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I'm Peter (Universal Head). For 10 years I've been making **my famous rules summaries** and **entertaining, informative videos** about tabletop games.

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Game: **DUNE: A GAME OF CONQUEST AND DIPLOMACY**

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The Esoteric Order of Gamers



SETUP

Place all **spice tokens** in the spice bank.

Separately shuffle the **spice deck**, **battle deck**, and **market deck** and placed them facedown next to the board. Create discard piles next to these decks and reshuffle them to restock the decks as necessary.

Players may not search through discards; only the top one is public information.

Randomly choose **factions** by taking 1 traitor card from each faction, shuffling them, and dealing 1 card to each player (then return the traitor cards to the traitor deck). Take your **faction sheet** and components.

Remove the cards for all factions that are not in play from the traitor deck and shuffle the deck. Each player (except the Harkonnen faction player) is dealt 4 cards. Each of those players then secretly selects 1 card to keep. Each player keeps their chosen card facedown and returns the rest facedown to the traitor deck. When all unchosen traitor cards have been returned, shuffle the traitor deck.

If the Harkonnen faction is in the game, that player selects traitors as described on their faction sheet.

Each player takes their starting amount of **spice**, as shown on their faction sheet, from the spice bank and puts it in the spice section on their faction sheet.

If the Fremens are in the game, they place their 5 starting forces in the Polar Sink. All other forces are placed in the **leader & reserves** area of their faction sheet.

Place the **turn marker** at 1 on the turn track. Place the **phase marker** on the storm phase on the phase track. Place the **storm marker** on the storm start sector on the board.

Each player rolls the **storm die** to see who goes first (the storm icon is the highest value). The player who rolled highest takes the **first player marker**. Keep rolling in case of ties for first.

SEQUENCE OF PLAY

The game is played in **turns** to a maximum limit of 5 turns. After the last phase of a turn, move the first player marker to the next player counter-clockwise.

Each turn is composed of 7 specific phases that are played in order. During some phases in a turn play passes counter-clockwise in **player order** from one player to the next.

1. STORM

The first player rolls the die and moves the storm that many sectors counter-clockwise. If the **storm icon** is rolled, the first player may advance the storm any number of sectors from 0-6.

If the storm passes over or stops in a sector of a sand territory with forces or spice, the forces and spice are destroyed (sent to the Tleilaxu Tanks or back to the spice bank).

Forces that are in rock territories, strongholds, and the Polar Sink are protected.

Forces cannot move into, out of, or through a sector in storm. Forces cannot battle if only one player's forces are in storm or if forces are on opposite sides of the storm.

Fremen forces in sand territories are not destroyed by the Storm if it passes over or stops on top of them, however Fremen still can't move into, out of, or through a sector in storm.

2. SPICE BLOW

The first player reveals the top card of the spice deck. If it is a **spice territory** card, put the indicated amount of spice in the 2 territories shown on the card.

If a **sandworm** card comes up during the first game turn, ignore it, return it to the deck and reshuffle the deck.

After that, if a sandworm card comes up, any spice or forces (except for Fremen) in the territories showing on the top card of the spice discard pile are destroyed and sent to the Tleilaxu Tanks and spice bank. If Fremen forces are in the territory they must **ride the worm** before another spice card is revealed. Then a new card is revealed (discarding any more sandworms) until a new spice territory card is drawn.

For all spice blows, the forces of any faction caught in the spice blow are destroyed and placed in the Tleilaxu Tanks.

Also, if a territory on the spice blow card shows a territory that already has spice, before placing the new spice, the old spice is removed to the spice bank.

3. GAIN CARDS

There are 2 types of cards players have in their hand: **battle cards** and **market cards**. Each player gains battle cards and then market cards before play passes in player order.

Battle cards: Each turn players draw battle cards into their hands until they have their maximum of 4 cards.

Market cards: Each turn players may buy, for 2 spice each paid to the spice bank (or the Imperium if that faction is in the game), enough market cards to bring their number to the maximum of 3 cards. These must be bought by announcing the amount to be bought for the turn, paying the spice, and drawing the cards. No further cards may be bought that turn by that player.

4. REVIVAL

Starting with the first player, each player may **revive** 2 forces for free, and in addition, for 2 spice each, may revive additional forces and/or revive leaders for their value in spice.

Pay spice for revivals to the spice bank. Place revived leaders and forces back in your reserves. A revived leader can be played normally and is still subject to being a traitor.

