

THE SPICE MUST FLOW

DUNE

A GAME OF CONQUEST, DIPLOMACY & BETRAYAL

RULEBOOK



PREFACE

"A beginning is the time for taking the most delicate care that the balances are correct. This every sister of the Bene Gesserit knows. To begin your study of the life of Muad'Dib, then take care that you first place him in his time: born in the 57th year of the Padishah Emperor, Shaddam IV. And take the most special care that you locate Muad'Dib in his place: the planet Arrakis. Do not be deceived by the fact that he was born on Caladan and lived his first fifteen years there. Arrakis, the planet known as Dune, is forever his place."

— from Manual of **Muad'Dib**
by the Princess Irulan

Frank Herbert's classic science fiction novel *Dune* will live for generations as a masterpiece of creative imagination. In this game, you can bring to life the alien planet and the swirling intrigues of all the book's major characters.

Dune — the very name conjures up desolation. Desert sandscapes cover most of the planet surface, broken only by giant rock ridges. Giant sandworms a quarter mile long live beneath the sand and attack any who linger on it. Human life exists in a few scattered places where precious water is available, but even those settlements are buffeted by terrifying coriolis storms.

Yet the planet is crucial to the destiny of a galactic empire. Because only on Dune can spice be harvested.

Spice is the key to interstellar travel. Only by ingesting the addictive drug can the Spacing Guild Steersman continue to experience visions of the future, enabling them to plot a safe path through hyperspace. Spice is also a geriatric medicine that prolongs life. Only by assuring a stable supply of spice throughout the galaxy can any Emperor avoid civil revolt. With spice, in short, one can buy whatever one wants.

Powerful forces struggle for control of Dune. Imperial troops, aristocratic families, Guildsmen, a secretive sisterhood, and the nomadic native Fremen all vie for power on the planet.

All are subject to the rigid economics of the joint merchant combine, CHOAM; resources are expensive, shipping is costly, excellence has a price. And that price must be paid in the universal currency, the measure of all value: spice.

All need spice. Some will harvest it directly when it blows in an isolated area of sand, risking the onslaught of sandworm and storm alike. But others will take it violently in battle, or quietly in taxes and fees.

Those controlling large settlements will have access to ornithopters and cover great distances quickly. Other players will have to pick their way slowly across sand and rock.


But all anxiously await the decision-making Nexus signaled by the sudden appearance of the great sandworm, Shai-Hulud.

Massive battles and small skirmishes will occur, but often be decided by a single brilliant leader or an act of low treachery.

But death on Dune need never be tragic. The dead are routinely rendered up for their body's water — so that life on the arid planet may continue. And even one surviving cell of an individual may be cultured by the Tleilaxu technicians until the original person is regrown.


FACTIONS

You will be one of these factions:




ATREIDES


The Atreides, led by the youthful Paul Atreides (Muad'Dib) — rightful heir to the planet, gifted with valiant lieutenants and a strange partial awareness of the future, but beset by more powerful and treacherous opponents.



LEADERS




THUFIR HAWAT 5
LADY JESSICA 5
GURNEY HALLECK 4
DUNCAN IDAHO 2
DR. WELLINGTON YUEH 1




BENE GESSERIT


The Bene Gesserit Sisterhood, represented by Reverend Mother Gaius Helen Mohiam — ancient and inscrutable, carefully trained in psychological control and a genius at achieving her ends through the efforts of others.



LEADERS




ALIA 5
MARGOT LADY FENRING 5
MOTHER RAMALLO 5
PRINCESS IRULAN 5
WANNA YUEH 5








EMPEROR

The Emperor, his majesty the Padishah Emperor Shaddam IV — keen and efficient, yet easily lulled into complacency by his own trappings of power.



LEADERS




FREMEN

The Fremen, represented by the planetary ecologist Liet-Kynes — commanding fierce hordes of natives, adept at life and travel on the planet, and dedicated to preventing any outside control while bringing about Dune's own natural regeneration.




LEADERS








SPACING GUILD

The Spacing Guild, represented by steersman Edric (in league with smuggler bands) — monopolist of transport, yet addicted to ever increasing spice flows.



LEADERS



HARKONNEN

The Harkonnens, led by the decadent Baron Vladimir Harkonnen — master of treachery and cruel deeds.



LEADERS

In the DUNE game, you can explore many of the possible interactions that might have taken place among these fascinating factions, each with their own drives, needs, and special advantages.

DUNE has been divided into a Basic and Advanced Game. Learn and play the Basic Game several times before venturing into the Advanced Game.



GAME COMPONENTS

GAME BOARD

The game board is a map of the planet Dune showing four types of territories:

Sand: Yellow or tan with a single border.

Rock: Brown with double borders.

Strongholds: Red brown with triple borders.

Polar Sink: Mottled white with a double border.



Some territories are marked with a Spice Blow icon to show the locations of possible Spice Blows.

The map is also divided by longitude lines into eighteen sectors, which extend from the edge of the *Polar Sink* to the equator at the edge of the board. Sectors control the way the storm moves around the board.

There are six player circles around the map to help determine play order. The map also includes a Turn Track and the Tleilaxu Tanks for holding dead leaders and forces awaiting revival.

