

DUNE: SOUTH REGION (3 to 4 player variant)

South Region Map: Main Differences with North Region

- **Storm Phase:** South Storm Cards are used (range of 0 to 3 sectors)
 - **Shipment:** Fremen shipment is free and restricted to within 2 territories of Wormsign Pass. Bene Gesserit can send Spiritual Advisors to the Ice Cap.
 - **Movement:** 2 territories (3 with Ornithopters). Fremen move 3 territories.
 - **Collection:** 3 spice per force with a Harvester Advantage (only Windgap Sietch). "In Advanced, whoever occupies Smugglers Camp or Water Mine collects 1 or 2 spice respectively."
 - **Ice Cap:** The same restrictions as in the Polar Sink apply. During the Mentat Pause, factions with forces in the Ice Cap return 1 of those forces to their reserves (off-planet) due to low temperatures. Bene Gesserit don't return forces, thanks to prana bindu they are able to withstand the cold.
 - **Windgap Sietch:** Occupancy, storm protection and shipment cost is as in rock territories. Occupiers gain a Harvester Advantage. Serves as a stronghold for winning (except 3 player variant).
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South Region Variant

This game is played with 3 to 4 players and lasts 7 turns. The South Region map is used, with its own Spice Deck, Storm Deck and Storm Marker.

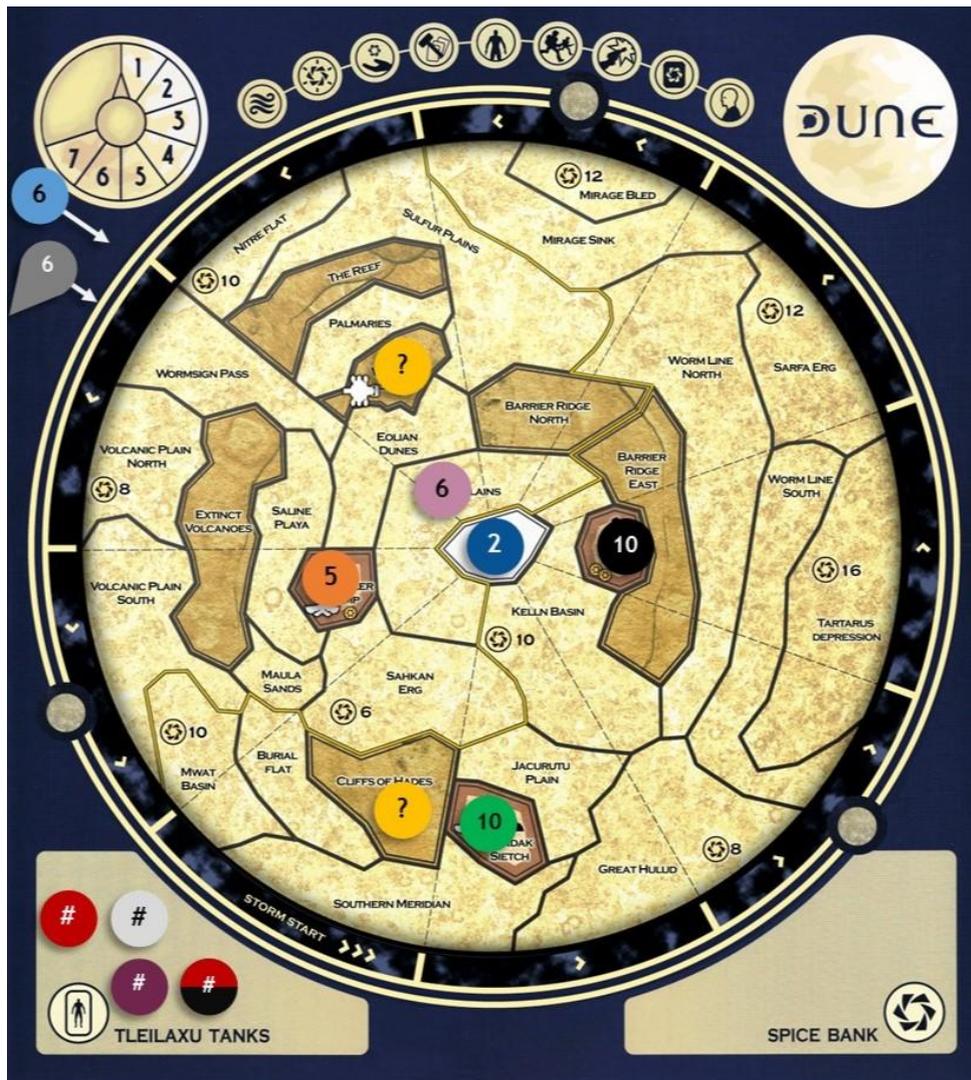
It can be played either with Basic Rules or Advanced Rules, and can accommodate any combination of factions. In Advanced Rules, any variants from the expansions can be included (also the Special Spice Cards variant).

