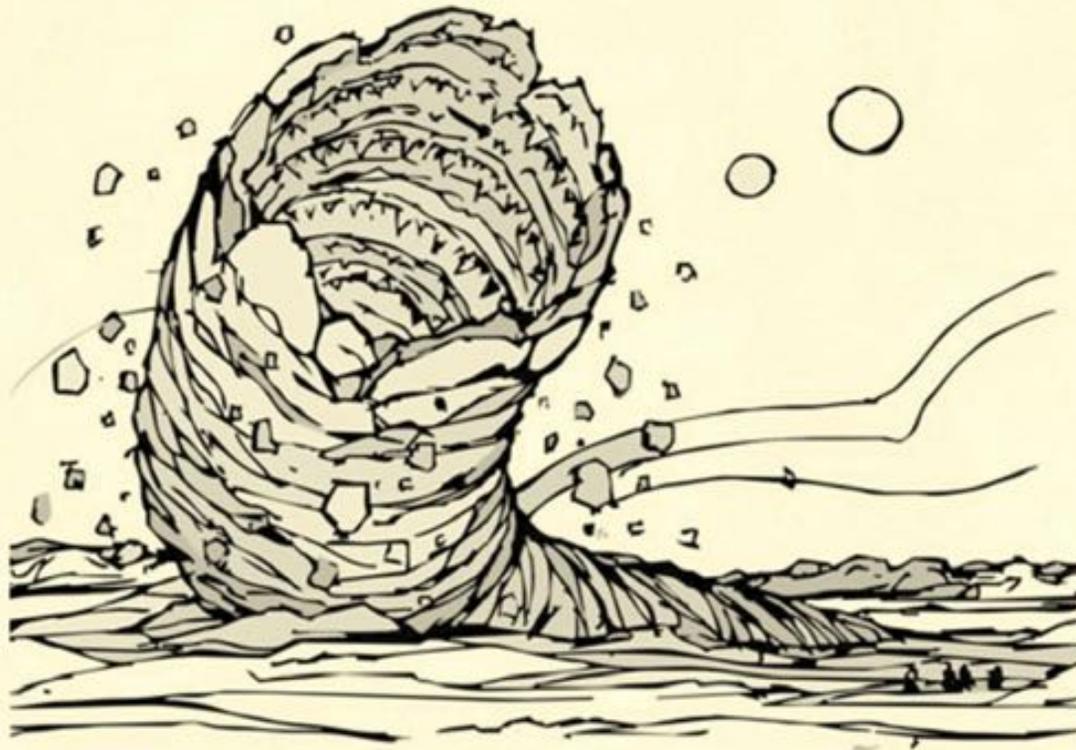
Immediately after the 6th Worm appears, the **Shield Wall** is considered to be a Stronghold for the purposes of victory ONLY (counting all Worms, even Worms summoned by the Fremen's **Karama** Effect). The number of Strongholds required for **Victory by Conquest** does not change.

Other than being considered as a Stronghold for **Victory by Conquest**, the **Shield Wall** remains a Rock Territory.

- Shipment costs for the Shield Wall use the Non-Stronghold cost
- Occupation of the **Shield Wall** is **not** subject to Stronghold restrictions
- The **Shield Wall** is not affected by Storm or Worm

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.

If two separate Factions occupy the **Shield Wall** at the end of a turn (due to the Storm preventing Battle between them), neither Faction is considered to control that Stronghold for the purposes of victory determination.



GAME ALMANAC

The forms must be obeyed

“I’ve been a long time waiting for you. Here is my life.”

-Reverend Mother Ramallo

THE HOUSE ATREIDES



3: BIDDING ROUND

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.

5: MOVEMENT ROUND

Foresight

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

6: BATTLE ROUND

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 **Weapon** Treachery Card
- Their chosen **Leader**
- 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 **See Future Karama** Effect) must occur immediately before Battle Plans are committed. After one of these answers is given, if any **Karama** is played (including the Atreides **See Future Karama** Effect) then the answering player may reevaluate their Battle Plan and provide an updated answer. The element of the Battle Plan being revealed by the **Prescience** Question does not change.

