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Game: **DUNE**
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Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



DUNE

SETUP

The board consists of 4 types of **territory** (sand, rock, strongholds and polar sink) and **18 sectors**. Place the **turn marker** at 1 on the **turn track**. Place all **spice tokens** in the **spice bank**.

Shuffle the **spice deck** and the **treachery deck** and placed them facedown next to the board. Place played cards in a faceup discard pile next to the appropriate deck; reshuffle the discards to restock the decks as necessary.

Players choose **factions**:

1. Use the faction cards from the **prediction deck** to randomly determine what faction each player will play. Shuffle the cards and deal 1 card to each player, or
2. Each player randomly draws a card from the **Bene Gesserit turn prediction cards** and selects a faction in the order of their drawn card, with the highest card choosing first.

Players may now swap factions with each other if desired.

Each player then takes their **player shields** and **player sheets** and places their **player marker** on the player circle on the map closest to their shield and seat at the table.

Remove cards for all factions that are not in play from the **traitor deck**, then shuffle the deck. Deal each player 4 cards. Each player secretly selects 1 card to keep. If you draw any leaders from an opponent's faction, you can choose 1 leader to become your **traitor**. If you draw no opponent leaders, you can **protect** one of your own leaders. Each player places their chosen card facedown behind their shield, returning the other cards facedown to the bottom of the traitor deck.

Take **spice** equal to the amount indicated on your player sheet from the spice bank and place it behind your shield.

Place your **forces** on the board as indicated by your player sheet. Place all forces **in reserve** next to your shield.

Each player draws 1 card from the **treachery deck**.

A faction has special advantages that may contradict the rules. These always have precedence over the rules.

2-5 player games

For a 3 player game, recommended factions are Atreides, Harkonnen, and Fremens. An alliance needs 4 strongholds to win, as in the standard alliance rules.

For a 2 player game, recommended factions are Atreides vs Harkonnen, or play 2 factions each (select factions normally). Increase the number of strongholds needed to win to 4.

For 4 players, try leaving out both the Spacing Guild and Bene Gesserit. For 5 player games try playing with no Bene Gesserit.

SEQUENCE OF PLAY

The game is played in **turns**, to a maximum limit of 10 turns. Each turn is composed of **9 phases**, played in sequence.

1. STORM



First storm

The first time the storm is moved, place the **storm marker** at the **storm start sector**, along the map edge. The 2 players whose player circles are nearest on either side of the storm start sector secretly dial a number from 0 to 20 on the wheels. Simultaneously reveal the numbers, total them, and move the storm marker from the storm start sector counterclockwise around the map for that number of sectors.

Storm movement

In all subsequent storm phases, the 2 players who last used the battle wheels each dial a number from 1 to 3, simultaneously reveal the numbers, total them, and then advance the storm marker counterclockwise around the map that number of sectors.

Storm effects

Any forces in a sector of sand territory (except the *Imperial Basin*) over which the storm passes or stops are killed. Place these forces in the *Tleilaxu Tanks*. In addition any spice in a sector over which a storm passes or stops is removed to the spice bank.

Forces may not move into, out of, or through a sector in storm. Forces may not battle if either force is in storm.

The player whose player marker the storm next approaches is the **first player** in the bidding, shipping, and movement phases.

2. SPICE BLOW & NEXUS



Turn over the top card of the spice deck.

During the first turn's spice blow phase only, ignore and set aside all Shai-Hulud cards turned over, then reshuffle them back into the spice deck after this phase.

Territory card

Spice blow: Take the amount of spice indicated on the card from the spice bank and place it onto the territory in the sector containing the spice blow icon. Then place this card faceup on the spice deck discard pile. If the spice blow icon is currently in storm, no spice is placed that turn.

Shai-Hulud card

All spice and forces in the territory shown on the card now faceup in the discard pile are removed to the spice bank and *Tleilaxu Tanks* respectively. Then place the *Shai-Hulud* card faceup on the spice deck discard pile.