Game Phases

>Set-up

Windgap Sietch serves as a territory for winning only in 4 player games.

- If no other player wins by the end of turn 7 the Spacing Guild wins. In this case, **Bene Gesserit** don't win if they Predict "Fremen/Turn 7".
- **Fremen** special victory condition applies if no faction has won by the end of the last turn and if they (or no one) occupy *Fondak Sietch*, and if neither Harkonnen, Atreides, Emperor nor Richese occupies *Water Mine* or *Windgap Sietch*, your plans to alter Dune have succeeded and you and any allies win the game.



If in play, Fremen, Atreides, Harkonnen, Bene Gesserit, Spacing Guild, Ecaz and Moritani (last) place their forces on the map.

Traitors. Every faction draws 3 traitor cards and keeps 1 card as a traitor.

- **Harkonnen** draws 4 cards and keeps 3 cards as traitors.
- **Tleilaxu** draws 3 cards and keeps 2 as face dancers. They do the same whenever new face dancers are drawn

>Storm Phase

The *South Region* storm deck is used for storm movement (regardless of Basic or Advanced Rules).

For the first storm, two players independently dial a number between 0 and 20, as in the base game.

- **Ixians** place and move the Hidden Mobile Stronghold (it may be placed on *Windgap Sietch* only in 4 player games)

- **Ecax** and **Moritany** may reposition their forces to another sector within their territory after the first storm movement.

In **Advanced Rules**, **Fremen** look at the top storm card for the next turn. In **Basic Rules**, they don't look at any storm card.

>Spice Blow & Nexus Phase

There are no alliances.

If playing with the Nexus Cards variant, all players may take a nexus card during a Nexus Phase. When a Sandtrout appears from the spice deck, all players must discard their nexus card.

>Shipment

- **Fremen** shipment is free and restricted to within 2 territories of Wormsign Pass.
- **Bene Gesserit** may ship advisors to the *Ice Cap*.

>Movement

Players may move 2 territories (3 territories with Ornithopters).

- **Fremen** move 3 territories instead of 2.

>Collection Phase

Harvester Advantage (with occupancy *Windgap Sietch*) allows a faction to collect 3 spice per force.

In **Advanced Rules**, players collect spice for occupying certain strongholds (2 spice for *Water Mine*; 1 spice for *Smuggler Camp*).

>Mentat Pause

Players with forces on the Ice Cap return one of those forces to their reserves due to low temperatures (except **Bene Gesserit**).

Faction Considerations

Fremen

- **At Start:** 10 forces distributed between *Cliffs of Hades* and *Windgap Sietch* as you please.
- **Shipment:** Ship any of your forces for free within 2 territories of *Wormsign Pass (South Region)*.
- **Movement:** You may move a group of forces up to 3 territories in the *South Region*.

- **Fremen Special Victory Condition:** If no faction has won by the end of the last turn and if you (or no one) occupies *Sietch Tabr*, *Habbanya Sietch* and *Fondak Sietch* and neither Harkonnen, Atreides, Emperor nor Richese occupies *Tuek's Sietch* or *Windgap Sietch*, your plans to alter Dune have succeeded and you and any allies win the game.

In **Advanced Rules**

- **Storm Rule:** After the first storm, subsequent storm movement is determined by you using your Storm Cards. You randomly select a card from each storm deck, look at them and place the deck face down on the margin of the board game.

Atreides

- **At Start:** 10 forces in *Fondak Sietch*.

Harkonnen

- **At Start:** 10 forces in *Water Mine*
- **Traitors:** During Set-up draw 4 traitor cards and keep 3 cards as traitors.

Bene Gesserit

- **At Start:** 1 force in the *Ice Cap*.

Spacing Guild

- **At Start:** 5 forces in *Smuggler Camp*.

Tleilaxs

- **Face Dancers:** During Set-up draw 3 traitor cards and keep 2 cards as face dancers. Do the same whenever new face dancers are drawn.

Ixian

- **At Start:** 6 forces (3 cyborg & 3 suboid) on the Hidden Mobile Stronghold (HMS), after the first storm movement. The HMS may be placed on *Windgap Sietch* only if the latter doesn't serve as a territory for winning.
- **Cyborg:** Cyborg forces can move 3 territories instead of 2 during movement.
- **Suboids:** Suboids move 2 territories, or 3 territories if accompanied by at least one Cyborg.

Richese

- **No-Field:** If you win a battle but don't lose forces hidden by a No-Field Token, you may choose not to reveal this token.

Ecaz

- **At Start:** 6 forces in *Arvan Plains*

Moritani

- **At Start:** 6 forces in any unoccupied territory after all other factions set up.