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.

See Future

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.

Declare this **Karama** Effect before the target reveals their **Battle Plan**. The target player may re-evaluate their Battle Plan before revealing it to you. After viewing the target player's **Battle Plan**, you may tell other players anything you wish (true or false) about it. However, you may **not** allow any other player to view any part of the target player's **Battle Plan**.

 Ability can be cancelled by **Karama**.

THE HOUSE ATREIDES



AT START

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

Master of Records

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



The Prophecy

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

LEADER REFERENCE

ATREIDES

- Lady Jessica 5
- Thufir Hawat 5
- Gurney Halleck 4
- Duncan Idaho 2
- Dr Wellington Yueh 1

BENE GESSERIT

- Alia 5
- Margot Lady Fenring 5
- Princess Irulan 5
- Reverend Mother Ramallo 5
- Wanna Marcus 5

EMPEROR

- Count Hasimir Fenring 6
- Captain Aramsham 5
- Burseg 3
- Caid 3
- Bashar 2

FREMEN

- Stilgar 7
- Chani 6
- Otheym 5
- Shadout Mapes 3
- Jamis 2

GUILD

- Staban Tuek 5
- Esmar Tuek 3
- Master Bewt 3
- Soo Soo Sook 2
- Guild Rep. 1

HARKONNEN

- Feyd-Rautha 6
- Beast Rabban 4
- Piter DeVries 3
- Captain Iakin Nefud 2
- Umman Kudu 1

THE BENE GESSERIT SISTERHOOD



3: BIDDING ROUND



Piety

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

Political Manipulation ☼

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

If you use a **Worthless Card** as **Karama** to win an Auction, the effect may be cancelled by another **Karama**. Both the **Karama** and the **Worthless Card** are discarded and the Auctioned card's Auction restarts at zero Spice bid.

5: MOVEMENT ROUND



Spiritual Advisors ☼

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

Combat Advisors ☼

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



Troop tokens that are Co-Existing count as not being present. They have no effect on the play of the other players whatsoever.

At the beginning of each **Movement Round**, before any Shipping or Manoeuvre by **any** player, you **must** decide to Co-Exist or Non-Co-Exist in all Territories you occupy with any other player. You **must** Co-Exist in any Territory occupied by your Ally. You **must** Co-Exist in any Stronghold you occupy that is 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 Advisors** 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 their 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.

6: BATTLE ROUND



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, they may do as they wish and do not have to state this until after Battle Plans are 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 their other card.



Troop tokens that are Co-Existing cannot be involved in combat.

They are still susceptible to effects that destroy all tokens in a Territory.

☼ Ability can be cancelled by **Karama**.

THE BENE GESSERIT SISTERHOOD



7: COLLECTION ROUND



Troop tokens that are Co-Existing cannot collect Spice.



8: CONTROL ROUND



Troop tokens that are Co-Existing cannot gain control over Strongholds and cannot prevent another player's control of a Stronghold.



AT START

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



Prediction

At the beginning of the game, after Factions are assigned but before any pieces are placed on the game board, you must make a **Prediction**: which Faction will win the game and on what turn. Record the Faction and Game Turn of your prediction and place it 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**. This Victory is yours alone (even if you are part of an Alliance). You cannot predict a **Victory by Subterfuge**.

