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Game: **DUNE: IMPERIUM – UPRISING**

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UPRISING SETUP

Place the **game board** in your play area, then place the **shield wall token** in the marked area below the *Spice Refinery* space, and the **4 alliance tokens** on the marked areas of the faction's influence tracks (*Emperor, Spacing Guild, Bene Gesserit, and Fremeni*).

If you're not using the **CHOAM module**, return to the box any cards or leaders marked with a .

Separate the **conflict cards** by their backs (I, II, and III) and shuffle each deck. Place the 4 conflict III cards facedown in the marked area of the board, deal 5 conflict II cards facedown on top of them, then deal one conflict I card facedown on top of them. This final 10 card deck is the **conflict deck**. Return the unused conflict cards to the box without looking at them.

Shuffle the **intrigue deck** and place it facedown next to the board.

Shuffle the **Imperium deck** and place it facedown next to the board. From it, deal 5 cards face up to form an **Imperium row**.

Next to this, place the **reserve cards** in 2 stacks: one for *Prepare the Way* and one for *The Spice Must Flow*.

Each player takes a **leader** and places it in front of them (choose or select at random). Do not use *Shaddam Corrino IV* unless you are using the CHOAM module. Leaders with more icons after their names are more strategically complex.

Each player takes a 10 card **starting deck**, shuffles it, and places it facedown in their supply to the left of their leader. Each player takes **1 water** and places it in their supply.

Create a bank next to the board containing the **solari**, **spice**, remaining **water** tokens, and the **sandworms**. These are not limited; if you run out and need more, use any convenient substitute. Also add the **4 maker hook tokens** to the bank.

Each player chooses a color and takes all of its components. Place 2 of your agents on your leader, and your third (*swordmaster*) next to the board. Place one of your 2 discs on the **score track**. In a 4 player game, place it on the 1 space. Otherwise, place it on the 0 space. Place your **combat marker** (sword side faceup) on the 0 space of the combat track.

Place **4 cubes**, one each, on the bottom spaces of the influence tracks of the 4 factions. The other 12 cubes are your **troops**: place 3 in one of the 4 circular garrisons on the board (each player taking the one closest to them). Place remaining components in your supply, in view of all players.

Shuffle the **objective cards** (return to the box any that don't match your player count). Each player draws 1 card at random and places it faceup in their supply. The player whose objective shows the **first player marker** takes that marker.

ROUND STRUCTURE

The game is played in a sequence of **rounds**. Each round consists of **5 phases**, played in order.

1. ROUND START

Reveal a new conflict card from the top of the conflict deck and place it faceup in the space next to the deck (on top of any conflict cards from previous rounds).

Each player then draws 5 cards from their own deck, forming their hand for the round.

2. PLAYER TURNS

Starting with the player with the first player marker and going clockwise, players take 1 turn at a time.

On your turn, take either an **agent turn** or a **reveal turn**. Generally, you take agent turns until you run out of agents to place, then you take a reveal turn. Agent turns are optional. If you wish, you can take a reveal turn while you still have agents instead of taking an agent turn.

Once you've taken a reveal turn, your turns are skipped for the rest of the phase, while other players finish taking their turns. Once all players have taken a reveal turn, this phase ends.

You may play any **plot intrigue cards** you have during this phase, at any point during one of your own agent or reveal turns.

AGENT TURN

In an **agent turn**, you play 1 card from your hand faceup in front of you, using it to send an **agent** from your leader to an unoccupied space on the board. **This space must have an icon in its upper left corner matching one of the agent icons on the card.**

You must choose only 1 agent icon on your card; one card can't send multiple agents.

You can't send an agent to a board space that already has one (though **spies** allow an exception).

The board space you choose may have a cost or requirements. If you can't pay the cost immediately (before resolving any effects of the space or the card you played), you can't send your agent there.

Imperial Privilege requires 2 or more influence with the Emperor. *Shipping* requires 2 or more influence with the Spacing Guild. *Sietch Tabr* requires 2 or more influence with the Fremeni.

The **agent box** (top box) of the card you played may provide an effect when you play it on an agent turn (ignore the reveal box of the card during agent turns).

If a card does not have any agent icons on it, you may not play it during an agent turn; it may only be revealed during a reveal turn.

When you play a card and send an agent to a board space, you gain the effects of the board space as well as the effects contained in the card's agent box. **If the board space belongs to one of the factions, you also move your cube 1 space up on its influence track.** You may carry out all these effects in any order.

Arrows ⇨ indicate that there is a cost (left of the arrow, or above it) you must pay to get the effect (right of the arrow, or below it). You are never forced to pay such a cost, but if don't, you do not gain the effect.

DEPLOYING TROOPS TO THE CONFLICT

Whenever the **cube icon** appears on a card or board space, you **recruit 1 troop**. Take a troop from your supply and place it in your garrison on the board. If you run out of troops in your supply, you can't recruit more until some return.

When you send an agent to a **combat space** (a desert illustration and crossed swords icon), you may deploy units to the conflict area of the board. **You may deploy any or all units recruited during your current turn** (from both the board space and the card you played), **plus up to 2 more units from your garrison**. Any units you recruit but choose not to deploy to the conflict are placed in your garrison as usual.

Whenever the **sandworm icon** appears on a card or board space, you summon and immediately deploy a sandworm to the conflict. A sandworm can never be placed in a garrison.

The sandworm icon usually requires a **maker hook token** on your garrison (which can be obtained at *Sietch Tabr*). Also, a sandworm can't be summoned to a conflict protected by the **shield wall**.

CRITICAL LOCATIONS & THE SHIELD WALL

Some conflict cards reward you with control over one of 3 spaces: *Arrakeen, Spice Refinery, or Imperial Basin* (based on the card's title). If you win such a conflict, take a **control marker** from your supply and place it on the flag below the appropriate board space.

While your control marker is on one of these spaces, you receive the bonus shown whenever any player (yourself included) sends an agent there. The bonus is 1 solari for *Arrakeen* or *Spice Refinery*, and 1 spice for *Imperial Basin*.

When a conflict card is revealed for a space that you already control, you receive a defensive bonus: you may deploy 1 troop from your supply to the conflict.

Three locations are protected by a **shield wall token**. While it remains in place, no sandworms can be summoned to a conflict at those locations.

When the **shield wall detonation icon** appears on a card or board space, you may return the shield wall token to the box, and sandworms may be summoned to any conflict.

SPIES

When the **spy icon** appears on a card or board space, you may place a **spy** from your supply on an unoccupied observation post on the board. If you have none, you may first recall one of your spies for no effect. Some effects specify a particular agent icon that must be connected to the observation post, or you can't place the spy.

When the **recall spy icon** appears on a card, you may return one of your spies from an observation post to your supply (this will usually be a cost to get a powerful effect). A spy may also be recalled (without a card), for one of these effects:

- Infiltrate:** If you wish to send an agent to a board space occupied by another player, you may recall your own spy from a connected observation post to ignore the other player's agent and send your agent to that same board space.
- Gather intelligence:** When you send an agent to a board space, you may recall your own spy from a connected observation post to draw a card. You must choose whether to do this immediately after placing your agent (before receiving any effects of the board space or card you played).

The **spy agent icon** allows you to send an agent to a space connected to an observation post where you have a spy. You do not recall the spy for this purpose.

REVEAL TURN

When you have no more agents for agent turns (or you choose not to use any agents you have remaining), you take a **reveal turn** by performing these steps in order:

1. REVEAL CARDS

Reveal all cards remaining in your hand, placing them faceup in play in front of you. Keep them separate from other cards you played previously on agent turns.

2. RESOLVE REVEAL EFFECTS

Now gain the effects in the reveal boxes (bottom box) of all the cards you just revealed (but not those of any cards you played during agent turns earlier in the round).

You may resolve reveal effects in any order you like. You may also use **persuasion** ♦ you've gained to acquire new cards for your deck before, between, or after your reveal effects.

You may acquire any of the 5 cards in the Imperium row, or *Prepare the Way* or *The Spice Must Flow* from the reserve. The cost to acquire a card is shown at the top right of that card.

You may acquire as many cards as you like, as long as you have enough persuasion to spend. You may pool persuasion from multiple sources (cards and board spaces) to acquire 1 card,

and may split persuasion from a single source to pay for different cards. Any persuasion you don't use during your reveal turn is lost.

When you acquire a card, place it in your discard pile (faceup to the right of your leader).

Whenever the Imperium row does not have 5 cards, replace missing cards from the top of the Imperium deck. Therefore, after you acquire a card, you may then acquire the card that replaces it (if you have enough persuasion).

After you reveal cards, but before you clean up, total your **strength** for this round's combat. Each troop you have in the conflict is worth 2 strength, and each sandworm you have in the conflict is worth 3 strength (troops in your garrison or supply contribute nothing).

Each **sword** you revealed during your reveal turn is worth **1 strength**.

You must have at least 1 unit in the conflict to have any strength. If your last unit is removed, your strength is 0, and can't be increased by any means, including swords on cards you revealed.

When you've totaled your strength, announce it to your opponents and move your **combat marker** to the corresponding space on the combat track. If your strength is over 20, flip the combat marker to the +20 side and start again from the beginning of the track.

3. CLEAN UP

Remove all the cards from in front of you (from your agent and reveal turns) and put them in your discard pile.

3. COMBAT

1. COMBAT INTRIGUE CARDS

Starting with the player who has the first player marker and going clockwise, each player with at least 1 unit in the conflict may play any number of **combat intrigue cards**, or may pass.

You are not required to pass just because you passed earlier in the combat phase. Once all players involved in combat pass consecutively, you then resolve the combat.

If a card changes the number of units a player has in the conflict (or otherwise alters their strength), they adjust their combat marker accordingly on the combat track (if you have no troops in the conflict, your strength is 0).

