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Game:	DUNE
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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 place them facedown next to the board. Place played cards in a faceup discard pile next to the appropriate deck; reshuffle the discards to restock decks as necessary. Discard piles are not public information and may not be searched unless an effect allows it.

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.
-  **Atreides:** 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.



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 your opponent played a weapon treachery card and you did not play the proper defense treachery card, your leader is killed and cannot count toward your total. Killed leaders are placed 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.

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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.

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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 your opponent played a weapon treachery card and you did not play the proper defense treachery card, your leader is killed and cannot count toward your total. Killed leaders are placed 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.

IXIANS & TLEILAXU

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 14 **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.

KARAMA POWERS

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

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

IXIAN FACTION RULES

At start: 6 forces (3 cyborgs and 3 suboids) in the hidden mobile stronghold; remaining forces in reserves (off-planet). Start with 10 spice.

Free revival: 1 force, either a suboid or a cyborg.

ADVANTAGES

Start of game

Before treachery cards are dealt, draw 1 card for each faction in the game. Choose 1 to keep, shuffle the remaining cards, and deal 1 to each of the other players.

Bidding

Before the bidding phase begins, draw 1 more treachery card than the number up for bid, and look at all of them. Put 1 card of your choice facedown either on the top or bottom of the deck. Then shuffle the remaining cards and place them facedown for the bidding round.

Cyborgs and suboids

Your 7 **cyborg** forces are each worth 2 normal forces in battle, are able to move 2 territories instead of 1 during movement, and can carry 3 spice. They ship normally, but each costs 3 spice to revive.

Your 13 **suboid** forces ship normally but are worth ½ in battle (use the hash marks between battle wheel numbers as needed). Suboids can also be used to absorb losses after a battle. After battle losses are calculated, any of your surviving suboid forces in that territory can be exchanged for cyborgs you lost in that battle.

Suboids can also be used to maintain a presence in a territory, for controlling a stronghold and for collecting and carrying spice normally. Suboids move 2 if accompanied by at least 1 cyborg, or 1 if they are not.

Hidden mobile stronghold

After the first storm movement at the start of the game, place your **hidden mobile stronghold** by pointing it at a sector in any non-stronghold territory. This stronghold counts towards the game win and is protected from worms and storms.

Before the storm is dialed, or revealed, as long as your forces occupy it, you may move your hidden mobile stronghold up to 3 territories pointing at a sector in any non-stronghold territory. When you move into, from, or through a sector containing spice, you may immediately collect 2 spice per force in your stronghold.

No other faction may ship forces directly into your hidden mobile stronghold, or move it if they take control. Other factions must move or ship forces into the territory it is pointing at (including the Polar Sink), and then use 1 movement to enter.

ALLIANCE

After an ally purchases a treachery card during bidding, they may immediately discard it and draw the top card from the deck.

ADVANCED GAME ADVANTAGES

Technology

Once, during the bidding round, before bidding begins on a card and before Atreides gets to look at the card, you may take the treachery card about to be bid on, replacing it with one from your hand.

Suboid strength

Suboids are always considered half strength for dialing. You can't increase the effectiveness of suboids in battle by spending spice.

TLEILAXU FACTION RULES

At start: 20 forces in reserves (off-planet). Start with 5 spice.

Free revival: 2 forces.

ADVANTAGES

Face dancers

At the start of the game you are not dealt traitor cards. After unused traitor cards have been returned to the deck, shuffle the deck draw 3 cards: these are your **face dancers**.

When another faction wins a battle you may reveal their leader to be a face dancer:

1. The battle still counts as a win for that player.
2. The face dancer leader is sent to the tanks if it was not already killed, but no spice is collected for it.
3. The remaining forces in the territory go back to their reserves and are replaced up to the total of those forces with your Tleilaxu forces from your reserves and/or from anywhere on the planet.