RULEBOOK, QUICK START GUIDE, & QUICK REFERENCE CARDS

The Rulebook contains the Basic Game and Advanced Game Sections as well as Strategy Hints, Q&A, and Dune Synopsis.

There are 6 sequence of play quick reference cards to help you keep track of the order that everything happens in a turn.



TURN TRACK

ROCK

SAND

STRONGHOLDS

POLAR SINK



SPICE BLOW

TLEILAXU TANKS

LONGITUDE LINES

SECTOR

SPICE BANK

PLAYER CIRCLES

BATTLE WHEELS

The game includes 2 Battle Wheels, which must be assembled and joined with the center pin before you play the game.



SIX PLAYER FACTION SETS:

Each set is composed of 5 types of components:

- 1 A Player Shield bearing the main character of the faction and its emblem.
- 2 A single or double-sided Player Sheet describing the faction character's basic and advanced game advantages.
- 3 Player Markers for each faction: Atreides (green), Bene Gesserit (Blue), Emperor (Red), Fremem (Sand), Spacing Guild (Orange), Harkonnen (Black).
- 4 5 large discs — each showing a leader and the leader's fighting strength.
- 5 20 small tokens called forces (starred forces have no significance in the Basic Game).

All components of each player set have the same color for identification.



SIX DECKS OF CARDS

Spice Deck: Tells where Spice Blows will create treasure troves of spice waiting to be harvested, and when the giant sandworms known as Shai-Hulud will turn up. (21 cards)

Treachery Deck: Provides weapons, defenses, tricks and tools to outmaneuver opponents and win battles. (33 cards)

Traitor Deck: With 1 card for each Leader Disc, these are leaders from other factions that you have subverted. (30 cards)

Bene Gesserit Prediction Deck: With 1 card for each of the 6 factions and 10 cards for turns 1 to 10, these predict who will win the game. (16 cards)

Alliance Deck: To remind you how your Alliance benefits you. (6 cards)

Storm Deck: For use with the Fremem advanced game advantages. (6 cards)

TOKENS



156 Spice Tokens
(48 each of 1 and 2, 36 of 5, and 24 of 10)



Destroyed Shield Wall Token



Storm Marker



Game Turn Counter

ADVANCED GAME COMPONENTS



5 Special Emperor forces
5 of the Emperor's forces are printed with a star on them. These forces are worth twice their normal value.



3 Special Fremem forces
3 of the Fremem forces are printed with a star on them. These forces are worth twice their normal value.



FIGHTERS ADVISORS

Bene Gesserit forces
The Bene Gesserit forces are printed with two different images to differentiate between spiritual advisor forces and normal forces.



Kwisatz Haderach Card and Counter tokens

This card and token are used by the Atreides, and add 2 points of additional strength to a leader.



Sandworm Token
For use with the Fremem advanced game advantage.



BASIC GAME

OBJECT OF THE GAME

Each faction has a set of unique economic, military, strategic, or treacherous advantages. The object of the game is to use these advantages to gain control of Dune. The winner is the *First Player* to occupy at least 3 strongholds with at least one of their forces during the Mentat Pause Phase.

A player may win alone or in an Alliance with other players.

SET-UP FOR PLAY

Place all spice tokens in the Spice Bank.

The Spice Deck and Treachery Deck are shuffled and placed face down next to the game board. Played cards will be piled face up next to the decks as discards and reshuffled to restock the Spice Deck and Treachery Deck as necessary.

Players now choose factions.

Here are a couple of ways for players to choose their faction.

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 swap factions with each other at this point if they wish.

TWO & THREE PLAYER GAMES

For a three player game, recommended factions are Atreides, Harkonnen, and Fremmen. In a three player game an Alliance needs 4 strongholds to win, as in the standard Alliance rules.

For a two player game, try Atreides vs Harkonnen, or play 2 factions each (select factions normally as described above). In a two player game, the number of strongholds needed to win is increased to 4.

FOUR & FIVE PLAYER GAMES

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

Players take their Player Shields and player sheets and set up their factions as follows.

1. POSITIONS

Players place their Player Marker on the player circle closest to their shield and seat at the table.

2. TRAITORS

Remove the cards for all factions that are not in play from the Traitor Deck. Then shuffle the cards thoroughly. Each player is dealt 4 cards

Each player then secretly selects 1 card to keep. If a player draws any leaders from an opponent's faction, they can choose 1 leader to become their traitor. If they drew no opponent leaders, they can protect one of their own leaders.

Either way, each player places their chosen card face down behind their shield, returning the other cards face down to the bottom of the Traitor Deck.

3. SPICE

Spice equal to the amount indicated on each player sheet is removed from the Spice Bank and placed behind each shield.

4. FORCES

Each player's forces are placed on the board as indicated by their player sheet. All forces in reserve are placed next to your shield.

5. TREACHERY

1 card from the Treachery Deck is dealt to each player.

6. TURN MARKER

Place the turn marker at 1 on the Turn Track.

Note: A faction has special advantages that may contradict the rules. A faction's particular advantages always have precedence over the rules.

