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BETRAYAL

SETUP

Place the **scoreboard** in the center of the playing area, using the side corresponding to the number of players.

Place the **round marker** on the first **action round**, and the **battle marker** on the **start** position.

Select a player as the **dealer**. This player takes the **action**, **identity**, **trait**, and **target cards**, and the **dealer token**.

Shuffle the **action deck** and place it beside the round tracker. Flip the first 3 action cards and place them beside the deck. Any time 2 identical cards come up, discard 1 of them faceup next to the deck and flip another.



4-5 players: If playing with just 4 or 5 players, remove the 10 extended action cards (with this symbol) from the action deck before shuffling it.

The dealer selects these identity cards: **Baron Harkonnen** (Harkonnen Noble), **Trooper** (Harkonnen Fighter), **Duke Leto Atreides** (Atreides Noble), **Duncan Idaho** (Atreides Fighter). If there are more than 4 players add the following cards:

5+ players: **Gurney Halleck** (Atreides Fighter)

6+ players: **Guard** (Harkonnen Fighter)

7+ players: **Lady Jessica** (Atreides Noble)

8 players: **Beast Rabban** (Harkonnen Noble)

Shuffle the selected identity cards and deal 1 to each player facedown. Each player secretly looks at their identity card.

The dealer gives each player 1 of each type of **trait card**: **Atreides**, **Harkonnen** and **Fighter**. Each player secretly selects the 2 trait cards matching their identity card:

All nobles: Atreides and Harkonnen

Atreides Fighter: Atreides and Fighter

Harkonnen Fighter: Harkonnen and Fighter

Players shuffle their 2 trait cards and place them facedown next to their identity card so that even they don't know which is which (ask another player to shuffle for you if desired). Hide your unused trait card underneath your identity card.

A Fighter's traits exactly match their identity. Nobles trust no one, so are in disguise with both house traits.

The dealer gives each player 1 attack and 1 defend target card. Place these facedown beside your house identity card.

Once all players have looked at their identity cards, the dealer must make sure that the Harkonnen nobles know who their Fighters are by repeating this script:

'Everyone close your eyes.'

'All Harkonnen Fighters raise a hand.'

'Baron Harkonnen, open your eyes and note who your Fighters are.'

'Baron Harkonnen, close your eyes. Everyone's eyes should now be closed.'

If there are 8 players, continue:

'Beast Rabban, open your eyes and note who your Fighters are.'

'Beast Rabban, close your eyes. Everyone's eyes should now be closed.'

Close with:

'Harkonnen Fighters lower your hands.'

'Everyone, open your eyes.'

Both Harkonnen nobles know their Fighters, but neither know the identity of the other noble.

GAME PLAY

Each game has 6 rounds (use the round tracker to keep track):

3 action rounds

2 targeting rounds

1 battle round

ACTION ROUNDS

In these 3 rounds, each player in turn, starting with the dealer and going clockwise around the table, chooses a faceup action card.

Some action cards have actions that occur immediately when drawn, while others are used later in the targeting rounds.

If an action card has a sigil matching those on the player's identity card, they will score a point in the battle round.

SELECT AN ACTION CARD

On your turn, choose one of the 3 available faceup action cards. Place the card above your trait cards.

If any of the action cards cannot be played (eg. because your traits are all *shielded* or there aren't enough *unshielded* trait cards to view), you can ask the dealer to discard that card and flip another in its place. This can also be requested if you already own 1 copy of *Mind Games* and another copy is faceup.

Once a player has selected their action card and finished their turn, the dealer flips a new action card to replace it. If it is identical to an already flipped card, discard it and flip another until 3 unique cards are showing.

If the action deck runs out, shuffle the discards to form a new deck. A player may own multiple copies of the same card.

Immediate: If the action says it is to be used immediately, the player must complete all of the shown actions when they select the card.

Use in targeting rounds: Action cards that say they are used in a targeting round do nothing at this point.

Viewing traits: When an action card tells you to view a trait card, select an appropriate *unshielded* trait card and secretly look at it or have another player secretly look at it (depending on the card's instructions).