2. RESOLVE COMBAT

Rewards from the conflict card are given to players based on their strength, as shown on the combat track.

The player with the highest strength wins the conflict and gains the top reward on the conflict card.

The player with the second highest strength gains the second reward. In a 4 or 6 player game, the player with the third highest strength gains the third reward. A player with 0 strength does not receive any reward.

Once all rewards have been given, each player takes their troops from the conflict and puts them in their supply (not their garrison). Return any sandworms from the conflict to the bank. Reset all combat markers to 0 on the combat track.

When any number of players tie for first place, they each gain the second reward. No one wins the conflict or takes the conflict card.

If there are 3 or fewer players, no other rewards are given. If there are 4 (or 6) players, if 3 or more of them tied for first place, no other rewards are given; but if exactly 2 players tied for first place, the remaining players compete to gain the third reward.

When any number of players tie for second place, they each gain the third reward. The winner of the conflict keeps their rewards (and takes the conflict card), but no further rewards are given.

When any number of players tie for third place, they gain nothing.



Battle icons: There are 3 battle icons: *Crysknife*, *Desert Mouse*, and *Ornithopter*. When you win a conflict and take that card into your supply, check if you have another faceup conflict or objective card with the same battle icon. If you do, you must flip the matching pair of cards face down and gain 1 VP.

Sandworm reward doubling: When taking rewards, if you have any sandworms in the conflict, **double** the rewards you take (taking control of a location cannot be doubled, nor can battle icons). When a reward offers the option to pay a cost to gain something, you may pay the cost a second time to gain it a second time.

4. MAKERS

Check each of the board spaces with a Maker icon: *Deep Desert*, *Hagga Basin*, and *Imperial Basin* (and *Habbanya Erg* in a 6 player game). If the space does not have an agent, **place 1 spice from the bank on that space** (in the spot designated for bonus spice). This is added to any bonus spice that may already be there from previous rounds.

5. RECALL

If any player is at 10 or more **victory points** (VPs) on the score track, or if the conflict deck is empty, the **endgame** is triggered. If no one has won, prepare the next round:

- Players recall their agents, returning them to their leaders.
- Pass the first player marker clockwise to the next player, and begin a new round.

OTHER RULES

LEADERS

Each leader has 2 unique abilities: the ability on the left is used during play as described. The ability on the right (marked by the signet ring icon, is activated when you play your *Signet Ring* card on one of your agent turns.

DECK BUILDING

Whenever you acquire a new **Imperium** or **reserve** card, place it in your discard pile. If at any time you're unable to draw a card because your deck is empty, reshuffle your discard pile to form a new deck, then continue to draw as needed.

AGENTS

You send agents to spaces on the game board, sometimes gathering resources, sometimes paying resources to advance your strategy. You can't send an agent to a board space without first playing a card that allows it.

The Mentat is a special freelance agent that you can temporarily add to your roster of agents for 1 round.

FACTIONS

When you send an agent to a faction's board space, **gain 1 influence with that faction by advancing your cube 1 space on its influence track**. Other game effects can also move your cube up and down the track.

When you reach 2 influence with a faction, you gain a VP. If you drop back below 2 influence, you lose that VP.

When you reach 4 influence, gain the bonus on that space of the track. If you drop back below 4 influence, you do not give back the bonus (you may earn the same bonus more than once).

The first player to reach 4 influence with a faction also earns an alliance with that faction. They take the **alliance token** from the track, put it in their supply and gain the VP shown on the alliance token. If they are ever passed by an opponent rising to a higher space on the track, they must give the alliance token to that opponent; they lose that VP and the opponent gains it.

INTRIGUE CARDS

You receive intrigue cards primarily from board spaces. They are kept facedown, separate from your deck, and you may look at them at any time. Reveal them only when you play them. Once an intrigue card is played and resolved, place it faceup in a discard pile next to the deck.

Plot: Any time during one of your agent or reveal turns.

Combat: Play only during combat.

Endgame: Play only at the end of the game.

ENDGAME

You may play and resolve any **endgame** intrigue cards you have.



You may match the **wild battle icon** on any conflict cards you have with any one of the 3 battle icons on a card in your supply. Flip both cards facedown and gain 1 VP.

Whoever has the most VPs is the winner. On a tie, tiebreakers are, in order: amount of spice, solari, water, and garrisoned troops.

CHOAM MODULE

SETUP

Shuffle the 20 **contracts** facedown, then flip 2 of them faceup and place them on the marked spaces on the board beneath the Landsraad Council. Place the remaining 18 facedown in the bank.

Shuffle the 4 additional **intrigue cards** into the intrigue deck. Shuffle the 4 additional **Imperium cards** into the Imperium deck.

A player has the option to choose *Shaddam Corrino IV* as their leader (though this is not required).

CONTRACTS

When playing without the CHOAM module, the contract icon means that you gain 2 solari, as indicated on the board.



When playing with the CHOAM module, this icon means that you take one of the 2 faceup contracts on the board and place it in your supply. Then replace the one you took with another contract from the bank, flipped faceup.

If all contracts have been taken by players, the icon reverts to giving you 2 solari.

Most contracts name a specific board space, and are completed by sending an agent to that space.

- A *Harvest* contract is completed by sending an agent to a Maker board space and gaining the amount of spice shown during that turn (in total, including from sources other than the space itself).
- The *Immediate* contract is completed as soon as you take it.
- The *Acquire The Spice Must Flow* contract is completed when you next acquire that card.

When you complete a contract, announce that you have done so, gain its rewards, then flip it facedown. Leave it in your supply, as certain cards refer to *completed contracts*.

If you take a contract involving the board space where you've already sent your agent this turn, you must wait until a future turn to complete the contract (you must have had the contract at the time you sent your agent.)

CLARIFICATIONS

FEYD-RAUTHA HARKONNEN

During setup, place the **Feyd token** on the leftmost space of the training track printed on the leader. When the token reaches the rightmost space, it remains there for the rest of the game.

LADY JESSICA

You begin the game with this side of the leader (not *Reverend Mother Jessica*) faceup.

LADY MARGOT FENRING / PRINCESS IRULAN

You reach 2 influence even when you move past 2 while gaining multiple influence at the same time. You can reach 2 influence with the same faction more than once per game by losing influence and later regaining it, though you only reach 2 influence when moving up the influence track, not down.

SHADDAM CORRINO IV

When you play your *Signet Ring* to send an agent to a board space, the *Emperor of the Known Universe* restriction on deploying units to the conflict takes effect immediately.

SPACING GUILD'S FAVOR

Moving this card from in play to your discard pile during the Clean Up step does not trigger the discard ability. Only discarding it from your hand triggers the ability.

BOARD SPACES

ACCEPT CONTRACT

Agent icon: Spice Trade

Draw a card. With CHOAM: take a contract. Without CHOAM, or no contracts left: gain 2 solari instead.

ARRAKEEN

Agent icon: City

Combat space. Recruit a troop and draw a card. Arrakeen's controller gains 1 solari.

ASSEMBLY HALL

Agent icon: Landsraad

Draw an intrigue card. During your reveal turn, gain 1 persuasion if you have an agent here.

DEEP DESERT

Agent icon: Spice Trade

Combat space. Gain any bonus spice here. Also choose to either gain 4 spice *or* (if you have maker hooks) summon 2 sandworms.

DELIVER SUPPLIES

Agent icon: Spacing Guild

Gain 1 Spacing Guild influence. Gain 1 water.

DESERT TACTICS

Agent icon: Fremen

Combat space. Gain 1 Fremen influence. Recruit 1 troop and trash a card.

DUTIFUL SERVICE

Agent icon: Emperor

Gain 1 Emperor influence. With CHOAM: take a contract. Without CHOAM, or no contracts left: gain 2 solari instead.

ESPIONAGE

Agent icon: Bene Gesserit

Combat space. Gain 1 Bene Gesserit influence. Draw a card and place a spy.

FREMKIT

Agent icon: Fremen

Combat space. Gain 1 Fremen influence. Draw a card.

GATHER SUPPORT

Agent icon: Landsraad

Recruit 2 troops. If you paid 2 solari, also gain 1 water.

HAGGA BASIN

Agent icon: Spice Trade

Combat space. Gain any bonus spice here. Also choose to either gain 2 spice *or* (if you have maker hooks) summon a sandworm.

HEIGHLINER

Agent icon: Spacing Guild

Combat space. Gain 1 Spacing Guild influence. Recruit 5 troops.

HIGH COUNCIL

Agent icon: Landsraad

The first time you send an agent here, place your councilor token on an unoccupied council seat. For the rest of the game, during each of your reveal turns, gain 2 persuasion.

Each subsequent time you send an agent here, gain 2 spice, draw an intrigue card, and recruit 3 troops.

IMPERIAL BASIN

Agent icon: Spice Trade

Combat space. Gain 1 spice, plus any bonus spice here. Imperial Basin's controller gains 1 spice.

IMPERIAL PRIVILEGE

Agent icon: Landsraad

Requirement: You must have 2 or more influence with the Emperor.

You may trash an intrigue card to draw an intrigue card. Recall one of your *other* agents from the board, and draw a card.

RESEARCH STATION

Agent icon: City

Combat space. Recruit 2 troops and draw 2 cards.

SARDAUKAR

Agent icon: Emperor

Cost: 4 spice (3 in a 6 player game)
Gain 1 Emperor influence. Draw an intrigue card and recruit 4 troops.

SECRETS

Agent icon: Bene Gesserit

Gain 1 Bene Gesserit influence. Draw an intrigue card. Each opponent who has 4 or more intrigue cards must give you one of them (selected at random).

SHIPPING

Agent icon: Spice Trade

Cost: 3 spice
Requirement: You must have 2 or more influence with the Spacing Guild.
Gain 5 solari and gain 1 influence with any faction.