Once revealed you do not replace a face dancer (traitor card) until you have revealed all 3. When that happens, place all 3 cards in the traitor deck, shuffle, and draw 3 new face dancers.

During the Mentat Pause, if there is 1 unrevealed face dancer you wish to replace, you may discard that face dancer (traitor card). Shuffle it into the traitor deck and draw a new face dancer.

Revival

Tleilaxu revival: You have no revival limits, and make payments to the spice bank at half price (rounded up). Other factions make revival payments to you.

Force revival: You may increase the 3 force revival limit for any other faction to 5. Also, for each faction using free revival or a gholia card, you take 1 spice from the spice bank.

Leader revival: Upon request by a faction for a particular one of its leaders in the tanks, you can set a price and, if met, revive that leader (whether it is faceup or facedown). You may only do this when fewer than 5 of that faction's leaders are in the tanks, otherwise normal revival rules apply.

Zoal

Your leader Zoal's value in battle matches the value of the opponent's leader (0 vs a cheap hero), and for collecting spice for his death.

ALLIANCE

You may revive your allies' forces and leaders at half price (rounded up).

ADVANCED GAME ADVANTAGES

Gholas

When you have fewer than 5 leaders alive, you may revive dead leaders of other factions at your discounted rate, and add them to your leader pool up to a limit of 5 total active leaders for your faction.

VARIANTS

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 *Heighliners*, and the Fremens 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.

Heighliners: 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.

CHOAM & RICHESE

SETUP

■ Add the new CHOAM and Richese **faction sets** (player shield, player sheet, player marker, 5 leader discs, 2 alliance cards, and 20 forces) to the core game faction sets.

Richese also has 3 **no-field tokens** and CHOAM has 1 **inflation token**.

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. The 2 new **karama cards** replace the karama cards in the core game.

The new versions of the treachery cards *Poison Tooth* and *Artillery Strike* replace those from the Ixian and Tleilaxu expansion (otherwise, just add them to your treachery deck).

If using the **advanced stronghold card variant**, add the 6 stronghold cards to the game. If using the **leader skill card variant**, add the 14 leader skill cards to the game. Variants can be added to a game, together or separately, irrespective of which factions you choose to include.

Clarification: The discard pile is not public information and may not be searched unless an effect allows you to do so

KARAMA POWERS

CHOAM: You may discard any treachery cards, even worthless cards, from your hand at any time and gain 3 spice each.

Richese: You may pay 3 spice at any time to buy one of your Richese treachery cards, secretly choosing which one.

CHOAM FACTION RULES

At start: 20 forces in reserves (off-planet). Start with 2 spice.
Free revival: 0 forces.

ADVANTAGES

Charity

Each turn, you collect 2 spice for each faction in the game during **CHOAM charity** before any factions collect. If another faction collects CHOAM charity, it is paid to them from your spice.

Treachery

You may hold up to 5 treachery cards. At the end of any phase, you may reveal duplicates of the same card from your hand, and discard the surplus ones for 3 spice each. You may also discard *worthless* cards for 2 spice each. Alternatively, you may discard worthless cards for special effects as follows:

Baliset: Prevent a player from moving forces into a territory you occupy during shipment and movement. They may ship in normally.

Jubba Cloak: Prevent a loss of your forces in one territory to the storm when it moves.

Kull Wahad: Prevent a player from playing a karama card this phase as they attempt to do so.

Kulon: Move your forces 1 extra territory on your turn in shipping and movement.

La La La: Prevent a player from taking free revival during revival.

Trip to Gamont: Send any 1 force belonging to another player to that player's reserves during the Mentat Pause.

Revival

You have no free revival, but you have no limit to the number of forces you may pay to revive and it only costs you 1 spice for each force.