5. SHIPPING & MOVEMENT

Starting with the first player, each player may ship forces from their reserves into 1 territory or stronghold on the planet at a cost of 1 spice per force paid to the spice bank (Fremen may only ship 5 forces to the *Polar Sink*).

You cannot ship into a sector in a storm, from the board back to your reserves, or from one territory on the board to another territory.

Once you have made a shipment, you may then move as a group, any number of your forces from one territory into one other territory up to 3 territories away. However, if a stronghold already has forces from 2 factions, that stronghold cannot be entered by another player's forces.

Sectors have no effect on movement distance. Forces can move through a territory ignoring all sectors. Once stopped in a territory, however, forces must be clearly all in 1 sector. Forces moved must be 1 group. You may not drop some forces off along the way, nor pick up any of your forces you pass along the way.

No force may move into, out of, or through a sector in storm. The *Polar Sink* is never affected by the storm.

As with force shipment, forces cannot be moved into or through a stronghold if forces of 2 other players are already there.

6. BATTLE

A **battle** will occur in every territory (except the *Polar Sink*) that has forces of more than 1 faction.

7. SPICE COLLECTION

Starting with the first player, players with forces in the sector of a territory that contains spice may collect that spice. **1 force may collect 2 spice**.

Players may not give their spice to other players at any time.

After spice collection, any player with fewer than 3 spice may take spice from the bank until they have 3.

When all spice has been collected, move the turn token to the next position on the turn track, move the phase token back to storm, and move the first player token counter-clockwise to the next player.

CHECK FOR WIN

If a player occupies 3 strongholds with at least one of their forces at the end of turns 3, 4, or 5, that player wins the game.

If there are no winners after turns 3 or 4, play continues.

If by the end of 5 game turns, no player controls 3 strongholds, each player gets 5 points for each stronghold they occupy, and 1 point for each spice they hold. The highest total wins, and ties share the win.

BATTLES

Wherever 2 or more players' forces occupy the same territory **battles** must occur between those players. Battles continue until no more than one player's forces remain in each territory on the map.

Players cannot battle one another in a territory if one player's forces are in storm and protected, or if forces are on opposite sides of the storm. Their forces remain in the same territory at the end of the phase.

Players cannot battle in the *Polar Sink*. It is a free haven for everyone.

BATTLE ADVANTAGE

The first player has **battle advantage**, then battle advantage goes in turn order to the next player, and so on until the end of the battle phase. The player with battle advantage wins ties and chooses the order in which they wish to fight their battles if they are in more than 1 battle.

If 3 or more players are in the same territory, the player who has battle advantage picks who they will battle first, second, etc. for as long as they have forces left in that territory.

BATTLE PLAN

First, each player secretly formulates a **battle plan**. A battle plan always includes the number of forces dialed on the **battle wheel**. If possible, the battle plan must include a **leader**. Additionally, it may include **battle cards** if the player is playing a leader in that battle.

All of the elements of a battle plan are kept secret until the battle plans are revealed.

Take a battle wheel and secretly dial a number from 0 to the number of forces you have in the disputed territory. These are the forces that you are committing to the battle that add to your battle total. Regardless of the battle's outcome, you will lose at least the number of forces dialed on your battle wheel.

Select 1 leader disc and place it faceup in the slot on your battle wheel.

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

If possible, you must always play a leader as part of your battle plan. If you cannot play a leader, you must announce so while formulating battle plans.

A player with no leader must still battle, but they cannot play any battle cards as part of their battle plan.

Players with a leader may play a **weapon** battle card, **defense** battle card, both, or neither, by holding any played cards against their battle wheel with the weapon card on the left and the defense card on the right.

Some battle cards may be played instead of a weapon or defense battle card. Players may play a *worthless* card instead of a weapon or defense (this is the only way to discard *worthless* cards from your hand).

FACTION ADVANTAGE TIMING

When Atreides and Imperium are in a battle, the player with battle advantage must use their faction advantage first.

If the Imperium player uses their faction advantage of the Voice, the opposing player may change their mind about any elements of their battle plan (while still complying with the voice command) before revealing battle plans.

Certain cards enable players to make decisions affecting battle results after battle plans are revealed. In such cases, if timing conflicts arise, the player with battle advantage makes any such decisions first and then the opposing player makes such decisions.