LEADER REFERENCE

BENE GESSERIT

- Alia 5
- Margot Lady Fenring 5
- Princess Irulan 5
- Reverend Mother Ramallo 5
- Wanna Marcus 5

ATREIDES

- Lady Jessica 5
- Thufir Hawat 5
- Gurney Halleck 4
- Duncan Idaho 2
- Dr Wellington Yueh 1

EMPEROR

- Count Hasimir Fenring 6
- Captain Aramsham 5
- Burseg 3
- Caid 3
- Bashar 2

FREMEN

- Stilgar 7
- Chani 6
- Otheym 5
- Shadout Mapes 3
- Jamis 2

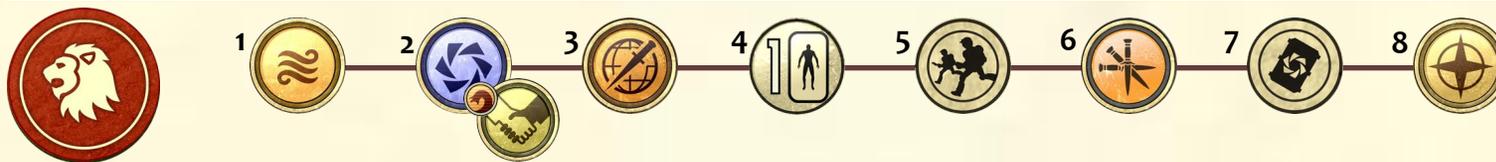
GUILD

- Staban Tuek 5
- Esmar Tuek 3
- Master Bewt 3
- Soo Soo Sook 2
- Guild Rep. 1

HARKONNEN

- Feyd-Rautha 6
- Beast Rabban 4
- Piter DeVries 3
- Captain Iakin Nefud 2
- Umman Kudu 1

THE EMPEROR OF KNOWN SPACE



Combat Medics

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.

Great Wealth

You may freely give Spice to an Ally at any time. The Ally does not need to wait until the **Control Round** to collect it.

Giving Spice to an Ally during the **Bidding Round** does not exempt that Ally from the rules of the Auction. Since a player may not bid more Spice than they have, this may require you to pass Spice to your ally **before** that ally can bid.



3: BIDDING ROUND

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.



4: REVIVAL ROUND



Prison Planet

Only one **Sardaukar** Troop token can be revived each **Revival Round**, they are treated as one Troop token in revival.



6: BATTLE ROUND



Elite Legion

Sardaukar Troop tokens each have a Troop token Strength of two; and **Sardaukar** Troop tokens each have a Troop token Strength of one against the Fremen.



AT START

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



Elite Legion

You have five specially marked **Sardaukar** Troop tokens.

LEADER REFERENCE

EMPEROR

- Count Hasimir Fenring 6
- Captain Aramsham 5
- Burseg 3
- Caid 3
- Bashar 2

ATREIDES

- Lady Jessica 5
- Thufir Hawat 5
- Gurney Halleck 4
- Duncan Idaho 2
- Dr Wellington Yueh 1

BENE GESSERIT

- Alia 5
- Margot Lady Fenring 5
- Princess Irulan 5
- Reverend Mother Ramallo 5
- Wanna Marcus 5

FREMEN

- Stilgar 7
- Chani 6
- Otheym 5
- Shadout Mapes 3
- Jamis 2

GUILD

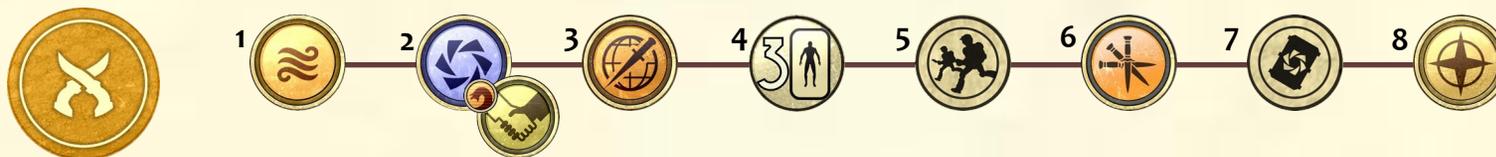
- Staban Tuek 5
- Esmar Tuek 3
- Master Bewt 3
- Soo Soo Sook 2
- Guild Rep. 1

HARKONNEN

- Feyd-Rautha 6
- Beast Rabban 4
- Piter DeVries 3
- Captain Iakin Nefud 2
- Umman Kudu 1

 Ability can be cancelled by **Karama**.