SIETCH TABR

Agent icon: City

Requirement: You must have 2 or more influence with the Fremen.
Combat space. Choose either a maker hooks token (if you don't have one), recruit 1 troop, and gain 1 water or gain 1 water and you *may* remove the shield wall token from the board.

SPICE REFINERY

Agent icon: City

Cost: 0 or 1 spice
Combat space. Gain 2 solari, or 4 solari if you paid 1 spice. Spice Refinery's controller gains 1 solari.

SWORDMASTER

Agent icon: Landsraad

Cost: 8 solari if no player has their swordmaster, otherwise 6.
You may send an agent here once per game.

Gain your swordmaster (your third agent that was placed next to the board during setup). Place it on your leader. For the rest of the game (including this round) you have 3 agents.

COMBINING WITH DUNE: IMPERIUM

It is recommended not to add the conflict cards from *Dune: Imperium*. You may do so if you wish, but it will make matching battle icons harder.

As there is no Mentat in *Uprising*, remove the *Calculated Hire* intrigue card (and the *Sort Through the Chaos* conflict, if you've chosen to use the *Dune: Imperium* conflict cards).

You may shuffle all other intrigue and Imperium cards with *Uprising* if you wish, or create your own custom blend of select *Dune: Imperium* and *Uprising* cards.

RIVALS (SOLO/2 PLAYER)

Automated opponents (**rivals**) compete against you in **solo** and **2 player** games. Each rival is represented by a **rival card** that details their strategic priorities, and uses **House Hagal** cards to direct the placement of their agents. If a rival reaches 10 or more VPs, they trigger the endgame, and may defeat you.

SETUP

Select **rival cards** according to the number of players:

Solo game: Choose 2 rival cards as your opponents. Select a difficulty level, and adjust your setup accordingly.

2 player game: Choose 1 rival card as a shared opponent.

For each rival, choose a color. Place 1 of its cubes on each of the bottom spaces of the influence tracks of the 4 factions. Put 3 troops in its garrison (except for a solo Mercenary game), and the rest in its supply. Place 2 of its agents in its supply, and set its swordmaster (third agent) next to the board. Place its 3 spies and 1 water in its supply.

Shuffle the **House Hagal deck** and place it near the rival(s). For a solo game, remove the **Reshuffle** card (marked with 2P) from the deck before shuffling.

Distribute **objective cards** according to the number of players:

Solo game: You and your rivals each start with an objective card, distributed randomly as in a multiplayer game.

2 player game: Give the **Ornithopter** objective to the rival and randomly distribute the other 2 (the rival in a 2 player game never has the first player marker).

DIFFICULTY

There are 4 difficulty levels for a solo game:

Mercenary (Novice): Your rivals start with no troops in their garrisons, and you start with an intrigue card.

Sardaukar (Veteran): No special adjustments.

Mentat (Expert): The same as Sardaukar. Use the *Brutal Escalation*, *Expert Deployment*, and *Smart Politics* variants.

Kwisatz Haderach (Expert+): The same as Mentat. Also, you can't gain a swordmaster during the game.

RIVAL AGENT TURNS

During *Phase 2: Player Turns*, rivals will take agent turns (as long as it has at least 1 agent in its supply), but it will never take a reveal turn.

Solo game: Pass the first player marker clockwise as usual from round to round; rivals will sometimes possess the marker and act first.

2 player game: The first player marker passes back and forth only between the 2 human players. The rival is always considered to be seated clockwise from the player with the first player marker.

When a rival takes an agent turn, reveal the top card of the House Hagal deck; this will send an agent to the revealed board space, as long as it is unoccupied. If it is occupied, ignore the card and **continue revealing cards until you reveal an unoccupied space**.

If the House Hagal deck is ever empty (or if the **Reshuffle** card is revealed), immediately reshuffle the cards to form a new deck.

When a rival sends an agent to a board space, ignore all normal costs and effects of that space. Instead, it gets only the effects indicated on its revealed card:



The rival advances on the indicated **influence track**. It earns no faction bonuses, but gains and loses alliance tokens as normal.



The rival gains 1 **influence** with the faction corresponding to the number, as indicated on the bottom of the rival card.



The rival gains the indicated resource.



The rival uses the **Signet Ring** ability on its rival card.



The rival recruits 1 **troop** from its supply for each such icon. If the revealed card is a combat space, deploy them to the conflict. Otherwise, put the troops in its garrison.



Each opponent who has 4 or more **intrigue cards** must give one of them (selected at random) to the rival.



The rival places a **spy** on an observation post. Unless a type of space is specified, it places it on a faction observation post in the first available faction on its faction priority list. If all observations posts are full, ignore this effect.

The 3 **Place Spy** House Hagal cards show a particular type of observation post for placing the spy. If there are no empty observation posts of the designated type, ignore this effect. Then, because these cards do not send an agent to a board space, reveal another House Hagal card for the rival (whether it placed a spy or not).



The rival acquires a **maker hooks token** and places it on its garrison (if it has not already done so).



If the rival has a maker hooks token and the **shield wall** token is still on the board, remove it (ignore this effect if the rival does not have maker hooks).

Any time a rival sends an agent to a combat space, it also deploys up to 2 troops from its garrison (if available) to the conflict. Do this even if the card itself recruited no troops.

SPECIAL CONDITIONS

Some House Hagal cards direct a rival to send an agent to 1 of 2 spaces, depending on game conditions.

Other cards provide a bonus to a rival who has 2 or more influence with a specified faction (though the rival will send an agent to the space whether it gets the bonus or not).

RIVAL RESOURCE USE

Rivals collect resources (solari, spice, intrigue cards, and water) from House Hagal cards and as rewards from conflicts. They do not collect resources from board spaces, nor from the bonuses on influence tracks.

A rival first accumulates resources to gain a swordmaster.

As soon as it has a number of total resources equal to its swordmaster value, it spends them to gain its swordmaster. If it has more than enough, it will first spend solari, then spice, then intrigue cards, then water (keeping any leftovers).

BUYING VICTORY POINTS

Once a rival has its swordmaster, it begins spending its resources to earn VPs. Whenever a rival has the indicated resources, it will spend them as follows:

3 intrigue cards / 3 water / 7 solari / 7 spice ⇨ 1 VP.

MAKER SPACES AND SUMMONING SANDWORMS

If the revealed House Hagal card sends an agent to a Maker board space (*Deep Desert*, *Hagga Basin*, or *Imperial Basin*), follow the instructions. A rival always gains the bonus spice there. Then:

- When the rival sends an agent to *Hagga Basin* or *Deep Desert*, if it has a maker hooks token, it summons sandworms if they can be deployed to the current conflict: 1 for *Hagga Basin*, or 2 for *Deep Desert*.
- If the rival doesn't summon any sandworms, it instead gains the base spice from that board space.

SCHEMES



Rivals do not recall their spies to infiltrate or gather intelligence. Instead, when a rival places the third spy from its supply, immediately recall the rival's other 2 spies and trigger the **scheme** ability on their rival card.

A House Hagal card may cause a rival to trigger its scheme on its turn before it has sent an agent to a board space. If its scheme recruits troops, and the rival then sends an agent to a combat space on the same turn, it deploys those troops from its scheme to the conflict.

COMBAT

When *Phase 3: Combat* begins, each rival that has at least 1 unit in the conflict gets a **combat bonus**. In turn order, reveal the top card of the House Hagal deck (if you reveal the *Reshuffle* card, reshuffle the deck and reveal again). Ignore everything on the revealed card except for the sword icons at the bottom.

Advance the opponent's combat marker on the combat track by the number of swords revealed. Players may then play combat intrigue cards before resolving combat.

Rivals collect rewards from conflict cards as normal, including doubled rewards if they have at least 1 sandworm in the conflict. If they win a conflict, they take the conflict card and can earn a VP from matching battle icons (flip the cards facedown as normal).

Rivals can win control of board spaces, placing a control marker on the flag below it. On future turns, they get the control bonus whenever you or a rival sends an agent there. They also receive the defensive bonus of 1 troop if a conflict over that board space is later revealed.

Whenever a rival has a choice about gaining influence, it chooses the faction in which it has the least. On a tie, use the faction priority list on its rival card to break the tie: use the leftmost icon among the tied factions.

Whenever a rival has the option to gain a VP from a conflict card, it will always do so if it has the necessary resources (or spies to recall, in the case of *Battle for Arrakeen*).

Rivals never take contracts. Whenever a rival earns a reward from a conflict, it gains 2 solari instead, whether or not you are using the CHOAM module.

OPTIONAL VARIANTS

SOLO: DICE-BASED IMPERIUM ROW 'CHURN'

Simulates your rivals acquiring cards from the Imperium row.

At the end of each of your reveal turns, roll 2 6-sided dice. Counting cards starting from the left of the Imperium row, remove any card corresponding to the numbers you rolled. Ignore any 6 that you roll, removing no card. If you roll the same result (from 1 to 5) on both dice, remove only 1 card.

2 PLAYERS: STREAMLINED RIVALS

For players who want to focus on a head-to-head experience.

Two rival cards cannot of win the game: *Lady Amber Metulli* and *Glossu "The Beast" Rabban*. Once they gain their swordmaster, they become faster for players to manage, speeding up the game. After gaining their swordmaster, whenever either leader would take bonus spice from the board, put it in the bank instead.

These 3 variants are required when playing on Mentat (Expert) difficulty or higher, but you may use them in other games:

BRUTAL ESCALATION

For veteran players who want rivals to be more challenging in late-game conflicts.

Whenever a rival is competing in a conflict III combat, flip 2 cards from the House Hagal deck and add all the swords from both cards to its strength.

EXPERT DEPLOYMENT

This variant makes your rivals more selective about deploying to the conflict.