Then turn over another card. If it is a *Shai-Hulud*, immediately discard it and turn over another card. Continue until a territory card appears and spice is placed as above, then place the territory card faceup on the spice deck discard pile.

Revealing a *Shai-Hulud* card after the first turn also causes a **nexus** at the end of the phase.

3. CHOAM CHARITY



Any player with 0 or 1 spice can collect spice to bring their total to 2 by calling out "*CHOAM Charity*".

4. BIDDING



Before bidding starts, **all players must declare how many treachery cards they hold**. The hand limit is 4. Players with 4 cards must pass during bidding.

Any player deals cards from the treachery deck facedown in a row, 1 card for each player who is allowed to bid. The first card in the row is now auctioned off for spice. Bidding is started by the first player. If they already have 4 treachery cards, the next player to the right who does not have 4 treachery cards opens the bidding.

The player who bids first must bid 1 or more spice or pass. Bidding then proceeds to the bidder's immediate right. The next bidder may raise the bid or pass, and so on around the table until a top bid is made and all other players pass. The top bidding player then pays the number of spice they bid into the spice bank and takes the card.

Players may not bid more spice than they have. Each player must bid within 10 seconds of the previous player or they are assumed to have passed. A player can re-enter bidding after passing, so long as the card is still up for bid when their turn comes.

In subsequent bidding during this phase, the first player who can bid, to the right of the player who opened the bid for the previous card, begins the bidding for the next card (thus every player who can bid gets a chance to open the bidding for a treachery card).

Bidding for treachery cards continues until all cards available for bid have been auctioned off, or a card is not bid on by anyone. If a card is passed on by everyone, all remaining cards are returned to the top of the treachery deck and the bidding phase is over.

The number (not the type) of treachery cards each player holds must always be open to everyone during the bidding phase. No one may hide the number of cards they hold. A player can never have more than 4 cards in their hand at any one time. If they have a full hand, they must pass on all cards up for bid.

5. REVIVAL



Force revival

All players may revive up to 3 forces from the Tleilaxu Tanks.

A certain number of forces are revived for free as stated on the player sheet. Any additional forces that may be revived must be done at a cost of **2 spice per force**. All spice expended for force revival is placed in the spice bank.

A player can never revive more than 3 forces per turn. Revived forces must be placed in the player's reserve.

Leader revival

If all 5 of your leaders are in the *Tleilaxu Tanks*, you may revive 1 leader per turn until all of your leaders have been revived.

To revive a leader, you must pay that leader's fighting strength in spice to the spice bank. A revived leader can be played normally and is still subject to being a traitor.

If a revived leader is killed again, place it facedown in the *Tleilaxu Tanks*. This leader cannot be revived again until all of the player's other revivable leaders have been revived, killed, and sent to the *Tleilaxu Tanks* again.

6. SHIPMENT & MOVEMENT



The first player conducts their **force shipment** and then **force movement**. Play then proceeds to the right until all players have completed this phase.

FORCE SHIPMENT

A player with off-planet reserves may make **1 shipment of any number of forces from their reserves to any 1 territory** on the map. A player must pay spice to the spice bank for their shipment. The cost is **1 spice per force shipped into any stronghold and 2 spice per force shipped into any other territory**.

When shipping into a territory lying in several sectors, make clear in which sector of the territory you choose to leave your forces.

No player may ship into a sector in storm, into a stronghold already occupied by 2 other players, or from the board back to their reserves.

FORCE MOVEMENT

Each player may move, as a group, any number of their forces from one territory into one other territory. Forces are free to move into, out of, or through any territory occupied by any number of forces subject to the following rules:

A player who starts a force move with 1 or more forces in *Arrakeen* and/or *Carthage* has access to **ornithopters** and may move forces through up to 3 adjacent territories. The forces moved do not have to be in *Arrakeen* or *Carthage* to make the 3 territory move.

A player without a force in *Arrakeen* and/or *Carthage* at the start of their move does not have access to ornithopters and can only move their forces by foot to 1 adjacent territory.