Inflation

During the Mentat Pause, you may place your **inflation token** on the CHOAM charity phase of the phase track (with either the *double* or *cancel* side faceup). In the following game turn, CHOAM charity (including the amount you collect from your charity advantage) is either doubled or canceled for that turn (even for the Bene Gesserit in the advanced game). In the next Mentat Pause, flip the Inflation token to the other side. If the token has already been flipped, you instead remove it from the game. No bribes can be made when your Inflation token is in play with the double side faceup.

ALLIANCE

Once per game turn, at the end of any phase, you may trade a treachery card with your ally. Each faction must give and receive a card. You may pay for some or all of your ally's forces in battle.

ADVANCED GAME ADVANTAGES

Auditor

Gain the **Auditor leader disc** and shuffle the **Auditor traitor card** into the traitor deck at the start of the game.

Whenever you use the Auditor as a leader in a battle, if the Auditor survived, you may audit your opponent by looking at 2 cards in their hand at random (not counting any they used in battle), or 1 card if the Auditor is killed. That faction may pay you 1 spice per card you would get to see to cancel the entire audit. The Auditor may be revived from the Tleilaxu Tanks as your one revived leader per turn, as if all of your leaders were in the Tleilaxu Tanks. The Auditor cannot be a ghola for the Tleilaxu, nor captured by the Harkonnens. The Auditor cannot be assigned a leader skill card.

Forces

When other players pay spice for their forces in battle, half of the spice (rounded down) goes to you. When you pay spice for forces, it goes to the spice bank. None of the spice goes to you if a traitor is revealed.

RICHESE FACTION RULES

At start: 20 forces in reserves (off-planet). Start with 5 spice. You have a separate cache of 10 Richese treachery cards, marked with your faction symbol (these cards are not part of your hand), and 3 no-field tokens (numbered 0, 3, and 5).

Free revival: 2 forces.

ADVANTAGES

Bidding

At the start of each bidding round, 1 fewer card is put up for auction. You must reveal and auction 1 Richese treachery card from your cache (either a **once around** or **silent** auction), ignoring normal bidding order. Your card may be the first card for bid or the last: announce which (before Ixians would use their bidding advantage). You collect payment on your cards sold to other factions. If you buy any, the spice goes to the Emperor or the spice bank normally. Whenever discarded, they go to the normal discard pile. Your cards can't be bought or acquired with a karama.

Once around auction: Pick a direction (clockwise or counter-clockwise), and starting with the faction on one side of you, each faction around has only 1 opportunity to place a bid. Each faction may pass or bid higher, but once it returns to you, either outbid the highest bidder and get the card, or the highest bidder buys the card. If everyone else passes, you may get the card for free or remove it from the game.

Silent auction: All factions able to bid put any amount of spice in one hand (including 0 spice). Factions reveal simultaneously. The faction that had the most spice in hand wins the card (ties break according to storm order). If all factions bid 0 spice, you may either gain the card for free or remove it from the game.

No field

When making a shipment of forces, you may pay for 1 force and use a **no-field token** instead of shipping normally. Place the token facedown in the territory where your shipment lands. Other factions do not know how many of your forces are there, but it is treated as if 1 is there. You may reveal a no-field token at any time before the battle phase, placing the indicated number of forces from your reserves (or up to that amount if you have fewer forces left in reserves). You may move no-field tokens like they are forces. A no-field token is revealed when caught in a storm or by a worm, and you lose the number of forces indicated by the token.

There may never be 2 no-field tokens on the planet at once. You may not use the same no-field token twice in a row (for yourself or an ally). Keep a used one faceup in front of your shield until you place another one.

When you are in a battle, you must reveal the no-field token in that territory with your battle plan, and place the number of forces indicated by the token from your reserves (or up to that amount if you have fewer forces left in reserves). When you are in a battle with a no-field token, Atreides may not see your number dialed.

ALLIANCE

You may offer to ship an ally's forces from off-planet using one of your available no-field tokens, revealing the forces immediately upon shipping (if you already had a no-field token on the planet, it must first be revealed). Place the used no-field token faceup in front of your shield until you place another no-field token.