BATTLE RESOLUTION

When both players are ready, battle plans are revealed simultaneously.

The winner is the player with the highest total fighting strength. Fighting strength is determined by totaling the number dialed on your battle wheel and your leader's fighting strength.

On a tie, the player with battle advantage wins.

If your opponent played a weapon battle card and you did not play the proper defense battle card, your leader is killed, and their fighting strength does not count toward your total fighting strength. Both leaders can be killed, in which case neither counts in the battle.

The winner of the battle immediately receives spice from the spice bank equal to the total fighting strength of all leaders killed in the battle (including their own leader, if killed). Then killed leaders are immediately placed faceup in the Tleilaxu Tanks.

Surviving leaders remain in the territory where they were used until all other battles have been resolved. They are then retrieved by their owners.

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

The winning player loses only the number of forces they dialed on their battle wheel. These forces are placed in the Tleilaxu Tanks (you can still win a battle if you lose all of your forces). If the card text allows, the winning player may keep or discard any of the cards they played.

NOTES ON BATTLE CARDS

Weapon and defense cards come in two basic types: **projectile** and **poison**. Also, 3 weapon cards are marked as **special**. These can be played instead of a basic weapon card.

Worthless cards can only be discarded from your hand when you use them in your battle plan instead of using a weapon, defense, or both. Some market cards also allow you to discard *worthless* cards.

MARKET CARD TIMING

Once a market card is played, the game is suspended until the effects of the card are carried out. Then play resumes and another market card may be played.

Market cards can be played during the phases specified on each card. In cases of timing conflicts when playing market cards at the same time, priority follows turn order.

TRAITORS

If you are in a battle and your opponent uses a leader that matches a traitor card you control, you may call out *"Traitor!"* and pause the game. The traitor card is revealed.

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.
- Keeps their leader and may use them in another battle in this or any other one territory during this game turn.

The player whose traitor was revealed:

- Loses all of their forces in the territory to the Tleilaxu Tanks.
- Discards all of the cards they played.

If both players reveal a traitor card, both players' forces in the territory, their cards played, and their leaders, are all lost. Neither player gets any spice and neither player has won the battle.

If you reveal a traitor card, your opponent may not play any market card for the rest of that particular battle. If you reveal a traitor card in a battle after your opponent has played a market card in that battle, the market card is canceled and discarded.

2 PLAYER GAMES

Players can either agree between themselves which factions they want to play, or choose randomly. Possible match-ups:

Cousins: Atreides vs Imperium

Quarrel: Atreides vs Fremen

Kanly: Atreides vs Harkonnen

Desert Rats: Harkonnen vs Fremen

Suspicion: Imperium vs Harkonnen

Opposites: Imperium vs Fremen

Use only 4 strongholds. Either decide which strongholds you wish to cover, or select them randomly by rolling the storm die:

0 = Carthag

1 or 2 = Sietch Tabr

3 or 4 = Habbanya Sietch

5 or 6 = Tuek's Sietch

≈ = Arrakeen

Cover the strongholds rolled with the appropriate stronghold blocker tokens. **Those strongholds are now sand territories.** All other rules remain the same.

ALLIES: 2 PLAYER GAME

Players can also have a double faction 2 player game, with each of the 2 players playing an alliance of two factions: Atreides & Fremen vs. Harkonnen & Imperium.

Forces: The Harkonnen & Imperium player takes 20 Harkonnen force tokens and places them in the force area of their double faction sheet and the Atreides & Fremen player takes 20 Atreides force tokens and places 15 forces in the reserves area of their double faction sheet, and 5 forces in the *Polar Sink*.

Leaders: The leaders of each double faction are combined and enough are randomly drawn using the traitor cards to create a blended set: 7 for Atreides & Fremen and 5 for Harkonnen & Imperium. Each player now takes the leader discs that match their blended set and places them in the force area of their double faction sheet.

The remaining leaders are not used. Put the unused traitor cards and matching leader discs for those leaders back in the box.

Players may either announce the leaders in their faction's set or both keep their faction leaders secret.

Both players return the active traitor card sets to the board and shuffle them together to make the traitor deck.

Now play the game in the normal way.

Faction abilities: Each blended group uses a mix of their faction abilities as described on their faction sheets.

SEQUENCE OF PLAY



1. STORM

The first player rolls the die and moves the storm that many sectors counter-clockwise. If ⚡ is rolled, the first player may advance the storm any number of sectors from 0-6.