Each player may make only 1 force move per turn.

Sectors have no effect on movement; forces can move into or through a territory ignoring all sectors. No forces can move into, out of, or through a sector in storm (the *Polar Sink* is never in storm), or into or through a stronghold already occupied by 2 other players.

When ending a move in a territory lying in several sectors, make clear in which sector of the territory you choose to leave your forces.

7. BATTLE



Wherever 2 or more players' forces occupy the same territory, **battles** must occur between those players. Battles continue until just 1 player's forces or no forces remain in all territories on the map, with 2 exceptions:

1. Players cannot battle one another in a territory if their forces are separated by a sector in storm. Their forces can remain in the same territory at the end of the phase.
2. Players cannot battle in the *Polar Sink*; it is a free haven for everyone.

When resolving battles, the first player is the **aggressor** until all of their battles, if any, have been fought. The aggressor chooses the order in which they wish to fight their battles. Then the player to their immediate right becomes the aggressor and so on, until all battles are resolved.

If 3 or more players are in the same territory, the aggressor picks who they will battle first, second, etc. for as long as they survive.

BATTLE PLAN

To resolve a battle, each player must secretly formulate a **battle plan**. A battle plan always includes the number of forces dialed on the **battle wheel**. If possible, it must include a faction's leader or cheap hero. It may include treachery cards at the player's discretion.

Each player picks up a battle wheel and secretly dials a number from 0 to the number of forces they have in the disputed territory. Both players will lose the number of forces dialed on the battle wheel.

Select 1 **leader disc** and place it faceup in the slot on the wheel. A cheap hero card may be played in lieu of a leader disc.

Leaders that survive battles may fight more than once in a single territory if needed, but no leader may fight in more than 1 territory during the same phase.

A player must always play either a leader or a cheap hero card as part of their battle plan if possible. If it is not possible, they must announce that fact.

When a player plays a cheap hero, their total is simply the number of tokens on the dial, but the option to play weapon, defense, or worthless cards is still available.

A player with no leader or cheap hero must still battle, but they cannot play any treachery cards as part of their battle plan (this can happen when a player does not have a cheap hero and all their leaders are in the *Tleilaxu Tanks* or have fought in another territory in that phase).

Players with a leader or cheap hero may play a **weapon** treachery card, **defense** treachery card, or both, by holding them against the wheel. They may choose to play no treachery cards.

When both players are ready, reveal battle plans simultaneously.

BATTLE RESOLUTION

The winner is the player with the higher total of number dialed on the battle wheel, plus their leader's fighting strength. On a tie, the aggressor wins.

If a player's opponent played a weapon treachery card and the player did not play the proper defense treachery card, the player's leader is killed and cannot count toward their total. Both leaders can be killed and neither count in the battle. When a player plays a cheap hero, their total is simply the number of forces they dial, but they can play weapons or other treachery cards.

Immediately place any killed leaders killed faceup in the *Tleilaxu Tanks*. The winner immediately receives their value (including their own leader, if killed) in spice from the spice bank.

Leaders who survive remain in the territory where they were used until all battles in other territories have been resolved, then are retrieved by their owners.

The losing player loses all the forces they had in the territory to the Tleilaxu Tanks and must discard every treachery card they used in their battle plan. Note that the loser does not lose their leader as a result of battle. Leaders are killed only by weapon treachery cards.

The winning player loses only the number of forces they dialed on the battle wheel. These are placed in the Tleilaxu Tanks. The winning player may also keep or discard any cards they played.

TRAITORS

If you are in a battle and your opponent uses a leader that matches a treachery card you control, you may call out *"Treachery!"* and pause the game. Reveal the traitor card.

The player who revealed the traitor card immediately wins the battle; loses nothing, regardless of what was played in the battle plans (even if a *lasgun* and *shield* are revealed); places the traitorous leader in the Tleilaxu Tanks and receives the traitorous leader's fighting strength in spice from the spice bank.