You may also give your ally a Richese treachery card that is in your hand at any time if their hand is not full.

ADVANTAGES

Black market

At the start of the bidding round, before declaration, you may intervene and offer one treachery card from your hand up for auction. You may announce what you are selling, and you may lie, but you do not show any player what is up for auction (although the Atreides may still look).

The card you offer from your hand may be auctioned the normal way, or via your alternative auction methods. If no player bids any spice for your card, you must keep it, and your intervention ends.

If a card from your hand is sold, 1 fewer treachery card is put up for auction as part of the normal bidding round. You receive all spice payments for black market cards, and karama cards cannot be used to acquire black market cards. Any bids on black market cards that use the normal bidding method proceed in storm order, and normal bidding resumes where normal bidding left off, or in storm order if once around or silent auction was used.

Fremen special victory condition

Richese counts as one of the factions that cannot occupy Tuek's Sietch in order to fulfill the Fremen special victory condition.

VARIANTS

LEADER SKILL CARDS

After choosing factions and Bene Gesserit predictions, deal treachery cards (including the Ixians start of game advantage). Then deal 2 **leader skill cards** to each faction. Each player chooses 1, and shuffles the other back into the leader skill deck.

Play the card you kept faceup in front of your faction shield, then choose 1 of your leader discs to play faceup next to your leader skill. This leader has that skill for as long as they are alive. Finally, complete setup.

Leader skills give you a special bonus or ability for as long as the skilled leader is alive and the card is faceup in play, and a more powerful or additional advantage when the leader is in battle. Skills are applied in the current battle unless your skilled leader is killed in that battle. A Leader skill must be used before a faction ability. If a skilled leader is captured, the skill goes with them.

When you must choose a leader for a battle, either leave the skilled leader faceup in front of your faction shield or take it and the leader skill card behind the shield. When you use that skilled leader, place it in your wheel with the leader skill card (along with any treachery cards normally). In this case, the first part of the skill is still in effect (if applicable), but you also can use the second part of the skill associated with that leader. Alternatively, if you use another leader for battle, and the skilled leader and card are behind the shield, no part of the skill is available to you. If you leave the skilled leader in front of your shield, the first part of the skill can still be used when your other leaders are in battle (if applicable).

After the battle, place the leader (if still alive) and the leader skill card in front of your shield.

Any skill that mentions a card type requires that the card included in the battle plan is played as that card type to gain the skill bonus.

If your leader associated with the skill is killed, shuffle the leader skill card back into the leader skill deck. Whenever you revive any leader, if you have no leader skill card, you may draw 2 cards and choose one to play faceup in front of your shield and assign the newly revived leader to that skill.

ADVANCED STRONGHOLD CARDS


Advanced games only. At the start of the game no faction controls a stronghold, even if they start with forces there.

At the end of each game turn, each player controlling a stronghold takes the corresponding stronghold card. They keep these cards until the end of the turn, and if they no longer control the stronghold, they either pass it to the player who does control the stronghold, or set the card aside if no one controls it. To have control of a stronghold, you must be the sole occupant (not counting Bene Gesserit advisors).

Only after the first turn, in the Mentat Pause, does control of a stronghold card get claimed.

ECAZ & MORITANI

SETUP

 Add the new Ecaz and Moritani **faction sets** (player shield, player sheet, player marker, 5 leader discs, 2 alliance cards, and 20 forces) to the core game faction sets. Ecaz also has 11 **ambassador tokens** and Moritani has 6 **terror tokens** and 1 **atomics aftermath token**.

Set aside the **Duke Vidal leader disc**. Control of the disc can swap between the Ecaz and Moritani factions.

Add the 10 **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.

If using the **nexus card variant**, add the 12 nexus cards to the game. If using the **homeworld variant**, each faction takes their **homeworld card** and **homeworld token**.

If using the **discovery token variant**, shuffle the 7 new **spice cards** into the spice deck and place the 8 **discovery tokens**, facedown and shuffled, to the side of the board.