When fighting for a conflict I or II card, a rival won't deploy troops if it is already leading by 3 units or more. For a critical conflict III card, a rival will resume deploying all the troops it can at every opportunity.

A rival will always summon any sandworms it can before checking to see whether to deploy troops.

SMART POLITICS

For veteran players who want rivals to be more challenging in the political arena.

Whenever a rival reveals a card that would send an agent to one of the faction board spaces that has no cost (*Dutiful Service*, *Deliver Supplies*, *Secrets*, or *Fremkit*), it will ignore that card and reveal again under either of these conditions:

- It already has an alliance with that faction and is leading all other players by at least 1 influence.
- It already has 2 or more influence with that faction and is at least 2 influence behind the leader on that influence track.

COMBINING UPRISING WITH RISE OF IX AND IMMORTALITY

If you are adding the *Rise of IX* or *Immortality* expansions to your solo or 2 player game, do not combine all House Hagal cards. Instead:

Rise of IX: Remove these 5 *Uprising* cards: *Accept Contract/Shipping* (2 copies), *Gather Support* (2 copies), and *Assembly Hall*. From *Rise of IX*, remove the *Foldspace/Interstellar Shipping* card, along with all cards not for your number of players. If you wish, you may keep the *Foldspace/Interstellar Shipping* card, and have a rival send an agent to 'Deliver Supplies' whenever it would try to go to 'Foldspace'.)

Immortality: There are no changes for a 2 player game (as all of the *Immortality* cards are marked 1P). For a solo game, remove 1 copy of the *Uprising* version of *Research Station* and include all 4 *Immortality* cards. Whenever you reveal a *Carthag* card for a rival's agent turn, it ignores the board space and the troop icon, but does everything else on the card; you then reveal another card to determine where the rival sends its agent.

1. ROUND START

Reveal a new conflict card.

Each player then draws 5 cards from their own deck.

2. PLAYER TURNS

Starting with the first player and going clockwise, players take 1 turn at a time to take either an **agent turn** or a **reveal turn**. Once you've taken a reveal turn, your turns are skipped. Once all players have taken a reveal turn, this phase ends. You may play any **plot intrigue cards** at any point during your turns.

AGENT TURN

Play 1 card from your hand to send an **agent** to an unoccupied space with an icon matching an agent icon on the card. Pay any cost or requirement of the space.

Gain the effects of the space and the effects in the card's agent box. **If the space belongs to one of the factions, move your cube 1 space up on its influence track.**

Arrows (↔) indicate there is a cost to pay to get the effect.

DEPLOYING TROOPS TO THE CONFLICT

Whenever the **cube icon** appears on a card or board space, **recruit 1 troop**, placing it in your garrison.

Combat space: When you send an agent here, you may deploy any or all units recruited during your current turn, **plus up to 2 more** from your garrison.



Sandworm icon: Summon and immediately deploy a sandworm to the conflict. The sandworm icon usually requires a **maker hooks token** on your garrison. A sandworm can't be summoned to a conflict protected by the **shield wall**.

CONTROL BONUSES & THE SHIELD WALL

Some conflict cards reward you with control over *Arrakeen*, *Spice Refinery*, or *Imperial Basin*. If you win such a conflict, place a **control marker** on the flag below the space. You receive the bonus shown whenever any player (yourself included) sends an agent there.

When a conflict card is revealed for a space that you already control, you receive a defensive bonus: you may deploy 1 troop from your supply to the conflict.



Shield wall detonation icon: When this appears on a card or space, you may discard the shield wall token, and sandworms may be summoned to any conflict.

SPIES



Spy icon: Place a **spy** on an unoccupied observation post on the board. If you have none, you may first recall one of your spies for no effect.



Recall spy icon: You may return one of your spies from an observation post to your supply. A spy may also be recalled (without a card), for one of these effects:

- Infiltrate:** Recall your own spy from a connected observation post to ignore another player's agent and send your agent to that same board space.
- Gather intelligence:** Recall your own spy from a connected observation post to draw a card after placing your agent (before receiving any board space or card effects).



Spy agent icon: Allows you to send an agent to a space connected to an observation post where you have a spy. You do not recall the spy.

REVEAL TURN

1. REVEAL CARDS

Reveal all cards remaining in your hand.

2. RESOLVE REVEAL EFFECTS

Gain the effects in the reveal boxes (bottom box) of all the cards you just revealed. You may also may use **persuasion** ♦ you've gained to acquire new cards for your deck. You may acquire any of the 5 cards in the Imperium row, or *Prepare the Way* or *The Spice Must Flow* from the reserve.

You may acquire any number of cards, if you have enough persuasion to spend. **Place acquired cards in your discard pile.**

Whenever the Imperium row does not have 5 cards, replace missing cards from the top of the Imperium deck.

3. SET STRENGTH

Each troop you have in the conflict is worth 2 strength. Each **sword** you revealed during your reveal turn is worth 1 strength. Announce your total strength and move your **combat marker** to the corresponding space.

4. CLEAN UP

Discard all the cards in front of you.

3. COMBAT

1. COMBAT INTRIGUE CARDS

Starting with the player who has the first player marker and going clockwise, each player with at least 1 troop in the conflict may play any number of **combat intrigue cards**, or may pass. Adjust combat markers accordingly. Once all players involved in combat pass consecutively, resolve the combat.

2. RESOLVE COMBAT

The player with the highest strength wins the conflict and gains the top reward on the conflict card. The player with the second highest strength gains the second reward. In a 4 or 6 player game, the player with the third highest strength gains the third reward. A player with 0 strength does not receive any reward.

Ties: Any number of players tied for first place each gain the second reward. No one wins the conflict or takes the card. 3 or fewer players: no other rewards are given. 4 (or 6) players: if 3 or more tied for first place, no other rewards are given; but if exactly 2 players tied for first place, the remaining players compete to gain the third reward.

Any number of players tied for second place each gain the third reward. The winner keeps their rewards (and takes the card), but no further rewards are given.

Any number of players tied for third place gain nothing.

Once all rewards have been given, each player takes their troops from the conflict and puts them in their supply (not their garrison). Return any sandworms to the bank and set all combat markers to 0 on the combat track.

Battle icons: When you win a conflict card, if you have another faceup conflict or objective card with the same battle icon, you must flip the matching pair of cards face down and gain 1 VP.

Sandworm reward doubling: When taking rewards, if you have any sandworms in the conflict, **double** the rewards you take (if necessary, you must pay a cost a second time).

4. MAKERS

Check each of the 3 board spaces with a Maker icon: *Deep Desert*, *Hagga Basin*, and *Imperial Basin*. If the space does not have an agent, **add 1 spice from the bank there**.

5. RECALL

If any player is at 10+ VPs, or if the conflict deck is empty, the endgame is triggered. If no one has won, prepare the next round: players recall their agents, then pass the first player marker clockwise to the next player, and begin a new round.

1. ROUND START

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Starting with the first player and going clockwise, players take 1 turn at a time to take either an **agent turn** or a **reveal turn**. Once you've taken a reveal turn, your turns are skipped. Once all players have taken a reveal turn, this phase ends. You may play any **plot intrigue cards** at any point during your turns.

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Play 1 card from your hand to send an **agent** to an unoccupied space with an icon matching an agent icon on the card. Pay any cost or requirement of the space.

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When a conflict card is revealed for a space that you already control, you receive a defensive bonus: you may deploy 1 troop from your supply to the conflict.



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You may acquire any number of cards, if you have enough persuasion to spend. **Place acquired cards in your discard pile.**

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3. COMBAT

1. COMBAT INTRIGUE CARDS

Starting with the player who has the first player marker and going clockwise, each player with at least 1 troop in the conflict may play any number of **combat intrigue cards**, or may pass. Adjust combat markers accordingly. Once all players involved in combat pass consecutively, resolve the combat.

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The player with the highest strength wins the conflict and gains the top reward on the conflict card. The player with the second highest strength gains the second reward. In a 4 or 6 player game, the player with the third highest strength gains the third reward. A player with 0 strength does not receive any reward.

Ties: Any number of players tied for first place each gain the second reward. No one wins the conflict or takes the card. 3 or fewer players: no other rewards are given. 4 (or 6) players: if 3 or more tied for first place, no other rewards are given; but if exactly 2 players tied for first place, the remaining players compete to gain the third reward.

Any number of players tied for second place each gain the third reward. The winner keeps their rewards (and takes the card), but no further rewards are given.

Any number of players tied for third place gain nothing.

Once all rewards have been given, each player takes their troops from the conflict and puts them in their supply (not their garrison). Return any sandworms to the bank and set all combat markers to 0 on the combat track.

Battle icons: When you win a conflict card, if you have another faceup conflict or objective card with the same battle icon, you must flip the matching pair of cards face down and gain 1 VP.

Sandworm reward doubling: When taking rewards, if you have any sandworms in the conflict, **double** the rewards you take (if necessary, you must pay a cost a second time).

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Check each of the 3 board spaces with a Maker icon: *Deep Desert*, *Hagga Basin*, and *Imperial Basin*. If the space does not have an agent, **add 1 spice from the bank there**.

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If any player is at 10+ VPs, or if the conflict deck is empty, the endgame is triggered. If no one has won, prepare the next round: players recall their agents, then pass the first player marker clockwise to the next player, and begin a new round.

ICONS AND TERMS



ACQUIRE

Some cards have a special **acquire box**, shown underneath their cost. You gain the effect here one time, at the moment you acquire the card (and not later, when you play it from your hand).



AGENT

From the **swordmaster** space, you can gain your third agent (that was placed next to the board during setup), then use it for the rest of the game.

ALLIANCE

You may use this effect only if you have the **alliance token** of the faction shown.



BATTLE ICON



When you win a conflict and take that card, check if you have another faceup card with the same **battle icon** (*Crysknife*, *Desert Mouse*, or *Ornithopter*). If you do, flip both cards facedown and gain 1 VP.