If the storm passes over or stops in a sector of a sand territory with forces or spice, the forces and spice are destroyed. Forces in rock territories, strongholds, and the Polar Sink are protected.

Forces cannot move into, out of, or through a sector in storm. Forces cannot battle if only one player's forces are in storm or if forces are on opposite sides of the storm.

Fremen forces in sand territories are not destroyed by the Storm if it passes over or stops on top of them, however Fremen still can't move into, out of, or through a sector in storm.



2. SPICE BLOW

The first player reveals the top card of the spice deck. If it is a **spice territory** card, put the indicated amount of spice in the 2 territories shown on the card.

If a **sandworm** card comes up during the first game turn, ignore it, return it to the deck and reshuffle the deck.

After that, if a sandworm card comes up, any spice or forces (except for Fremen) in the territories showing on the top card of the spice discard pile are destroyed. If Fremen forces are in the territory they must **ride the worm** before another spice card is revealed. Then a new card is revealed (discarding any more sandworms) until a new spice territory card is drawn.

The forces of any faction caught in the spice blow are destroyed and placed in the Tleilaxu Tanks.

If the territory on the spice blow card already has spice, before placing the new spice, the old spice is removed.



3. GAIN CARDS

Each player gains battle cards and then market cards before play passes in player order.

Battle cards: Each turn players draw battle cards into their hands until they have their maximum of 4 cards.

Market cards: Each turn players may buy, for 2 spice each paid to the spice bank (or the Imperium if that faction is in the game), enough market cards to bring their number to the maximum of 3 cards.



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Starting with the first player, each player may **revive** 2 forces for free, and in addition, for 2 spice each, may revive additional forces and/or revive leaders for their value in spice.



5. SHIPPING & MOVEMENT

Starting with the first player, each player may ship forces from their reserves into 1 territory or stronghold at a cost of 1 spice per force paid to the spice bank (Fremen may only ship 5 forces to the *Polar Sink*).

You cannot ship into a sector in a storm, from the board back to your reserves, or from one territory on the board to another territory.

Once you have made a shipment, you may then move as a group, any number of your forces up to 3 territories. However, if a stronghold already has forces from 2 factions, that stronghold cannot be entered by another player's forces.

No force may move into, out of, or through a sector in storm. The *Polar Sink* is never affected by the storm.

Forces cannot be moved into or through a stronghold if forces of 2 other players are already there.



6. BATTLE

A **battle** occurs in every territory (except the *Polar Sink*) that has forces of more than 1 faction.



7. SPICE COLLECTION

Starting with the first player, players with forces in the sector of a territory that contains spice may collect it. **1 force may collect 2 spice.**

After spice collection, any player with fewer than 3 spice may take spice from the bank until they have 3.

BATTLES

The first player has **battle advantage**, then battle advantage goes in turn order to the next player, etc. The player with battle advantage chooses the order in which they wish to fight their battles if they are in more than 1 battle.

Each player secretly formulates a **battle plan**. Include the number of forces dialed on your **battle wheel**. If possible, you must include a **leader** (if you cannot play a leader, announce this), and **battle cards** if you are playing a leader. No leader may fight in more than 1 territory during the same turn. When both players are ready, reveal battle plans simultaneously.

The winner is the player with the highest total fighting strength (the number on your battle wheel plus your leader's strength). On a tie, the player with battle advantage wins.

If your opponent played a weapon battle card and you did not play the proper defense battle card, your leader is killed, and their strength does not count.

The winner immediately receives spice from the spice bank equal to the total fighting strength of all leaders killed in the battle (including their own, if killed).

The loser loses all of their forces in the territory and must discard every battle card they used in their battle plan. **Leaders are lost only when they are killed by weapon battle cards.**

The winner loses only the number of forces they dialed on their battle wheel.

TRAITORS

If your opponent uses a leader that matches a traitor card you control, you may call out "*Traitor!*" The traitor card is revealed.

You immediately win the battle and lose nothing, regardless of what was played in the battle plans (even a *Lasgun* and *Shield*). Remove the traitorous leader and take their 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 players reveal a traitor, both players' forces in the territory, their cards played, and their leaders, are all lost. Neither player gets any spice and neither player has won.

If you reveal a traitor, your opponent may not play any market card for the rest of that battle. If you reveal a traitor in a battle after your opponent has played a market card in that battle, the market card is canceled and discarded.