The player whose traitor was revealed loses all of their forces in the territory and discards all of the cards they played.

If both leaders are traitors, each a traitor for the opponent, both players' forces in the territory, their cards played, and their leaders, are lost. Neither player gets any spice.

8. SPICE HARVEST



Any player with forces in a sector of a territory in which there is spice may now collect that spice.

Take the spice tokens you are entitled to from the territory and place them behind your shield. The collection rate is 3 spice per force if the player occupies *Carthag* or *Arrakeen*, and 2 spice per force if the player does not occupy *Carthag* or *Arrakeen*.

Uncollected spice remains where it is for future turns.

9. MENTAT PAUSE



Players may collect spice from in front of their player shields and add it to their normal spice.

If one player occupies 3 strongholds with at least one of their forces during the mentat pause phase, that player wins the game.

If the required number of strongholds is 4, and the 2 players in an alliance separately occupy a total of at least 4 strongholds with one or more forces at the end of a turn, that alliance wins the game.

If there are no winners, move the turn marker to the next position on the turn track to begin the next turn.

ALLIANCES

Once a *Shai-Hulud* card is turned over on the second or subsequent turns, at the end of the spice blow and nexus phase, a **nexus** occurs. During a nexus, all players may make, join or break alliances. Once they have had a chance to do so, play continues.

Forming an alliance

No more than 2 players may be in an alliance and the win condition is now 4 instead of 3 strongholds.

Players may discuss among themselves the advantages and disadvantages of allying, and with whom. Alliances cannot be secret; the members of the alliance must be revealed to all. Swap alliance cards as a reminder of who are in an alliance.

Several alliances can be formed during a nexus, but no player can be a member of more than 1 alliance. Once all players have had a chance to ally, no further alliances can be made until the next nexus.

Breaking an alliance

Any player may break an alliance during a nexus by announcing that they are doing so. Players who break from an alliance have an opportunity to immediately join or form a new alliance.

How an alliance functions

Allied players' forces are considered the same for the purposes of victory. **If together their joint forces hold 4 strongholds in the mentat pause phase, they have jointly won the game.**

Allies may not enter any territory (except the *Polar Sink*) in which one of their allies already has a force and, thus, may never battle one another.

Allies may discuss and share strategy and information secretly at any time.

During the bidding phase, allies may help each other by paying some or all of the cost of each other's treachery cards so that a player can bid more spice than they actually have.

During the force shipment phase, allies may pay for each other's shipments.

In both these cases player may transfer spice to an ally to use in paying for some or all of the costs of a treachery card or a shipment of forces for that ally. They may transfer up to, but not more than, the amount of spice equal to the card or shipment's cost. The player gives this spice directly to the ally, who then pays for their shipment as normal.

Allies may assist one another as specified on their player sheets.

If for any reason 2 factions who became allies during the previous turn occupy the same territory at the beginning of the next turn, one of those factions must move out of that territory during the shipment and movement phase. If the first faction to ship and move does not move out of the territory, the second faction must move out or lose those forces to the Tleilaxu Tanks.

SECRECY

Players are never required to keep their cards, spice holdings, or the traitors they selected secret. They are never obligated to reveal this information either.

All spice holdings should be kept behind the player shield.

The number of treachery cards held must be kept open during the bidding phase, but can be kept secret at all other times.

BRIBERY

Players who are not members of the same alliance can make any kind of verbal deals or bribes between one another. Once made, these deals and bribes must be stated aloud and must be honored. A player cannot renege on a deal or bribe.

A deal or bribe cannot involve the transfer or gift of treachery cards, leaders, forces, or faction advantages. This leaves secret information, future actions, and spice.

A player cannot make a deal or bribe that would contravene the rules or the player's faction powers.

Spice transferred as part of a bribe is placed in **front** of the recipient's player shield. Players may collect spice from in front of their player shields and add it to their normal spice only at the start of each turn's Mentat Pause phase.