THE FREMEN OF ARRAKIS



1: STORM ROUND



Taste the Air

After the Storm card for the next turn has been selected and placed, you may secretly look at it and then return it.

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.

2: SPICE BLOW ROUND



Sandridders ☼

If a Shai-Hulud appears in a Territory where you have Troop tokens, your Troop tokens are **not** devoured and 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 their Ally has Troop tokens (unless permitted by Co-Existence). Storm Separated Sectors count as different Territories for this purpose.

Bless the Maker ☼

When additional Shai-Hulud cards are drawn to the same discard pile, you may have each Worm after the first 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 Sandriders ability. If you do choose to ride the Worm, tokens located at the destination of the Worm Ride are not destroyed.



Thumpers

You may play a **Karama** Treachery Card during the **Spice Blow 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.

4: REVIVAL ROUND



Long Live the Fighters

Only one **Fedaykin** Troop token can be revived each **Revival Round**, they are treated as one Troop token in revival.

5: MOVEMENT ROUND



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.



Thumpers

You may play a **Karama** Treachery Card 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.

6: BATTLE ROUND



Long Live the Fighters ☼

Fedaykin Troop tokens each have a Troop token Strength of two.



vs Fremen, **Sardaukar** Troop tokens each have a Troop token Strength of one.

7: CONTROL ROUND



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 Sietch** and neither Harkonnen, Atrides, 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**.

☼ Ability can be cancelled by **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 On-Planet Reserves
- 3 Spice



Long Live the Fighters

Your have three specially marked **Fedaykin** Troop tokens. Your **Fedaykin** may be used as part of your starting forces.

LEADER REFERENCE

FREMEN

- Stilgar 7
- Chani 6
- Otheym 5
- Shadout Mapes 3
- Jamis 2

ATREIDES

- Lady Jessica 5
- Thufir Hawat 5
- Gurney Halleck 4
- Duncan Idaho 2
- Dr Wellington Yueh 1

BENE GESSERIT

- Alia 5
- Margot Lady Fenring 5
- Princess Irulan 5
- Reverend Mother Ramallo 5
- Wanna Marcus 5

EMPEROR

- Count Hasimir Fenring 6
- Captain Aramsham 5
- Burseg 3
- Caid 3
- Bashar 2

GUILD

- Staban Tuek 5
- Esmar Tuek 3
- Master Bewt 3
- Soo Soo Sook 2
- Guild Rep. 1

HARKONNEN

- Feyd-Rautha 6
- Beast Rabban 4
- Piter DeVries 3
- Captain Iakin Nefud 2
- Umman Kudu 1

THE SPACING GUILD



5: MOVEMENT ROUND

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.

See Danger ☸

Each **Movement Round** you may choose your **Movement Round** play-order position. Before each other player starts their **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.



Control Shipping

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

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

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



8: CONTROL ROUND

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**.

Monopoly

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

Masters of Ships ☸

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.

THE SPACING GUILD



AT START

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

LEADER REFERENCE

GUILD

- Staban Tuek 5
- Esmar Tuek 3
- Master Bewt 3
- Soo Soo Sook 2
- Guild Rep. 1

ATREIDES

- Lady Jessica 5
- Thufir Hawat 5
- Gurney Halleck 4
- Duncan Idaho 2
- Dr Wellington Yueh 1

BENE GESSERIT

- Alia 5
- Margot Lady Fenring 5
- Princess Irulan 5
- Reverend Mother Ramallo 5
- Wanna Marcus 5

EMPEROR

- Count Hasimir Fenring 6
- Captain Aramsham 5
- Burseg 3
- Caid 3
- Bashar 2

FREMEN

- Stilgar 7
- Chani 6
- Otheym 5
- Shadout Mapes 3
- Jamis 2

HARKONNEN

- Feyd-Rautha 6
- Beast Rabban 4
- Piter DeVries 3
- Captain Iakin Nefud 2
- Umman Kudu 1

THE HOUSE HARKONNEN



Opportunistic

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/See Future** questions from the Atrides.