KARAMA POWERS

Ecaz: If you played neither a weapon nor a defense, you may add the difference between your leader disc and your opponent's leader disc to your number dialed.

Moritani: If you lose a battle, force your opponent to discard or keep any or all treachery cards they played.

ECAZ FACTION RULES

At start: 6 forces in the Imperial Basin. 14 forces in reserves (off-planet). Start with 12 spice. Take the Ecaz ambassador token and 5 random ambassador tokens from the remaining pool of ambassador tokens to form a supply.

Free revival: 2 forces.

ADVANTAGES

Ambassadors

At the end of revival you may spend spice to place ambassador tokens from your supply in any stronghold not in storm that does not have one. The cost is 1 spice for a single ambassador token, but it increases by 1 spice for each subsequent ambassador token placed that turn.

When another faction (other than your ally, advisors, or the faction matching the marker) enters a stronghold with an ambassador, you may trigger its effect, then set it aside.

After all 5 of your random markers have been triggered, return them to the unused tokens (with the exception of the Bene Gesserit) and draw a new supply of 5 ambassador tokens at random. Ambassadors are vulnerable to game effects like storm or explosions, returning to your supply.

Ecaz: Gain Duke Vidal if he is not in the Tanks, captured, or a ghola until used in a battle, or form an alliance with the faction triggering the token (if neither of you are allied and they agree to form an alliance). You may then give control of Duke Vidal to that faction for this turn if they allied with you. This token returns to your supply.

Atreides: See that faction's hand.

Bene Gesserit: Trigger the effect of any ambassador that was not part of your supply, then remove the Bene Gesserit ambassador token from the game.

CHOAM: Discard any of your treachery cards and gain 3 spice for each one from the spice bank.

Emperor: Gain 5 spice from the spice bank.

Fremen: Move a group of your forces on the board to any territory (subject to storm and occupancy rules).

Harkonnen: Look at a random traitor card that faction holds.

Ixian: Discard a treachery card, then draw a new one from the deck.

Richese: Pay 3 spice to the spice bank to draw the top card of the treachery deck if your hand is not full.

Spacing Guild: Send up to 4 of your forces in reserves to any territory not in storm for free.

Teilaxu: Revive one of your leaders or up to 4 of your forces for free.

Occupy

When you are in an alliance, you and your ally's forces are considered the same faction, and may enter and occupy the same territory. If you are both collecting spice from a desert territory, you split the collection however you both agree, or as evenly as possible with your ally gaining the remainder if you can't agree.

If you are both in a battle with another faction, you decide which of you is considered the faction in the battle (choosing a leader and playing treachery cards) once battle order is determined. Regardless of who fights the battle, your ally's forces are the ones dialed, and half of your forces in the territory (rounded up) are added to the number dialed (without needing spice in the advanced game). After the battle, half of your forces (rounded down) remain in the territory if your side wins, and the rest go to the Tanks. If you and your ally both occupy a stronghold at the end of a turn, it only counts as one stronghold for both of you, and you control it.

It only takes 3 strongholds for you and your ally to win, if you both are co-occupied in all three.

Revival

You may always revive Duke Vidal for 5 spice, no matter how many of your leaders are in the Tanks. You may revive leaders normally when at least 5 are in the Tanks (counting Duke Vidal).

ALLIANCE

You may choose to have your ally benefit from a triggered ambassador's effect.

ADVANCED GAME ADVANTAGES

Loyalty

At the start of the game, before traitors are drawn, set aside a random traitor card for your faction faceup for all players to see. It is never added to the traitor deck. Draw traitors normally.

Collection

If you and your ally co-occupy Arrakeen, Carthag, and/or Tuek's Sietch, you both collect the full amount of spice for occupying the strongholds during the spice collection phase.

DUKE VIDAL

Control of Duke Vidal can move back and forth between House Moritani and House Ecaz. He has no traitor card.