ADVANCED GAME

INCREASED SPICE FLOW

During every collection phase, each occupant of *Carthag* and *Arrakeen* collects 2 spice, and the occupant of *Tuek's Sietch* collects 1 spice.

To qualify for collection, a player needs to occupy the stronghold only at the time of collection. If a player occupies 2 of these strongholds, they collect spice for each that they occupy.

In the spice blow and nexus phase, 2 spice cards are revealed instead of 1, and there will be 2 spice discard piles, A and B.

First reveal 1 spice card:

If it is a **territory**, place spice in that territory normally, then place the card faceup on discard pile A.

If it is *Shai-Hulud*:

Any spice and forces on a territory card at the top of discard pile A (if any) are lost to the spice bank and Tleilaxu Tanks. Place the *Shai-Hulud* card on the spice discard pile.

Then another card is turned over. If it is a *Shai-Hulud* immediately discard it on pile A and turn over another card. This continues until a territory card appears and spice is placed as defined above. Place the territory card faceup on spice discard pile A.

Then a **nexus** occurs.

Now reveal the second spice card and repeat the above procedure using discard pile B.

ADVANCED COMBAT

Each force used in a battle is valued at its full strength if 1 spice is expended to support it. A force used in a battle that is not supported by 1 spice is valued at half strength.

When creating a battle plan, a player must add the amount of spice they plan to expend in the battle to their battle wheel. If a traitor comes up, the winner does not have to expend any spice. Otherwise, spice used in the battle plan must go to the spice bank, win or lose.

When dialing a battle plan, one-half increments can be indicated by lining up the line between the numbers with the line under the window of the battle wheel.

When the battle winner takes losses, the player may do so in any manner as long as it agrees with the strength dialed and the spice expended.

ADVANCED KARAMA CARDS

In addition to the regular karama power, all factions except the Bene Gesserit gain one-time powers that can be used when the player plays a karama card.

When playing a karama card, a player may use it to prevent one opponent from using one of their faction's advantages (as in the basic game), or they may now use it to implement their faction's special karama power once per game.

After play, the card is discarded.



Atrides: You may use a karama card to look at any 1 player's entire battle plan.



Bene Gesserit: No special power.



Emperor: You may use a karama card to revive up to 3 forces or 1 leader for free.



Fremen: You may use a karama card to place your sandworm token in any sand territory that you wish. This is treated as a normal sandworm.



Spacing Guild: You may use a karama card to stop 1 off-planet shipment of any one player.



Harkonnen: You may use a karama card to take without looking any number of cards, up to the entire hand of any 1 player of your choice. For each card you take, you must give that player 1 of your cards in return.



Tleilaxu: You may prevent a player from performing a revival (forces and/or leader).



Ixians: You may move the hidden mobile stronghold 2 territories on your turn during shipment and movement, as well as make your normal movement.

IXIANS & TLEILAXU EXPANSION

SETUP

Add the new Ixian and Tleilaxu **faction sets** (player shield, player sheet, player marker, 5 leader discs, and 20 forces) to the core game faction sets. The Ixians also have a **hidden mobile stronghold token**.

Shuffle the new treachery cards into the treachery deck, and the *Sandtrout* card into the spice deck.

Add the 11 traitor cards to the traitor deck. As usual, remove the cards for all factions that are not in play from the traitor deck.

Add the prediction cards to the Bene Gesserit prediction deck.

You can choose to use the **tech token variant**, or return these tokens to the box.

TECH TOKENS

Tech tokens indicate that a faction has power over a specific industry. They are kept in front of shields for public view. **If you defeat a faction in battle, and that faction has a tech token, you take the token from them.**

Controlling all 3 tech tokens counts as a stronghold for winning the game. If you defeat someone with more than 1 tech token, you take 1 of your choice from them. Allies can not share control of tech tokens. To qualify as a stronghold, 1 player must control all 3 tech tokens.