3: BIDDING ROUND

Master of Lies

Your hand limit for Treachery Cards is eight.

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 Atrides Player may not look at this extra card.



4: BATTLE ROUND

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 them in one later Battle after which you must return them back to their 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 their original owner as a Traitor regardless of Traitor Cards.

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.

THE HOUSE HARKONNEN



AT START

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



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.

LEADER REFERENCE

HARKONNEN

- Feyd-Rautha 6
- Beast Rabban 4
- Piter DeVries 3
- Captain Iakin Nefud 2
- Umman Kudu 1

ATREIDES

- Lady Jessica 5
- Thufir Hawat 5
- Gurney Halleck 4
- Duncan Idaho 2
- Dr Wellington Yueh 1

BENE GESSERIT

- Alia 5
- Margot Lady Fenring 5
- Princess Irulan 5
- Reverend Mother Ramallo 5
- Wanna Marcus 5

EMPEROR

- Count Hasimir Fenring 6
- Captain Aramsham 5
- Burseg 3
- Caid 3
- Bashar 2

FREMEN

- Stilgar 7
- Chani 6
- Otheym 5
- Shadout Mapes 3
- Jamis 2

GUILD

- Staban Tuek 5
- Esmar Tuek 3
- Master Bewt 3
- Soo Soo Sook 2
- Guild Rep. 1

TREACHERY CARD INDEX - BASIC SET



“The terrified man fights himself.” - Duncan Idaho

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

WEAPON: POISON

- Chaumas
- Ellaca Drug
- Chaumurky
- Gom Jabbar

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

- Play as part of your Battle Plan.
- Kills enemy **leader** before the battle is resolved.
- May be countered by an appropriate **Defense: Snooper**.
- You may keep this card if you win in this battle.

DEFENSE: POISON

- Snooper (4 copies)

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

- Play as part of your Battle Plan.
- Protects your **leader** from enemy **Weapon: Poison** in this battle.
- You may keep this card if you win in this battle.

WEAPON: PROJECTILE

- Crysknife
- Slip Tip
- Maula Pistol
- Stunner

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

- Play as part of your Battle Plan.
- Kills enemy **leader** before the battle is resolved.
- May be countered by an appropriate **Defense: Shield**.
- You may keep this card if you win in this battle.

DEFENSE: POISON

- Shield (4 copies)

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

- Play as part of your Battle Plan.
- Protects your **leader** from enemy **Weapon: Projectile** in this battle.
- You may keep this card if you win in this battle.

WEAPON: SPECIAL

- Lasgun

Card text:

- Play as part of your Battle Plan.
- Automatically kills enemy **leader** regardless of **Defense** card used.
- You may keep this card if you win in this battle.
- If anyone plays a **Shield** in this battle, and neither **leader** is called a **traitor**, then all **tokens** and **leaders** in this battle's **territory** are killed.
- Both players lose this battle.

SPECIAL

- 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 their 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.

Card text:

- Ask one other player a single yes/no question about the game which must be answered publicly.
- No game or rule effect may interrupt the answer being given.
- The player must answer “yes” or “no” truthfully.

- Tleilaxu Ghola

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.

Card text:

- Play at any time.
- You may immediately revive 1 of your **leaders** or up to 5 of your **tokens** from the **tanks** to your **reserves** at no cost in **spice**.
- Does not count against per-turn limits on revivals.

**SPECIAL - KARAMA**• **Karama** (2 copies)

You may play this card to:

- Trigger a single **Karama** Effect of your choice; or
- Cancel an ability that can be cancelled by **Karama**. These abilities are identified with the  symbol after their description.

Discard after use.

Card text:

You may play this card to activate a single **Karama** Power of your choice (see list of **Karama** Effects).