Shielded and unshielded traits: Trait cards start the game *unshielded*. When a trait card is viewed, it becomes *shielded*. Return the card to its original spot, but turned on its side. It can't be viewed again, except by *Mind Breaker*.

Tokens: 2 of the action cards use tokens: **Atreides Sigil** and **Atreides Master of Assassins**. If you select either of these cards, place the matching token on it. Both of these tokens are used in the first targeting round.

TARGETING ROUNDS

In these 2 rounds, each player in turn, starting with the dealer and going clockwise around the table, looks at their target cards and chooses 1 to place facedown on top of another player's identity card. Before doing so, they can play targeting round action cards.

USE TARGETING ROUND ACTION CARDS

At the start of your turn, you may use 1 or more of your action cards that state they are used in the targeting rounds. Some cards can only be used in the first or second targeting round, while others can be used in either targeting round.

The *Ornithopter Escape* card is played in another player's turn as a response to being targeted.

To use a card, follow its rules, then turn it on its side to show that it is now *shielded* and cannot be used again. If you want to use multiple action cards, you must play them in sequence, completing each card before you play the next.

DELIVERING TOKENS

The *Atreides Sigil* and *Master of Assassins* cards allow players to deliver Sigil or Assassin tokens to other players: place the tokens on the player's identity card. Players cannot deliver tokens to themselves. If a player already has 2 tokens on their identity card, they cannot receive further tokens.

These action cards must be used in the first targeting round. If a player chooses not to deliver their tokens or forgets to do so, they remain on the action card and have no effect.

TARGET A PLAYER

On their turn, a player places either their **attack** or **defend** card facedown on top of another player's identity card.

In the second targeting round, a player will place the only card they have left. Each card they place remains hidden until the battle round unless a player uses an *Aerial Recon* action card to view it.

A player may play both of their target cards on the same player, but may not play a target card on their own identity card. **A player that already has 3 target cards can no longer be targeted.**

Attack your enemies, as their team will lose a point for each of their players that received at least 1 attack card.

If possible, attack their Nobles, as they lose points for every attack card played on them. Therefore, defend your nobles, especially if you are House *Atreides*, since their Nobles lose 2 points for every attack card played on them.

The *Ornithopter Escape* action card is played immediately as a response when the player is targeted by another player. The player who targeted them must either target another player with that card or discard it.

The *Mind Games* action card allows a player to skip placing a target card in the first targeting round and instead place both in the second, if desired.

BATTLE ROUND

The last round of the game is the **battle round**. In this round, each player in turn, starting with the dealer and going clockwise around the table, adjusts the battle marker by their score. At the end of the round, the battle marker indicates which house has won.

Players move the score marker towards their own side when they score points and towards their enemy's side when they lose points (points are not limited by the game board).

House *Atreides*: Move the score marker right when scoring points and left when losing points.

House *Harkonnen*: Move the score marker left when scoring points and right when losing points.

1. REVEAL IDENTITY

At the start of their turn a player reveals their identity card and all the target cards and tokens on it.

2. SCORE ACTION CARDS

A player scores 1 point for each action card they have with a **sigil** that matches one on their identity card.



Atreides



Harkonnen



All Nobles



All Fighters



All Players

3. SCORE TOKENS

Atreides sigil: An *Atreides* player scores 1 point for each Sigil token they have.

Master of Assassins: A *Harkonnen* player loses 1 point for each Assassin token they have.

4. SCORE TARGET CARDS

Tally the scores:

Harkonnen Nobles lose 1 point for each attack card.

Atreides Nobles lose 2 points for each attack card.

Fighters lose 1 point if attacked, ignore further attacks.

Each player gains 1 point for each defend card they receive.

WINNING THE GAME

At the end of the battle round, the position of the score marker shows the outcome: if the marker is on an *Atreides* sigil, House *Atreides* has won. If the marker is on a *Harkonnen* sigil, House *Harkonnen* has won.