At the start of the game, the Tleilaxu take the *Axlotl Tanks*, the Ixians take *Highliners*, and the Fremen take *Spice Production*. If any of these factions are not present, after the storm token is moved at the start of the game, control is assigned randomly to factions without a tech token, according to turn order.

Tech tokens income

Each tech token you control has a potential income from the spice bank. Any spice gained from tech tokens is placed on the tech token and then collected at the end of the current phase.

Axlotl tanks: If at least 1 player, including you, takes free revival, you collect 1 spice for every tech token you control. However, if only the Tleilaxu player takes free revival, you do not collect spice.

Highliners: If at least 1 player, including you, ships forces from off-planet, you collect 1 spice for every tech token you control. However, if only the spacing guild ships forces from off-planet, you do not collect spice.

Spice Production: If at least 1 player, including you, takes CHOAM charity, you collect 1 spice for every tech token you control. However, if only the Bene Gesserit take CHOAM charity, you do not collect spice.

Text on the token indicates which phase the token works in, and the faction that does not trigger tech token income on their own.



DUNE

SEQUENCE OF PLAY

1. STORM



First storm: Place the **storm marker** at the storm start sector, along the map edge. The 2 players whose player circles are on either side of that sector secretly dial a number from 0-20 on the wheels, and the storm marker moves counterclockwise the total number of sectors.

In subsequent storm phases, the 2 players who last used the battle wheels each dial a number from 1-3, and the storm marker moves counterclockwise the total number of sectors.

Any forces in a sector of sand territory (except *Imperial Basin*) over which the storm passes or stops are placed in the Tleilaxu Tanks, and any spice in a sector over which a storm passes or stops is removed to the spice bank.

Forces may not move into, out of, or through a sector in storm, or battle if either force is in storm.

The player whose player marker the storm next approaches is the **first player** in the bidding, shipping, and movement phases.

2. SPICE BLOW & NEXUS



Turn over the top card of the spice deck. During the first turn only, ignore *Shai-Halud* cards and reshuffle them back into the deck after this phase.



Territory card (spice blow): Place the amount of spice indicated on the indicated territory. If the spice blow icon is currently in storm, no spice is placed that turn.

Shai-Hulud card: All spice and forces in the territory shown on the card now faceup in the discard pile are removed to the spice bank and Tleilaxu Tanks respectively. Then turn over another card, discarding *Shai-Hulud* cards until a territory card appears and spice is placed as above.

Revealing a *Shai-Hulud* card after the first turn also causes a **nexus** at the end of the phase.

3. CHOAM CHARITY



Any player with 0 or 1 spice can collect spice to bring their total to 2 by calling out “*CHOAM Charity*”.

4. BIDDING



All players declare how many treachery cards they hold. Hand limit 4. Players with 4 must pass during bidding.

Deal treachery cards facedown in a row, 1 card for each player allowed to bid. The first card is now auctioned off for spice. Each player must bid within 10 seconds of the previous player or they are assumed to have passed.

In subsequent bidding this phase, the first player who can bid, to the right of the player who opened the bid for the previous card, begins the bidding for the next card.

If a card is passed on by everyone, all remaining cards are returned to the top of the treachery deck and bidding is over.

5. REVIVAL



Force revival: All players may revive up to 3 forces from the Tleilaxu Tanks to their reserve. Some forces may be revived for free; additional forces cost 2 spice per force.

If all 5 of your leaders are in the Tleilaxu Tanks, you may revive 1 leader per turn until all of your leaders have been revived.

6. SHIPMENT & MOVEMENT



Starting with the first player and going to the right, each player conducts their force **shipment**, then **movement**.

Force shipment: Make 1 shipment of any number of forces from your reserves to any 1 territory. This costs 2 space per force, or 1 spice per force shipped into any stronghold. No player may ship into a sector in storm, into a stronghold already occupied by 2 other players, or back to their reserves.

Force movement: Each player may move any number of their forces from one territory into one other adjacent territory. No forces can move into, out of, or through a sector in storm (the *Polar Sink* is never in storm), or into or through a stronghold already occupied by 2 other players.