During the endgame, you may match a wild battle icon with any other battle icon in your supply (1 of the 3 standard battle icons, or a second wild battle icon, if available). Flip the matching pair of cards facedown and gain 1 VP.

CONTRACT

If playing without the CHOAM module, gain 2 solari. Otherwise, take a faceup contract (if there are none left, gain 2 solari).



CONTROL

If you win a conflict with a control reward (*Arrakeen*, *Spice Refinery*, or *Imperial Basin*), place your control marker on the flag below that space (replacing any opponent's marker there). When a conflict card is revealed for a space that you already control, you may deploy 1 troop from your supply to the conflict.



DISCARD

Choose a card from your hand (not an intrigue card) and put it in your discard pile.



DRAW A CARD from your deck. If your deck is empty, reshuffle the discard pile in your supply to form a new deck, then continue to draw.



DRAW AN INTRIGUE CARD from the intrigue deck. Keep it facedown until you play it. You may look at it at any time.

FREMEN BOND

You may use this effect if you have one or more *other* Fremen cards in play. Two cards with *Fremen bond* can activate one another, regardless of order played.

IN PLAY

Cards you play on agent turns and reveal during your reveal turn remain faceup and *in play* until you clean up at the end of your reveal turn (unless they are trashed first).

INFLUENCE

You may use this effect only if you have at least the amount of **influence** indicated with the given faction.



GAIN INFLUENCE

with the faction shown:

Emperor, Spacing Guild, Bene Gesserit, or Fremen.



GAIN 1. GAIN 2. LOSE 1 INFLUENCE

Choose any one of the 4 factions. If gaining 2 influence, you cannot choose 2 different factions.



MAKER

The board spaces with the **Maker icon** each gain 1 bonus spice during *Phase 4: Makers* if no agent is present. When you send an agent to one of these board spaces, you also gain all bonus spice there.



MAKER HOOKS

Take a **maker hooks token**, if you don't have one. Place it on your garrison: you can now summon sandworms. When this icon is before a colon, it indicates a requirement to have this token on your garrison.



PAYING A COST

Indicates a **cost** (left/above the arrow) and an **effect** (right/below the arrow). If you don't pay the cost (you are never forced to), you don't get the effect. You can't pay the cost more than once per turn (except when sandworm reward doubling applies).



PERSUASION

You receive **persuasion** mainly from the reveal boxes on cards, and use it to acquire Imperium or reserve cards, paying the cost shown in their top right corner.



RECALL AGENT

Return one of your *other* agents on the board to your leader (not one you sent during this turn). You may use it again on another agent turn in the same round.



RECALL SPY

Return one of your spies from an observation post on the board to your supply.



RESOURCES

Solari, spice, water.

When you gain a resource or pay one as a cost, it's taken from or returned to the bank. For solari and spice, gain or pay the amount shown.

RETREAT

When you **retreat** a troop, move it from the conflict back to your garrison.



SANDWORM

Does nothing if the current conflict is protected by the shield wall. Otherwise, take 1 sandworm from the bank and put it in your quadrant of the conflict.



You may remove the **shield wall token** from the board.



SIGNET RING

When you play your **signet ring** card on an agent turn, you use the signet ring ability (with the corresponding icon) on your leader.



SPY

Place 1 **spy** from your supply on an unoccupied observation post on the board. If you have no spies, you may first recall one of your spies for no effect.



STEAL INTRIGUE

Each opponent who has 4 or more intrigue cards must give you one of them (selected at random).



SWORD

Each sword adds 1 **strength** to your strength total.



TRASH 1 INTRIGUE CARD of your choice from your hand.



TRASH 1 CARD from your hand, discard pile, or in play. Return it to the box; it won't be used for the rest of the game (return reserve cards to their stack in the reserve instead). Trashing is optional unless it's paying a cost, or if a card directs you to trash itself.



TROOP

Recruit 1 troop; take it from your supply and put it in your garrison on the board. If you recruited the troop while sending an agent to a combat space, you may deploy it to the conflict.



VICTORY POINT

When you gain a VP, move your score marker 1 space up on the score track. When you lose one, move your score marker 1 space down.

RISE OF IX



DREADNOUGHT

Each time you trigger the **dreadnought icon**, you may commission 1 **dreadnought**: take it from your supply and put it in your garrison.



FREIGHTER

Each time you trigger the **freighter icon**, you may move your freighter in one of 2 ways:

1. **Advance** your freighter 1 space up on the shipping track. You can't choose this if your freighter is already on the top space.
2. **Recall** your freighter back to the bottom of the shipping track. When you do, you collect all the shipping rewards associated with your freighter's current space **and each space below it**.



UNLOAD

The **unload icon** in a reveal box indicates 2 additional ways to gain the effects: when you **discard** the card, and when you **trash** the card.

Unload reveal boxes also work like all other cards on one of your reveal turns: if you reveal the card, ignore the unload icon, and gain its reveal effects normally.

A card with an unload reveal box does not itself provide the option to discard or trash it. Unless specifically stated, you must use other means to do so.



INFILTRATION

These special **agent icons** (showing the partial profile of an agent) indicate you may infiltrate an occupied board space: enemy agents (even multiple ones) don't block your agent from being placed on a board space that shares the agent icon.

You can't use infiltration to send a second agent to a board space where you already have one; infiltration only works against enemy agents. Infiltration does not allow you to ignore the effect of the card *The Voice*.

If you use the intrigue card *Dispatch an Envoy* to add icons to a card that has an infiltration icon, the new icons you add do not allow you to infiltrate.



ACQUIRE TECH

Each time you trigger this icon, you may acquire 1 tech tile from the IX board. There is no limit to the number of tech tiles you may have.

To acquire a tech tile, choose a faceup tile on top of any of the 3 stacks, pay the cost in spice, then put the tile in your supply (visible to all players). Finally, turn the next tile in the stack faceup.

There are 2 means of reducing the cost of a tech tile, though the cost can never be less than 0:



TECH DISCOUNTS

When the acquire tech icon appears with a -1 or -2 spice icon on the corner, the cost of that 1 purchase is reduced by that amount of spice. You can't combine the discounts from more than 1 icon.



TECH NEGOTIATION

Each time you trigger this icon you may take a troop from your supply and place it as a **negotiator** on the IX board, on the banner to the left of the tech tiles. If you have no troops, nothing happens.

Your tech negotiation pays off later, when using the acquire tech icon. At that time, you may return to your supply any number of your negotiators from the IX board. **For each negotiator you return, reduce the cost of the tech tile you're buying by 1 spice.** You may combine this with a tech discount.



ONCE PER ROUND ABILITY

An ability with this icon is used during one of your agent turns, and can be used only **once per round**. When you use such a tech tile, flip it facedown. At the start of the next round (during *Phase 1: Round Start*), return it to its faceup side to show you can use it again.

IMMORTALITY



FAMILY ATOMICS

Once per game, you may return this token to the box during your turn to remove all cards from the Imperium row, then deal a new Imperium row.



RESEARCH

Each time you trigger the **research icon**, advance your research token 1 space to the right on the research track.



GENETIC MARKERS

When you reach this icon on the research track, for the rest of the game, any effects on cards marked with this icon are active for you.

Some effects work with just 1 genetic marker, while others require you to reach the second marker at the end of the research track.

When you reach the first genetic marker, for the rest of the game, you may put *Tleilaxu* cards you acquire on top of your deck.

When you reach the second genetic marker, for the rest of the game, triggering the research icon no longer advances your research token; instead, draw a card.



SPECIMEN

When the **specimen icon** appears on a card or board space, generate 1 specimen: take a troop from your supply and place it in the **Axolotl tanks** on the *Tleilaxu* board.



THE TLEILAXU TRACK

Each time you gain a **Tleilaxu icon**, advance your *Tleilaxu* token 1 space on the *Tleilaxu* track. **When your *Tleilaxu* token reaches a space with a bonus, gain it immediately.**

BLOODLINES



COMBAT

This icon allows you to deploy troops to the conflict as though you'd sent an agent to a combat space: you may deploy any units you recruit this turn and up to 2 more to your garrison. Even if you have 2 or more of this icon during your turn, you may deploy no more than 2 units from your garrison.



COMMAND

Several Imperium cards include **Command** (G+) in their reveal box. In a reveal turn, you use the effect that follows if you generate 6 persuasion or more.



SPY WITH DEEP COVER

This icon allows you to place a spy using the normal rules, but you also have the option to ignore any opponents' spies when you place it (you can't place the spy where you already have a spy of your own).

RISE OF IX •

ADDITIONS TO SETUP

Keep the **CHOAM board overlay** folded in half and cover the top right corner of the *Uprising* board (covering the Assembly Hall and Gather Support spaces in the Landsraad). Place the **Ix board** next to the game board.

Play as if there is 1 **observation post** on the CHOAM board overlay (connecting to *Interstellar Shipping* and *Smuggling*) and 1 on the Ix board (connecting to *Tech Negotiation* and *Dreadnought*).

Shuffle the 18 **tech tiles** face-down, then divide them into 3 stacks of 6 tiles. Place the stacks on the 3 spaces of the Ix board, then turn the top tile in each stack face-up.

Add the new **intrigue** cards and **Imperium** cards to their respective decks before performing their setup as normal.

Do not add the new **conflict** cards (if you choose to do so, it will make matching battle icons slightly harder).

Add the 6 new **leaders**. When taking leaders, players may choose any combination of new or existing leaders. Using *Ilesa Ecax* requires the *Foldspace* cards from *Dune: Imperium* (allow Ilesa Ecax to acquire *Foldspace* cards, even though they can't be acquired by anyone else).

Each player takes the new components of their color. Place the 2 **dreadnoughts** with your other starting components. Place the disc as a **freighter** on the bottom space of the shipping track.