The powers listed will tell you when to play this card to activate them.

SPECIAL - LEADER• **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. Discard after use.

All **Cheap Hero(ine)** cards have the same text, as follows:

Play as a **leader** with **zero** strength on your Battle Plan.

(**leader** allows you to play **1 Weapon** & **1 Defense** card on Battle Plan)

Can be played together with another **leader**, allowing you to return & save that **leader** immediately after both Battle Plans were revealed.

SPECIAL - MOVEMENT• **Hajr**

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.

Card text:

Play during **Movement Round**.

Take an additional on-planet **token** movement subject to normal movement rules.

This may be the same or another group of your **tokens**.

SPECIAL - STORM• **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.

Card text:

Play at the start of the **Storm Round**, before the **Storm** movement is calculated.

You control the **Storm** this round and may move it from 0 to 10 sectors in a counterclockwise direction.

Play at the start of the **Storm Round**, before the **Storm** movement is calculated.

You control the **Storm** this round and may move it from 0 to 10 sectors in a counterclockwise direction.

SPECIAL - STORM• **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.

Card text:

Play after the **Storm** movement is calculated, but before the **Storm** is moved, and if you have **token(s)** on the Shield Wall, or in an adjacent **Territory**.

All **Tokens** in the Shield Wall are destroyed. **Arrakeen**, **Imperial Basin** & **Carthag** are no longer protected from the **Storm** for the rest of the game.

Place this card near the game board.

WORTHLESS CARD• **Baliset**• **La La La**• **Jubba Cloak**• **Trip to Gamont**• **Kulon**

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

Play as part of your **Battle Plan**, in place of **Weapon**, **Defense** or both.

This card has no value in play, and you can discard it only by playing it your **Battle Plan**.

Optional rule: *Bene Gesserit* may use as a **Karama** card.

 **Political Manipulation**

The *Bene Gesserit* may use any **Worthless Treachery Card** as a **Karama** Treachery Card.

KARAMA EFFECTS



“What I do now is out of friendship.” - Count Hasimir Fenring

KARAMA TREACHERY CARD



• **Karama** (2 copies)

You may play this card to:

- Trigger a single **Karama** Effect of your choice; or
- Cancel an ability that can be cancelled by **Karama**. These abilities are identified with the  symbol after their description.

Discard after use.

Card text:

You may play this card to activate a single **Karama** Power of your choice (see list of **Karama** Powers).

The powers listed will tell you when to play this card to activate them.

ALL FACTIONS



Karama: Bidding Round

If, and only if you intend to use a **Karama** Treachery card to pay for a card, you may bid more Spice than you have. You may bid any amount, or 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.



Karama: Movement Round

A **Karama** Treachery Card can be played to halve the Standard Shipment cost for one Shipment (rounded up). Spice for this Shipment is paid to the Spice Bank.

The Guild may use a **Karama** to prevent this shipment entirely.

ATREIDES



See Future

The Atreides player 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.

This **Karama** Effect is declared before the target reveals their **Battle Plan**. The target player may re-evaluate their Battle Plan before revealing it to the Atreides. After viewing the target player's **Battle Plan**, the Atreides may tell other players anything they wish (true or false) about it. However, they may **not** allow any other player to view any part of the target player's **Battle Plan**.

BENE GESSERIT

While the Bene Gesserit do not have a Faction-specific power activated by **Karama** Treachery cards, their **Political Manipulation** ability allows them to use **Worthless Cards** as **Karama** cards - affording them significantly more opportunity to use **Karama** throughout the game.

Political Manipulation may be cancelled by **Karama** cards played by other Factions.

EMPEROR



Combat Medics

The Emperor 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 their reserves and do not count against their 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.

FREMEN



Thumpers

The Fremen may play a **Karama** Treachery Card during the **Spice Blow Round** or during their turn during the **Movement Round** to cause a Shai-Hulud to appear in any Territory they 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.