Ecaz can only gain Duke Vidal by use of their ambassador. Moritani must be in battles in at least 2 strongholds to gain Duke Vidal (not counting any battles they are in with Ecaz). When Ecaz gain Duke Vidal, they keep him until he is used in a battle, or taken by Moritani. Moritani only keep him for 1 battle, but can gain him again on a subsequent turn if they meet their advantage's condition.

Duke Vidal can only be revived by House Ecaz, even with the Gholia treachery card. Furthermore, if Ecaz has 5 leaders in the Tanks, they may begin reviving normally, even if they still hold 1 leader (regardless of who it is).

MORITANI FACTION RULES

At start: 6 forces in any unoccupied territory after all other factions set up. 14 forces in reserves (off-planet). Start with 12 spice. You have 6 terror tokens that you keep hidden.

Free revival: 2 forces.

ADVANTAGES

Terrorize

During the Mentat Pause, you may place a terror token facedown in any stronghold that doesn't have one (other than the Ixian hidden mobile stronghold), even one under storm, or else move one to a stronghold that doesn't have one. You may reveal and activate a terror token when another faction (other than your ally) enters a stronghold containing one (either moving or shipping in, including advisors). Revealed tokens are removed from the game.



Assassination: Choose a random leader from that player and send it to the Tanks. Collect spice for the killed leader (3 for Zola).



Atomics: All forces in the territory go to the Tanks. Place the **atomics aftermath token** there. No forces may ever ship into this territory (even Fremen). From this turn forward, your hand limit is reduced by 1 (as well as your ally's). Discard a random card if you exceed the limit.



Extortion: Gain 5 spice from the spice bank, placed in front of your shield. Collect it in the Mentat Pause, then regain this terror token unless any one player in storm order pays you 3 spice.



Robbery: Steal half the spice (rounded up) from that player or take the top card of the treachery deck (then discarding a card of your choice if you exceed your hand size).



Sabotage: Draw a random treachery card from that player and discard it if possible. Then you may give that player a treachery card of your choice from your hand.



Sneak attack: Send up to 5 of your forces in reserves into that territory at no cost (subject to storm and occupancy rules), even if the atomics aftermath token is there.

Enemy of my enemy

When a faction (other than Ecaz) would trigger a terror token, you may offer to enter into an alliance with that faction before the token is revealed. If that faction accepts, you both are now allied (breaking existing alliances either or both of you were in). Your terror token is not revealed, and returns to your supply. If that faction does not accept, the terror token must be revealed.

Duke Vidal

You gain Duke Vidal at the end of shipping and movement if you are in at least 2 battles in strongholds (not counting battles involving Ecaz) if he is not in the Tanks, taking him from any faction currently controlling him. Set him aside at the end of the turn if he's not in the Tanks or captured.

ALLIANCE

When your ally loses a battle that had a winner, they may keep 1 treachery card they played in the battle that they would have been able to keep had they won.

ADVANCED GAME ADVANTAGES

Assassinate leaders

When you lose a battle in which the opposing player had a leader disc that was not killed (and no traitor was called), you may reveal a traitor card for the same faction (other than the leader you opposed). If they are not in the Tanks, kill that leader and collect spice for them. During the Mentat Pause, set the revealed card aside faceup as a marker, then draw a new traitor card. This advantage may only be used once against each faction. You may reveal a traitor card normally, but then this advantage is lost.

VARIANTS

HOMEWORLDS

These cards represent each faction's homeworld or domain, and the planet disc is where their reserve forces are kept. The card side with full art is the starting **high threshold** side. The other side is **low threshold**, when their reserves dip below a certain number.

High threshold

Maintaining a certain number of forces here provides a faction with a new advantage (the number varies depending on the faction). As long as a faction maintains the minimum threshold of reserves, they have this advantage. When reserves dip below the threshold, the card is flipped over, and the advantage is inactive.