UNITS

This new term means either a troop or a dreadnought. New cards may refer to a *unit* generally, or to a *troop* or *dreadnought* specifically. All cards from the base game that refer to *troops* don't affect *units*, and so can't affect dreadnoughts.

CHOAM MODULE WITH RISE OF IX

Rise of Ix replaces one of the locations on the *Uprising* board where you can take a new contract. To compensate, *Uprising* includes 10 additional contracts (with different backs) to use specifically when playing with *Rise of Ix*.

After setting up the 20 standard contracts, shuffle the 10 *Rise of Ix* contracts and give 2 to each player. Each player looks at the 2 they've been given, choosing simultaneously which contract they want to begin the game with (placing it face-up in their supply). Return all of the unchosen *Rise of Ix* contracts to the box.

NEW ICONS



UNLOAD

The **unload** icon (on the reveal boxes of some new cards) indicates 2 additional ways to gain the effects: when you **discard** the card, and when you **trash** the card.

Unload reveal boxes work as normal on a reveal turn: ignore the unload icon, and gain its reveal effects normally.

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If you use the intrigue card *Dispatch an Envoy* to add icons to a card that has an infiltration icon, the new icons you add do not allow you to infiltrate.

TECH TILES



The **acquire tech** icon is the only way to acquire a tech tile. Each time you trigger one, you may acquire 1 tech tile from the Ix board. There is no limit to the number of tech tiles you may have.

To acquire a tech tile, choose a faceup tile on top of any of the 3 stacks, pay the cost in spice, then put the tile in your supply (visible to all players). Finally, turn the next tile in the stack face-up. An empty stack results in fewer choices for the rest of the game.

There are 2 means of reducing the cost of a tech tile, though the cost can never be less than 0:



Tech discounts: When the icon appears with a -1 or -2 spice icon on the corner, the cost of that 1 purchase is reduced by that amount of spice. You can't combine the discounts from more than 1 icon.



Tech negotiation: Each time you trigger this icon you may take a troop from your supply and place it as a **negotiator** on the Ix board, on the banner to the left of the tech tiles. If you have no troops, nothing happens.

Your tech negotiation pays off later, when using the acquire tech icon. At that time, you may return to your supply any number of your negotiators from the Ix board. **For each negotiator you return, reduce the cost of the tech tile you're buying by 1 spice.** You may combine this with a tech discount.



An ability with this icon is used during one of your agent turns, and can be used only **once per round**. When you use such a tech tile, flip it face-down.

At the start of the next round (during *Phase 1: Round Start*), return it to its faceup side to show you can use it again.

THE SHIPPING TRACK



MOVING AND RECALLING FREIGHTERS
Each time you trigger the **freighter icon**, you may move your freighter in one of 2 ways:

1. **Advance** your freighter 1 space up on the shipping track. You can't choose this if your freighter is already on the top space.
2. **Recall** your freighter back to the bottom of the shipping track. When you do, you collect all the shipping rewards associated with your freighter's current space and **each space below it**.

COLLECTING SHIPPING REWARDS

When you recall your freighter, take your **rewards** in any order. The rewards for each space on the shipping track are:

Top: You may acquire tech with a tech discount of 2 spice.

Middle: You recruit 2 troops, and also gain 2 influence with any one of the 4 factions.

Bottom: Gain 5 solari and each of your opponents gains 1 solari or gain 2 spice.

DREADNOUGHTS



Each time you trigger the **dreadnought icon**, you may commission 1 **dreadnought**: take it from your supply and put it in your garrison.

If you commissioned the dreadnought while sending an agent to a combat space, you may deploy it to the conflict.

Each player may have only 2 dreadnoughts at a time; if you have none left in your supply, you can't commission any more.

Each dreadnought in a conflict is worth 3 strength, even if you have no troops in a conflict (your strength does not become 0, your swords still count, and you may play combat intrigue cards).

When combat resolves, your dreadnoughts don't return to your supply. If you don't win, return them to your garrison instead.

CONTROLLING LOCATIONS

A dreadnought can control any of the 3 spaces where a control marker can be placed: *Arrakeen*, *Carthage*, or the *Imperial Basin*.

When you win a conflict in which you had at least 1 dreadnought, you must choose one of those spaces where there is not a dreadnought. Place your dreadnought on the flag below that space, covering any control marker already there. If your second dreadnought was also in the conflict, return it to your garrison.

While your dreadnought is at a location, you gain any bonus that would normally be given for a control marker: 1 solari for *Arrakeen* or *Carthage*, 1 spice for the *Imperial Basin*, and 1 troop if a conflict card awards a defensive bonus. Your control lasts until the end of the next combat phase. At that time, your dreadnought returns to your garrison (and control of the location returns to the owner of any control marker your dreadnought may have been covering).

SOLO / 2 PLAYER

SETUP

Do not combine all House Hagal cards. Instead, remove these 5 *Uprising* cards: *Accept Contract/Shipping* (2 copies), *Gather Support* (2 copies), and *Assembly Hall*.

From *Rise of Ix*, remove the *Foldspace/Interstellar Shipping* card, along with cards not matching your number of players. Alternatively you may keep the *Foldspace/Interstellar Shipping* card, and have a rival send an agent to *Deliver Supplies* whenever it would try to go to *Foldspace*.)

For a solo game, remove the 2 *Dreadnought* cards marked **2P**.

For a 2 player game, remove the 4 cards marked **1P** (2 *Dreadnought* cards and 2 *Tech Negotiation* cards).

NEW HOUSE HAGAL CARDS

The new cards send rival agents to board spaces on the Ix board and CHOAM overlay, giving them the effects shown on the cards.

Dreadnought: If this card is revealed for a rival that already has 2 dreadnoughts, skip it and reveal another card instead.

Interstellar Shipping: The *Interstellar Shipping* board space requires that a player has 2 influence with the Spacing Guild. This also applies to rivals, so each *Interstellar Shipping* card provides an alternative for a rival that doesn't have enough influence: either skipping the card to reveal another, or specifying an alternate space for the rival's agent.

THE SHIPPING TRACK

When a rival moves its freighter on the shipping track, it always advances until it reaches the second space (recruit 2 troops and gain 1 influence), and then it will recall its freighter. It always chooses dividends (not spice) as its reward for the first space: gaining 5 solari (in a solo game) while all other players gain 1 solari. Rivals in a solo game gain 1 solari from dividends whenever another player chooses it (a human or a rival).

DREADNOUGHTS

A rival always prefers to deploy dreadnoughts over troops, and will deploy a dreadnought to the conflict whenever it can. Whenever a rival wins a conflict and its dreadnought must take control of a board space, it always covers an opponent's control marker when possible, and will avoid covering one of its own. When there are still multiple places a rival could send its dreadnought, it prefers *Imperial Basin*, then proceeds counter-clockwise around the board (to *Arrakeen*, then *Carthage*).

SOLO GAME RIVALS

Two of the new leaders can be played by a rival in a solo game: *Prince Rhombur Vernius* and *Viscount Hundro Moritani*. You may mix them with existing leaders when selecting your rivals.

Prince Rhombur Vernius: When this rival activates his *Signet Ring*, he will **acquire tech** if he can. If not, he will use the **tech negotiation** icon.

Viscount Hundro Moritani: When this rival activates his *Signet Ring*, he will always spend 1 spice (if he has it) for the freighter icon. Some new conflicts reward players with troops; a rival in a solo game does collect these rewards.

TECH TILES

In a **2 player game**, your rival ignores tech tiles completely. None of these tech tiles rules apply.

In a **solo game**, rivals can acquire tech tiles, but only those that are marked with a small **House Hagal icon** in the lower right corner. If at any time there are no faceup tech tiles with that mark on any of the stacks, trash the tile from the largest stack and reveal a new one (if multiple stacks are tied for the largest, trash the tile from the topmost stack).

A rival will hoard spice for tech tiles; they will not spend 7 spice for a VP unless the current conflict card is a conflict III card.

When a rival uses an **acquire tech** icon, it acquires the most expensive tech tile it can (in the case of a tie, it chooses the tech tile from the topmost stack).

When a rival sends an agent to **tech negotiation**, it will **acquire tech** with a 1 spice tech discount. If it can't afford any tech tiles, but it does have at least 1 troop in its supply, it will instead place a troop as a negotiator on the planet Ix. The next time the rival has a chance to acquire tech, it will use that negotiator (and any others it has on Ix) to reduce the cost of a tech tile if it can.

When a rival acquires a tech tile, it generally works as normal. Some tech tiles require specific clarification:

Detonation Devices: A rival will always gain a VP when it can.

Flagship: Whenever a rival sends an agent to a combat space, if it has 4 solari (and at least 3 troops in its supply), it will spend that solari and flip this tile to recruit and deploy 3 troops.

Holtzman Engine: This tile is worth 1 VP to a rival at endgame. As with the *Corner the Market* intrigue card, each rival is considered to have 2 *The Spice Must Flow* cards.

Invasion Ships: A rival flips this tile when needed to avoid its agent being blocked. It does so without having to pay the discard cost.

Sonic Snipers: A rival will draw an intrigue card when acquiring this, but it will never trash the tech tile.

Spy Satellites: If a rival has 3 spice on its turn, it will spend that spice to trash this tile for a VP.

Training Drones: A rival will flip this during its turn at the first opportunity each round, including immediately when it acquires the tile.

Troop Transports: A rival will always deploy to the conflict all troops it recruits from the shipping track (unless you're using the *Expert Troop Deployment* rule).

EPIC GAME MODE

This optional variant is for a longer and more intense multiplayer game. For an especially epic game, you can also use the *Arrakeen Scouts* mode in the companion app.