GUILD



Control Shipping

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

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

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

HARKONNEN



Opportunistic

The Harkonnen may play a **Karama** Treachery Card at any time to take any number of Treachery Cards at random from another player. When they do so, they may look at them but must set them aside. They then take an equal number of Treachery Cards from their original hand and give them to the player they stole from. Only afterwards may they add the stolen cards to their hand.

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

They may not use this ability to invalidate answers that they have given to **Truthtrance** questions; or to **Prescience/See Future** questions from the Atreides.

DUNE SYNOPSIS

The Atreides family had governed the planet, Caladan, 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 Landsraad. The present head of the Atreides family, Duke Leto, had just been selected the unofficial spokesman for the Landsraad, 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 war-wise 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, Thufir 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 Thufir 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.

DUNE SYNOPSIS

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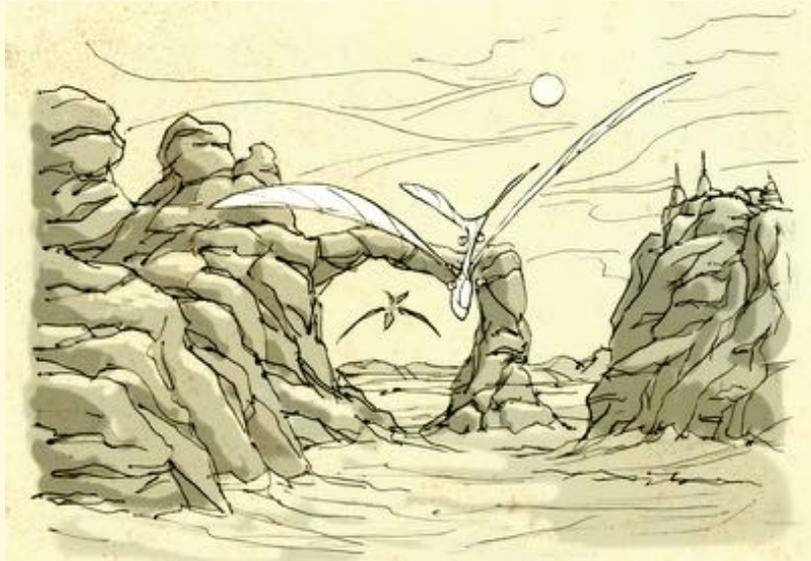
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The primary purpose of this Dune Rulebook is to put together one contiguous resource where all of the Original, Optional, and Advanced rules are “baked in” for a standard 6 player game using only the base components.

This rule set practically aligns with the 2013 WBC Tournament rules. This rulebook uses the “Bernard” interpretation regarding Co-Existence: Co-Existence ties to individual Troop tokens and not to Territories. The WBC Co-Existence interpretation as well as other WBC Variations are listed in the Variants Section.

Note on this version:

This revision started as an extension of the player aids I put together in 2017. It is an attempt to better integrate their format and visual language into the rulebook. All credit for the original content belongs to the people listed above. They got us here.

-murphzero

GAME TURN SUMMARY

SEQUENCE OF PLAY

“One does not risk everything to settle a score prematurely.” - Staban Tuek

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

- Advance the Game Turn token one space.
- Reveal Storm card from the Storm Deck for this turn. 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.
- Draw and place the Storm Card for the next turn.
- 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.
- Shai-Hulud attack: Remove all Troop and Spice tokens from the Territory shown.
- 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.
- Each player may reclaim one Leader disc from the Tanks if all five of their 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 their Reserves, and then performs one Manoeuvre with one group of Troop tokens.



6. Battle Round

- Battles occur in **Disputed Territories** that contain Troop tokens of more than one faction.
 1. Choose Battle Plan
 - Set **Total Troop Token Strength**.
 - Select a Leader.
 - Choose Treachery Cards; **Weapons** and **Defense**.
 2. Commit Battle Plans
 3. Battle Resolution



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.