

## **DUNE: War for Arrakis - Ruhnke Variant**

*These changes from the official rules extend play and increase military flexibility so as to bring force-building, counterattack, and attrition to the fore, for a more realistic guerrilla war for Arrakis.*

### **Atreides Victory**

Atreides **win immediately** when they reach their Prescience conditions. Also—

- **Kwisatz Haderach:** Each claimed Prescience card scores **2 Green** points. (Ignore numbers and colors on the card.)
- **Jihad:** Atreides score **1 Red** point per **3 hit points** (rounded down) total in a Harkonnen Legion that an Atreides battle attack (not defense) defeats (retreats or completely destroys). Atreides score **1 Red** point when an Atreides Legion destroys a **Sand Harvester** – to a maximum of **1** point per Action die.
  - When an Atreides Legion moves to or attacks an area with a Harvester, the Harkonnen as an immediate **free action** may remove an adjacent **Carry-All** to relocate that Harvester to any Desert area that is free of Atreides Legions, Sietches, or Sandworms.
- **Sand Dwellers:** When the Atreides with a Legion occupy a facedown Ecological Station, they flip the marker over (permanently) and score **2 Yellow** points. When they re-occupy a flipped Ecological Station, they score **1 Yellow** point. (Never remove the marker. See reducing “Sand Dwellers” below.)

### **Reducing Opponent Scores** (Never reduce below “0”.)

- **Supremacy:** Harkonnen **Capture** rather than destroy **Sietches**. The flipped token stays. Atreides attack – only, not move – can **retake** a Sietch to reduce Harkonnen **Supremacy** by the Sietch’s value (I, II, or III).
  - Treat Captured Sietch areas as **Mountain**, not Desert and not Settlement – except that they give Harkonnen Legions the usual Settlement defender benefits. Mark Captured Sietches that are free of Harkonnen Legions with a spare cone. They are not free areas to Atreides.
- **Kwisatz Haderach:** Reduce **1 Green** Atreides point when a Harkonnen battle attack (not defense) removes at least **1** Atreides **leader** (up to 1 point per battle).
- **Jihad:** Harkonnen **Stockpile** instead of adding Supremacy costs **2 Spice** to reduce **1 Red** Atreides point and may occur at any Supremacy.
- **Sand Dwellers:** When an **Ecological Station** occupied by an Atreides Legion becomes free of Atreides Legions (however that occurs), reduce **1 Yellow** Atreides point. (Leave the marker flipped. See “Sand Dwellers” above.)

### **Military Flexibility**

- **Spotting Worms:** A Harkonnen free **Scouting** action may flip and resolve **1** adjacent **Wormsign** token (as if during Desert Hazards) instead of an area’s Sietch and Deployment tokens.
- **Battle Command:** A Legion may **attack** and **advance** without all its pieces joining in. Declare which pieces stay out of the battle before revealing tokens or adding cards.

### **Imperial Resources**

Whenever a Harkonnen or Corino deck runs out of cards, remove any discarded **HAWAT’S SCHEMING** cards from play, reshuffle its other used cards, and continue drawing.