In an epic game, play to 12 VPs instead of 10. All other changes are made during the setup:

Do not use any conflict I cards when building the conflict deck. Instead, use 5 randomly selected conflict II cards on top of 5 conflict III cards (include the *Economic Supremacy* conflict II card from this expansion). Each player removes 1 copy of *Dune*, the *Desert Planet* from their starting deck and replaces it with 1 copy of *Control the Spice*.

Each player draws an intrigue card (a player using *Viscount Hundro Moritani* should wait until all players have drawn their intrigue card, then use the **Intelligence** ability).

Each player begins with 5 troops in their garrison (instead of 3).

IMMORTALITY

ADDITIONS TO SETUP

Shuffle the 30 **Imperium** cards into the Imperium deck (before forming the Imperium row).

Place the **Bene Tleilax board** above the Imperium row and reserve cards.

Place 2 spice from the bank on the fourth space of the **Tleilaxu track**.

Each player takes the 2 new discs of their color, then places 1 as a **Tleilaxu token** on the leftmost space of the Tleilaxu track and 1 as a **research token** on the leftmost space of the research track.

Create a **Tleilaxu row** above the Imperium row. Place the **Reclaimed Forces** card to the left of the Bene Tleilax board.

Shuffle the **Tleilaxu deck** and place it facedown above the Imperium deck. From it, deal 2 cards faceup next to the **Reclaimed Forces** card.

Place the **Research Station overlay** on top of the **Research Station** space of your original game board. Although the Research Station in *Uprising* is different from the one on the original *Dune: Imperium* board, cover it anyway.

Each player takes a **family atomics token** and place it in their supply.

Each player returns their 2 starting deck copies of *Dune, the Desert Planet* to the box, replacing them with 2 copies of *Experimentation* from this expansion.

Shuffle the 15 **intrigue cards** into the intrigue deck.

THE BENE TLEILAX BOARD

THE RESEARCH TRACK



Each time you trigger the **research icon**, advance your research token 1 space to the right on the research track.

You may have a choice between 2 rightward directions, but you may never move straight up or down, or to the left.

When you advance to a research space, immediately gain the bonus shown there:



Genetic markers: For the rest of the game, any effects on cards marked with this icon are active for you.

Some effects will work with just 1 genetic marker, while others require you to reach the second marker at the end of the research track.

When you reach the first genetic marker, for the rest of the game, you may put Tleilaxu cards you acquire on top of your deck.

When you reach the second genetic marker, for the rest of the game, triggering the research icon no longer advances your research token; instead, draw a card.

THE TLEILAXU TRACK



Each time you gain a **Tleilaxu icon**, advance your Tleilaxu token 1 space on the Tleilaxu track. **When your Tleilaxu token reaches a space with a bonus, gain it immediately.**

A player gains a VP when they reach the central victory point space, and the first player to reach it takes an additional bonus: the 2 spice placed here during setup.

TLEILAXU CARDS

Tleilaxu cards are similar to Imperium cards, however they come from the Tleilaxu row and cost **specimens** to acquire.



Whenever the **specimen icon** appears on a card or board space, generate 1 specimen: take a troop from your supply and place it in the **Axolotl tanks** on the Tleilaxu board.

You can spend your specimens in the Axolotl tanks to acquire a Tleilaxu card in the Tleilaxu row (paying the **specimen cost** shown in the top right corner) or to pay for an effect with a specimen cost on one of your cards.

Whenever you spend a specimen, return it to your supply. You may return any of your specimens to your supply at any time.

The Tleilaxu Row must always have 2 cards plus **Reclaimed Forces**. Whenever it does not, replace missing cards from the top of the Tleilaxu deck. The **Reclaimed Forces** card is never removed from the Tleilaxu Row. When you 'acquire' it, choose one of its effects (recruit 2 troops, or advance their Tleilaxu token 1 space on the Tleilaxu track), but leave the card in place.

You can't acquire Tleilaxu cards using effects that acquire cards from the Imperium row. Since Tleilaxu cards don't cost **persuasion**, you can't acquire them using effects that refer to or modify a persuasion cost.

GRAFT

These cards have a modified agent box with a special background and the word **GRAFT** above it.

When you play a **GRAFT** card during an agent turn, it can't be played alone. You must play 2 cards (and only 2) on that turn. You may either play 2 **GRAFT** cards together, or one card with **GRAFT** and one without.

You may use an agent icon from either card to send your agent to a board space. Both played cards are considered to have 'sent' the agent, no matter which card's icon you use.

You gain the effects on both cards, in addition to the board space effects, in any order you choose.

GRAFT cards may be revealed as usual during your reveal turn, for the effects in their reveal boxes.

When you play a pair of cards using **GRAFT**, both cards are considered to be **grafted** together. Additional effects can be triggered on some cards 'if grafted.'

When a card refers to 'the other grafted card,' it means the card it's grafted to.

FAMILY ATOMICS



Each player receives a **family atomics token** during setup. Once per game, you may spend yours during your turn (returning it to the box) to remove all cards from the Imperium row, then deal a new Imperium row from the top of the Imperium deck.

VARIANTS

EPIC GAME MODE FROM RISE OF IX

If you add *Immortality* to the *Rise of IX* epic game mode, do not replace any of the 10 starting cards with *Control the Spice*. Instead, each player places their *Control the Spice* in their discard pile at the start of the game.

GO TO 11

For those groups desiring a longer game (including veteran and tournament players), play to 11 VPs. For a 4 player game, start at 0 and play to 10.

SOLO GAMES

These rules do not apply to 2 player games.

SETUP

Do not combine all House Hagal cards. From the House Hagal deck, remove 1 copy of the *Uprising* version of *Research Station* and the 3 original *Carthag* cards. Shuffle the 4 new House Hagal cards from *Immortality* into the deck (3 new *Carthag* cards and a *Research Station* card).

Place Tleilaxu tokens for each rival at the start of the Tleilaxu track. Do not place tokens for your rivals on the research track (rivals don't use it).

If you'd like solo games to allow a little more time for maneuvers and schemes, consider using the *Go to 11* variant.

NEW RULES



Tleilaxu track: If a rival uses a House Hagal card with a Tleilaxu icon to send an agent, it also advances 1 space on the Tleilaxu track, gaining any bonus on the new space.



Tleilaxu row: These icons on a House Hagal card reference 2 of the cards in the Tleilaxu row (not *Reclaimed Forces*). Whenever a rival uses such a card to send an agent, remove and replace the card corresponding to the crossed-out icon (the left or the right card).

Carthag card: Whenever you reveal a *Carthag* card for a rival's agent turn, it ignores the board space and the troop icon, but does everything else on the card; you then reveal another card to determine where the rival sends its agent.

CLARIFICATIONS

Clandestine Meeting: To play this card on an agent turn, you must somehow add at least 1 agent icon to it (eg, by grafting it.)

Dispatch an Envoy: If you play 2 cards grafted together to send an agent, choose which card gains the agent icons.

Ghola: If you graft this card with *Power Play* to send an agent to a faction board space, you gain only 2 influence with that faction, the same as if you'd played *Power Play* alone.

Ghola copies the entire agent box of the card it's grafted to, including effects like *Trash this card*.

If you graft *Ghola* to a Bene Gesserit card with an effect that checks 'if you have a Bene Gesserit card in play' (such as *Reverend Mother Mohiam*), the *Ghola*'s version of the effect will count that Bene Gesserit card in play. However, *Ghola* can't be counted by other cards looking for a Bene Gesserit card, since it is not itself a Bene Gesserit card.

If you graft *Ghola* to *Weirding Way* (from *Rise of IX*), you may take 2 extra turns in a row.

Ilesa Ecax: When you graft a card to the one you set aside using this leader (from *Rise of IX*), you receive 1 spice or 1 solari depending on the icons of the card you set aside, even if you send your agent to a board space allowed by the other grafted card.

Kwisatz Haderach: This card's agent effect replaces the normal rules for sending an agent to a board space. If you graft another card to it, you still only send 1 agent that turn. Even *Ghola* won't allow you to send a second agent in a single turn.

Spaceport: This tech tile (from *Rise of IX*) allows you to put Tleilaxu cards you acquire on top of your deck, even if your research token hasn't reached the first genetic marker.

Usurp: You may graft this to another card in your hand instead of grafting it to a card in the Imperium row. A grafted card in the Imperium row isn't considered to be *in play*.

Trashing a card with *Usurp* does trigger effects like *Replacement Eyes* and cards with **unload** (from *Rise of IX*).

BLOODLINES ::

ADDITIONS TO SETUP

Take the 7 **Sardaukar commanders** (wood or plastic; do not use both as the number is limited). Place one on each of these board spaces: *Sardaukar, Dutiful Service, Deliver Supplies, High Council, and Gather Support*.

4 *players*: Place a sixth commander on the *Assembly Hall*. Otherwise, return it to the box.

Place the final commander in the bank (it is used with the Imperium card *Sardaukar Standard*).

Shuffle the 14 **Sardaukar commander skills** facedown and place the stack near the board. Deal 4 *faceup*.

Add the new **conflict cards** to those you already have. Create your conflict deck in the normal way, and return the unused conflict cards to the box without looking at them.

Shuffle the 15 new **intrigue cards** into the intrigue deck. Shuffle the 25 new **Imperium cards** into the Imperium deck (before forming the Imperium row).

Add the 8 new **leaders** to those you already have. Players may choose any combination of new or existing leaders.

PLAYING WITH THE CHOAM MODULE

Shuffle the additional 5 **Imperium cards** into the Imperium deck.

Shuffle the *Coercive Negotiation* **intrigue card** into the intrigue deck.

Shuffle the additional 8 **contract tokens** into the existing contracts.

The *Earn any Alliance* contract is completed when you next take a new alliance token (that you don't already have).

You can't take the new *Immediate* contract unless you have an intrigue card to trash.