A player who starts a force move with 1 or more forces in *Arrakeen* and/or *Carthage* may use **ornithopters** to move forces through up to 3 adjacent territories. The forces moved do not have to be in *Arrakeen* or *Carthage* to make the 3 territory move.

7. BATTLE



Wherever 2 or more players' forces occupy the same territory, **battles** must occur between those players.

Players cannot battle in a territory if their forces are separated by a sector in storm, and they cannot battle in the *Polar Sink*.

Each player takes a battle wheel and secretly dials from 0 to the number of forces they have in the territory. Place 1 **leader disc** (or a cheap hero card) faceup in the slot.

When you play a cheap hero, your total is the number of tokens on the dial, but you may still play treachery cards. If you have no leader or cheap hero you must still battle, but cannot play any treachery cards. If you have a leader or cheap hero you may play a **weapon** and/or a **defense** treachery card by holding them against the wheel (you may choose to play none).

Reveal battle plans simultaneously. **The winner is the player with the higher total on the wheel, plus their leader's fighting strength.** On a tie, the aggressor wins.

If a player's opponent played a weapon treachery card and the player did not play the proper defense treachery card, the player's leader is killed and cannot count toward their total. Immediately place any killed leaders killed faceup in the Tleilaxu Tanks. The winner immediately receives their value (including their own leader, if killed) in spice.

The losing player loses all the forces they had in the territory to the Tleilaxu Tanks and **must discard every treachery card they used** in their battle plan. They do not lose their leader.

The winning player loses only the number of forces they dialed on the battle wheel to the Tleilaxu Tanks, and they may keep or discard any cards they played.

Traitors: If your opponent uses a leader matching a treachery card you control, you may call “*Treachery!*” and reveal the traitor card. You immediately win the battle; lose nothing, place the traitor in the Tleilaxu Tanks, and receive the traitor's fighting strength in spice. The player whose traitor was revealed loses all their forces in the territory and discards all the cards they played.

8. SPICE HARVEST



Any player with forces in a sector of a territory where there is spice may collect it at a rate of 3 spice per force if they occupy *Carthage* or *Arrakeen*, 2 spice per force otherwise.

9. MENTAT PAUSE



If a player occupies 3 strongholds with at least 1 of their forces during this phase, they win the game. If 4 strongholds are required, an alliance wins if the allies separately occupy a total of 4 strongholds with at least 1 force.

DUNE

SEQUENCE OF PLAY

1. STORM



First storm: Place the **storm marker** at the storm start sector, along the map edge. The 2 players whose player circles are on either side of that sector secretly dial a number from 0-20 on the wheels, and the storm marker moves counterclockwise the total number of sectors.

In subsequent storm phases, the 2 players who last used the battle wheels each dial a number from 1-3, and the storm marker moves counterclockwise the total number of sectors.

Any forces in a sector of sand territory (except *Imperial Basin*) over which the storm passes or stops are placed in the Tleilaxu Tanks, and any spice in a sector over which a storm passes or stops is removed to the spice bank.

Forces may not move into, out of, or through a sector in storm, or battle if either force is in storm.

The player whose player marker the storm next approaches is the **first player** in the bidding, shipping, and movement phases.

2. SPICE BLOW & NEXUS



Turn over the top card of the spice deck. During the first turn only, ignore *Shai-Halud* cards and reshuffle them back into the deck after this phase.



Territory card (spice blow): Place the amount of spice indicated on the indicated territory. If the spice blow icon is currently in storm, no spice is placed that turn.

Shai-Hulud card: All spice and forces in the territory shown on the card now faceup in the discard pile are removed to the spice bank and Tleilaxu Tanks respectively. Then turn over another card, discarding *Shai-Hulud* cards until a territory card appears and spice is placed as above.

Revealing a *Shai-Hulud* card after the first turn also causes a **nexus** at the end of the phase.