Low threshold

The reverse side of the homeworld card shows 2 different status effects: **low threshold** and **occupied**. When a faction's reserves reach a low-threshold reserve, a penalty is activated. Additionally, a faction's free revival is increased by 1, and when collecting CHOAM charity, the faction collects 1 extra spice (collected directly from the spice bank and not from the CHOAM faction).

Occupying other homeworlds

Factions can ship to another player's homeworld and attack their reserves there, or immediately occupy the homeworld if there are no reserves there. If a player starts or ends a turn occupying another faction's homeworld with one or more of their forces, they are considered the **occupier** and gain an advantage. If at any time, a faction occupies another faction's homeworld alone, they are immediately considered the occupier for that turn.

Occupiers also gain a spice income during spice collection from some homeworlds (shown in the occupied section of the homeworld card and collected from the spice bank), even in the basic game.

Any spice collected by an occupier for occupying a homeworld may be immediately shared with the occupier's ally.

Note that the low threshold penalty is still active when another faction occupies your homeworld.

Revival

The only way for any player (other than the Spacing Guild) to add forces to their own homeworld is through revival (unless Guild *cross-shipping*). No faction other than the Spacing Guild may ship their own forces from Arrakis to a homeworld. For the Spacing Guild, this is considered a *cross-shipment*.

However, factions may ship their forces from one homeworld to another homeworld. Shipping costs 1 spice per force (half price for the Guild).

Battles

The different thresholds also afford varying battle strengths added to their dialed total in battles on their homeworld as indicated on the homeworld cards. Additionally:

- Traitors and face dancers cannot be called by a non-native faction.
- *Lasgun* and *shield* explosions only send a number of native forces equal to homeworld battle strength to the Tanks, no matter what was dialed, and the remaining forces remain on their homeworlds. Both players still lose the battle and leaders are killed normally.

Alliances

No player may enter into an alliance with any faction whose forces occupy their homeworld, nor may a faction ship to or occupy their ally's homeworld.

Emperor's homeworlds

In the basic game, the Emperor only uses Kaitain and keeps all reserves there (Sardaukar are treated as normal forces).

In the advanced game, the Emperor also has Salusa Secundus, and must keep only Sardaukar forces there to start. During revival, the Emperor must place revived Sardaukar on Salusa Secundus, and normal forces on Kaitain. Salusa Secundus provides no revival or CHOAM charity bonus.

During shipping and movement, the Emperor can use their movement to move forces from Kaitain to Salusa Secundus (or vice versa). When the Emperor makes a shipment to Arrakis or another homeworld, forces can come from both Emperor homeworlds as part of the same shipment.

CHOAM homeworld

Note that CHOAM's homeworld of Tupile has a penalty for high-threshold, but an advantage when they are at low threshold, opposite of the other homeworlds.

Bene Gesserit

Bene Gesserit cannot send advisors to homeworlds. Bene Gesserit cannot flip from fighters to advisors while on another homeworld.

Karama cards

Karama cards have no effect on homeworld advantages or penalties.

Not territories

Homeworlds are not territories, so effects like the Ecaz occupy advantage do not apply to homeworlds.

NEXUS CARDS

If at the end of the spice blow and nexus phase, a nexus occurred and at least 1 alliance exists, any player not in an alliance may draw 1 **nexus card**, and keep it secret until used, or discard one they are holding and draw a new one.

If you hold a nexus card, you must discard it to enter into an alliance with another player. If you play a nexus card, you may draw another one at the end of the next nexus if you are not in an alliance.

Nexus cards are drawn after all alliances are made. Once used, a nexus card is discarded. If you need to draw a nexus card and none are available, shuffle the discards to form a new deck. Because some of the *cunning* effects are advanced game only, whenever you draw your own faction's nexus card in either the basic or advanced game, you may discard it immediately and draw a new one.