SARDAUKAR COMMANDERS

During one of your turns, if you send an agent to a board space that has a Sardaukar commander, you may **spend 2 solari to acquire and then immediately recruit that Sardaukar commander** (you may do this in any order you choose along with other board space and card effects).

Whenever you **acquire** a Sardaukar commander, choose one of the *faceup Sardaukar commander skills* and put it in your supply (visible to all players). You cannot choose a copy of one already in your supply. Then, deal a new skill from the stack to replace it.

Sardaukar commanders can be used like other units:

- You may place it in your garrison or, if you sent an agent to a combat space this turn, deploy it to the conflict. Later, if it is in your garrison when you send an agent to a combat space, it can be one of the up to 2 units you deploy from your garrison.
- It is a 'troop' worth 2 strength in the conflict.
- When combat is resolved and rewards have been given, it returns to your supply.

You cannot recruit a Sardaukar commander from your supply by normal means. Instead, once per turn (agent or reveal), you may **spend 2 solari to recruit 1 Sardaukar commander** from your supply, moving it to your garrison (or to the conflict, if you sent an agent to a combat space this turn). **You do not choose another Sardaukar commander skill at this time.**

While you have any number of Sardaukar commanders in the conflict, the effects of *all* your Sardaukar commander skills are active. Each one either gives you a bonus when taking your reveal turn, or additional **strength** when resolving combat.

Each one works only once each round, even if you have more than 1 Sardaukar commander in the conflict.

NEW ICONS

COMBAT

 This icon allows you to deploy troops to the conflict as though you'd sent an agent to a combat space; you may deploy any units you recruit this turn and up to 2 more from your garrison. Even if you have 2 or more of this icon during your turn, you may deploy no more than 2 units from your garrison.

COMMAND

In a reveal turn, you use the effect that follows **Command** (6+) if you generate 6 persuasion or more.

SPY WITH DEEP COVER

 This icon allows you to place a spy using the normal rules, but you also have the option to ignore any opponents' spies when you place it (you can't place the spy where you already have a spy of your own).

WILD BATTLE ICON

 During the endgame, you may match a wild battle icon with any other battle icon in your supply (1 of the 3 standard battle icons, or a second wild battle icon). Flip the matching pair of cards facedown and gain 1 VP.

TECH MODULE

ADDITIONS TO SETUP

Place the **Ixian Embassy board** next to the board.

Return the *Advanced Data Analysis, Forbidden Weapons, Ornithopter Fleet, Panopticon, Spy Drones* and *CHOAM Transports* **tech tiles** to the box. Shuffle the remaining 13 tech tiles facedown, then divide them into 3 stacks as evenly as possible. Place the stacks on the 3 spaces of the Ixian Embassy board, then turn the top tile in each stack *faceup*.

Shuffle the 2 additional **intrigue cards** into your intrigue deck. Shuffle the 2 additional **Imperium cards** into your Imperium deck. A player has the option to choose *Kota Odax of Ix* as their leader.

Using the **CHOAM module** and the **Tech module**

Shuffle the *CHOAM Transports* tech tile into the other tiles.

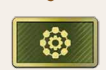
Using the **Tech module** with **Rise of Ix**

During setup, combine the Tech module with the **Rise of Ix** expansion for more tech tiles. Divide all shuffled tech tiles as evenly as possible into 3 larger stacks.

To use only the tech tiles from **Rise of Ix** (no other parts of that expansion), exclude *Detonation Devices* and *Troop Transports*. Shuffle the other 16 tech tiles with those from **Bloodlines**.

To use all of **Rise of Ix**, do not use the Ixian Embassy board, but place the 3 tech tile stacks on the Ix board as usual. (You can use *Tech Negotiation* for discounts, but there is no Ixian Embassy discount for having a *High Council* seat.) You won't be able to place 2 of the Sardaukar commanders during setup, because the CHOAM board overlay covers their spaces. Instead, place 1 Sardaukar Commander on *Dreadnought*. With 4 players, place the other on *Tech Negotiation* (otherwise, return it to the box).

ACQUIRING TECH TILES

 The **acquire tech** icon is the only way to acquire a tech tile. The primary way of doing this is shown on the top of the Ixian Embassy board: during a turn in which you send an agent to a board space, you may acquire 1 tech tile. There is no limit to the number of tech tiles you may have.

To acquire a tech tile, choose a *faceup* tile on top of any of the 3 stacks, pay the cost in spice shown, then put the tile in your supply (visible to all players). Finally, turn the next tile in the stack *faceup*. If a stack is emptied, there will be fewer choices available for the rest of the game.

There are 2 means of reducing the cost of a tech tile, though the cost can never be less than 0:

Ixian Embassy board: The Ixian Embassy board offers a discount: if you have a *High Council* seat, each tech tile costs you 1 less spice.



Tech discount: This icon allows you to acquire a single tech tile at a discount of 1 spice. This may be combined with your discount from the Ixian Embassy board for having a *High Council* seat, but you can't combine the discounts from 2 or more of these icons.

USING TECH TILES



An ability with this icon is used during one of your agent turns, and can be used only **once per round**. When you use such a tech tile, flip it *faceup*.

At the start of the next round (during *Phase 1: Round Start*), return it to its *faceup* side to show you can use it again.

CLARIFICATIONS

CHANI

During setup, place the tactics token on the track printed on the leader, in the space corresponding to the number of players. When the token reaches the rightmost space, reset it by returning it to the space you started on.

If you lose or retreat enough troops that you would pass the end of the tactics track, you still reset at the starting space and do not advance for those extra troops.

COUNT HASIMIR FENRING

You do not gain solari when trashing an intrigue card.

ESMAR TUEK

During setup, place the *Tuek's Stetch* board space near the game board. It is a Maker board space, and accumulates spice accordingly. Using your *Signet Ring*, you may place a bonus spice on *Tuek's Stetch* and then gain it using the agent you sent there (all on the same turn).

FORBIDDEN WEAPONS

For this tech tile, if you choose the option that provides 3 strength, you must lose 1 influence with a faction where you have at least one Influence (if possible).

ORNITHOPTER FLEET

Each battle icon you have, including wild battle icons, must be treated as an ornithopter instead. This can cause you to immediately match battle icons when you acquire it.

The *Crysknife* and *Desert Mouse* intrigue cards can't be used to gain a VP while you have this tech tile.

STEERSMAN Y'RKOOON

You may look at your *face-down* navigation cards at any time. By losing and regaining influence, it may be possible to reach 2 influence with the same faction more than once, playing a navigation card each time.

SOLO/2 PLAYER

SETUP

Add the 6 new **rivals cards** to the rivals deck. You may use *Kota Odax of Ix* only in a solo game with the Tech module.

Shuffle the 6 new **House Hagal cards** into the House Hagal deck, following these conditions:

- Use the 2 *Tuek's Stetch* cards only if a player is using the *Esmar Tuek* leader (these cards give rivals access to that board space).
- Use the 4 *Acquire Tech* cards only if you are playing a solo game and using the Tech module (do not use them if you are using *Rise of Ix*).

2 *player game*: Your rival ignores **tech** tiles completely.

SARDAUKAR COMMANDERS

A rival will not acquire Sardaukar commanders from the board until it first gains its swordmaster. Once it has a swordmaster, the rival's behavior is as follows:

If you are using the Streamlined Rivals variant:

- When a rival sends an agent to a board space that has a Sardaukar commander, it returns that Sardaukar commander to the box.

If you are not using the Streamlined Rivals variant:

- When a rival sends an agent to a board space that has a Sardaukar commander, if it has at least 2 solari, it will spend 2 solari to acquire and recruit the Sardaukar commander.
- Whenever a rival can deploy troops to the conflict, it will always deploy a Sardaukar commander before a regular troop.
- Rivals never gain Sardaukar commander skills. Instead, each Sardaukar commander is worth 4 **strength** in the conflict. However, at the end of a conflict, a rival returns all their Sardaukar commanders in the conflict to the box (not to be used again this game).

CLARIFICATIONS

When a rival places a **spy with deep cover**, it places it on a faction observation post of the first available faction on its faction priority list (ignoring opponents' spies).

When a rival must **move a spy**, it treats it as though it were placing a new spy according to its priority list (on the first possible observation post other than the one it must move from). If all other faction observation posts are full, the spy is lost.

When a rival must **lose a troop**, it will always lose a regular troop before losing a Sardaukar commander, and will lose that troop from the garrison (if possible) before losing it from the conflict.

TECH MODULE IN A SOLO GAME

A rival can only acquire tech tiles marked with a **House Hagal icon**. If there are no *faceup* tech tiles with that mark on any stack, trash the tile from the largest stack and reveal a new one. If multiple stacks are largest, trash the tile from the topmost stack.

A **rival ignores tech tiles until it first gains its swordmaster**. Then it begins to hoard spice for tech tiles; it will not spend 7 spice for a VP unless the current conflict card is a conflict III card.

When the *Acquire Tech* House Hagal card is revealed for a rival's agent turn, it acquires the most expensive tech tile it can, at a 1 spice discount (on a tie, it chooses the tech tile from the topmost stack on the Ixian Embassy board). *Kota Odax of Ix* can also acquire tech in the same way, using her *Signet Ring*.

Delivery Bay: A rival ignores the acquire effect.

Delivery Bay, Panopticon, Training Depot: A rival gains the reveal turn effects immediately after completing their final agent turn each round. For the tiles requiring command, they always get the command bonus.

Gene-Locked Vault, Glowglobes, Self-Destroying Messages, Servo-Receivers: A rival uses only the acquire effects (for *Gene-Locked Vault*, it chooses to draw an intrigue card).

Rapid Dropships: A rival will flip this the first time it sends an agent to a non-combat space in a round.

Spy Drones: A rival will flip this during its turn at the first opportunity each round, including immediately when it acquires the tile. It gains 1 solari when it does so (ignoring the trash effect).