3. CHOAM CHARITY



Any player with 0 or 1 spice can collect spice to bring their total to 2 by calling out “*CHOAM Charity*”.

4. BIDDING



All players declare how many treachery cards they hold. Hand limit 4. Players with 4 must pass during bidding.

Deal treachery cards facedown in a row, 1 card for each player allowed to bid. The first card is now auctioned off for spice. Each player must bid within 10 seconds of the previous player or they are assumed to have passed.

In subsequent bidding this phase, the first player who can bid, to the right of the player who opened the bid for the previous card, begins the bidding for the next card.

If a card is passed on by everyone, all remaining cards are returned to the top of the treachery deck and bidding is over.

5. REVIVAL



Force revival: All players may revive up to 3 forces from the Tleilaxu Tanks to their reserve. Some forces may be revived for free; additional forces cost 2 spice per force.

If all 5 of your leaders are in the Tleilaxu Tanks, you may revive 1 leader per turn until all of your leaders have been revived.

6. SHIPMENT & MOVEMENT



Starting with the first player and going to the right, each player conducts their force **shipment**, then **movement**.

Force shipment: Make 1 shipment of any number of forces from your reserves to any 1 territory. This costs 2 space per force, or 1 spice per force shipped into any stronghold. No player may ship into a sector in storm, into a stronghold already occupied by 2 other players, or back to their reserves.

Force movement: Each player may move any number of their forces from one territory into one other adjacent territory. No forces can move into, out of, or through a sector in storm (the *Polar Sink* is never in storm), or into or through a stronghold already occupied by 2 other players.

A player who starts a force move with 1 or more forces in *Arrakeen* and/or *Carthage* may use **ornithopters** to move forces through up to 3 adjacent territories. The forces moved do not have to be in *Arrakeen* or *Carthage* to make the 3 territory move.

7. BATTLE



Wherever 2 or more players' forces occupy the same territory, **battles** must occur between those players.

Players cannot battle in a territory if their forces are separated by a sector in storm, and they cannot battle in the *Polar Sink*.

Each player takes a battle wheel and secretly dials from 0 to the number of forces they have in the territory. Place 1 **leader disc** (or a cheap hero card) faceup in the slot.

When you play a cheap hero, your total is the number of tokens on the dial, but you may still play treachery cards. If you have no leader or cheap hero you must still battle, but cannot play any treachery cards. If you have a leader or cheap hero you may play a **weapon** and/or a **defense** treachery card by holding them against the wheel (you may choose to play none).

Reveal battle plans simultaneously. **The winner is the player with the higher total on the wheel, plus their leader's fighting strength.** On a tie, the aggressor wins.

If a player's opponent played a weapon treachery card and the player did not play the proper defense treachery card, the player's leader is killed and cannot count toward their total. Immediately place any killed leaders killed faceup in the Tleilaxu Tanks. The winner immediately receives their value (including their own leader, if killed) in spice.

The losing player loses all the forces they had in the territory to the Tleilaxu Tanks and **must discard every treachery card they used** in their battle plan. They do not lose their leader.

The winning player loses only the number of forces they dialed on the battle wheel to the Tleilaxu Tanks, and they may keep or discard any cards they played.

Traitors: If your opponent uses a leader matching a treachery card you control, you may call “*Treachery!*” and reveal the traitor card. You immediately win the battle; lose nothing, place the traitor in the Tleilaxu Tanks, and receive the traitor's fighting strength in spice. The player whose traitor was revealed loses all their forces in the territory and discards all the cards they played.

8. SPICE HARVEST



Any player with forces in a sector of a territory where there is spice may collect it at a rate of 3 spice per force if they occupy *Carthage* or *Arrakeen*, 2 spice per force otherwise.

9. MENTAT PAUSE



If a player occupies 3 strongholds with at least 1 of their forces during this phase, they win the game. If 4 strongholds are required, an alliance wins if the allies separately occupy a total of 4 strongholds with at least 1 force.