Each Nexus Card has 3 possible effects:

Betrayal: This is if the faction is in the game, but controlled by another player. Betrayal allows you to cancel an advantage that faction has when they try to use it. In some cases, this even allows a player to cancel an alliance advantage.

Cunning: This effect is if you draw your own faction's nexus card. Cunning gives you an enhanced version of one of your advantages.

Secret ally: This effect is if a faction is not in the game. You have a secret alliance with that faction, and you may use this effect.

NEW TREACHERY CARDS

Each of the 3 new treachery cards are discarded after use. The *Reinforcements* and *Harass & Withdraw* cards are played in place of a weapon or a defense, but do not count as either. Therefore, Atrides prescience does not require revealing one of these cards. The *Recruits* card can be played during the revival step to double every faction's free revival rates and increase the revival limit to 7 for the turn.

DISCOVERY TOKENS

Shuffle the 7 new Spice Cards into the Spice Deck. Place the 8 Discovery tokens facedown near the board, and mix them up.

Great maker spice card

This is treated like a normal Shai-Hulud card: spice and forces (other than Fremmen) in the last spice territory are sent to the spice bank and Tanks respectively. However, there is a vote to

determine whether or not a nexus occurs. Going in storm order, each player votes yes or no for a nexus. Unless a majority vote yes, there is no nexus. Afterward, the Fremmen may use any number of their forces in reserves to 'ride the worm', moving to any territory in accordance with storm and occupancy rules (instead of riding from a territory on the board or placing the sandworm token).

A karama played on the Fremmen forces in the territory will destroy them, but not prevent them from riding the worm with reserves.

Discovery spice card

Whenever a *Discovery* spice card is drawn, place 6 spice in the indicated territory. Any spice or forces already in that territory are destroyed by the spice blow (this effect only occurs when this card is drawn). Then take a random discovery token of the indicated type (Hierreg or Smuggler), and place it facedown in the sector and territory as shown on the card.

Tokens

There are 2 types of discovery tokens: **Hierreg** tokens are placed in desert territories, and **Smuggler** tokens are placed in rock territories. When a faction is in the territory with nonadvisor forces, they may look at the token during spice collection, and choose to reveal it immediately, or not at all (at the next spice collection, a faction with forces in that territory will have the same opportunity to reveal an unrevealed Discovery token).

Discovery tokens that are locations remain in place when revealed, but are not considered occupied when revealed. At the start of the next turn, before the storm (and movement of the Ixian hidden mobile stronghold), any faction in a territory with a discovery token just revealed may move some or all non-advisor forces in that territory. The location itself is considered a territory within the territory where the token is located.

The cost to ship into a revealed location token is the same for shipping into strongholds. Forces in these locations are immune to the effects of the storm or sandworms.



Hierreg tokens

Whenever a Hierreg token is facedown on the board, the Fremmen may look at it at any time without revealing it.



Jacurutu sietch: This counts as a normal stronghold. If you win a battle in this stronghold, gain 1 spice for each of your opponent's undialed forces that go to the Tanks.



Cistern: If you occupy this territory during spice collection phase, gain 2 spice from the spice bank.



Ecological testing station: If you occupy this territory during the Storm phase, you may add or subtract the movement of the storm by 1. This has no effect on weather control.



Shrine: If you occupy this territory, you may play *Truthtrance* as a karama card, and vice versa.



Smuggler tokens

Whenever a Smuggler token is facedown on the board, the Spacing Guild may look at it at any time without revealing it.



Orgiz processing station: If you occupy this territory during the spice collection phase, steal 1 spice of each spice blow collected.



Treachery card stash: Gain 1 treachery card. If your hand is full, gain a card then discard any card. Remove this token from the game.



Spice stash: Gain 7 spice from the spice bank. Remove this token from the game.



Ornithopter: Gain the token. You may use it on any subsequent turn to have 3 movement instead of your normal movement for 1 movement action. Then remove this token from the game.