"I must not fear.

Fear is the mind-killer. Fear is the little-death that brings total obliteration.

I will face my fear.

I will permit it to pass over me and through me.

And when my fear is gone I will turn and face fear's path, and only I will remain."

— Paul Atreides

SEQUENCE OF PLAY

DUNE is played in turns to a maximum limit of 10 turns.

Each turn is composed of nine specific phases that must be completed in the exact sequence presented below.



1. STORM PHASE

The Storm Marker is moved around the map. The faction whose Player Marker the storm next approaches will be the *First Player* for this turn.



2. SPICE BLOW AND NEXUS PHASE

The top card of the Spice Deck is turned over and the amount of spice shown on the card is placed in the highlighted territory. If Shai-Hulud appears during the Spice Blow Phase, a Nexus occurs and the players have the opportunity to make and break Alliances.



3. CHOAM CHARITY PHASE

Players with 0 or 1 spice may claim CHOAM Charity.



4. BIDDING PHASE

Players bid spice to acquire Treachery Cards.



5. REVIVAL PHASE

All players are allowed to reclaim forces and leaders from the Tleilaxu Tanks.



6. SHIPMENT AND MOVEMENT PHASE

Starting with the *First Player* and proceeding *counterclockwise*, each player in turn ships forces down to the planet or brings in forces from the southern hemisphere (Fremen) and then moves their forces on the game board.



7. BATTLE PHASE

Players must resolve battles in every territory that is occupied by forces from two or more factions.



8. SPICE HARVEST PHASE

Forces in territories that contain spice may collect the spice.



9. MENTAT PAUSE PHASE

Factions either declare a winner (or winners) or take some time to evaluate their positions on the map and then move the Turn Counter to the next position on the Turn Track to begin the next turn.



PHASE 1: STORM



First Storm

The first time the storm is moved, the Storm Marker is placed at a random location along the map edge using the following procedure. The two players whose player circles are nearest on either side of the Storm Start Sector will secretly dial a number from 0 to 20 on the wheels. The two numbers are simultaneously revealed, totaled and the Storm Marker moved from the Storm Start sector *counterclockwise* around the map for the sum total of sectors.

Storm Movement

In all subsequent Storm Phases, the two players who last used the Battle Wheels will independently dial a number from 1 to 3, simultaneously reveal their numbers, add them together, and then advance the Storm Marker from its current position *counterclockwise* around the map for the sum total of sectors.

Damage

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. Forces that are not on a sand territory find protection from the storm. In addition any spice in a sector over which a storm passes or stops is removed to the Spice Bank.

Obstruction

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

First Player

The player whose Player Marker the storm next approaches is the *First Player* in the Bidding Phase, Shipping Phase, and Movement Phase.





▲ Territory Card



▲ Shai-Hulud Card

PHASE 2: SPICE BLOW AND NEXUS

Top Card

The top card of the Spice Deck is turned over.

FIRST TURN

During the first turns Spice Blow Phase only, all sandworm cards turned over are ignored and set aside, then reshuffled back into the Spice Deck after this phase.

Territory

This is a Spice Blow. The amount of spice indicated on the card is taken from the Spice Bank and placed onto the territory in the sector containing the Spice Blow icon. Then this card is placed face up on the Spice Deck discard pile. (If the Spice Blow icon is currently in storm, no spice is placed that turn.)

Shai-Hulud

A Nexus will occur after the following events:

- All spice and forces in the territory shown on the card now face up in the discard pile are removed to the Spice Bank and Tleilaxu Tanks respectively. Then the Shai-Hulud card is placed face up on the Spice Deck discard pile.
- Then another card is turned over. If it is a Shai-Hulud it is immediately discarded and another card is turned over. This continues until a Territory Card appears and spice is placed as defined above. The Territory Card is placed face up on the Spice Deck discard pile.

Nexus

Revealing a Shai-Hulud card after the first turn also causes a Nexus at the end of the phase. In a Nexus, Alliances can be formed and broken. (See Alliances on page 12)

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."

PHASE 4: BIDDING

Declaration

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.

Dealer

One of the players deals cards from the Treachery Deck face down in a row, 1 card for each player who is allowed to bid.

Auction

The first card in the row is now auctioned off for spice.

- The bidding is started by the *First Player*. If that player already has 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.

Bid Limit

Players may not bid more spice than they have.

Next Starting Bidder

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. In this way every player who can bid gets a chance to open the bidding for a Treachery Card.

End of Bidding

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.

Transparency

The number (not the type) of Treachery Cards each player holds must always be open to everyone during the Bidding Phase. No one is allowed to hide the number of cards that 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.

Time Limit

Each player must bid within 10 seconds of the previous player or they are assumed to have passed.



PHASE 5: REVIVAL



Force Revival

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

Free: A certain number of forces are revived for free as stated on the player sheet.

By Spice: 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.

Limit: A player can never revive more than 3 forces per turn.

To Reserves: Revived forces must be placed in the player's reserve.

Leader Revival

If all 5 of a player's leaders are in the Tleilaxu Tanks they may revive 1 leader per turn until all of their leaders have been revived.

Fighting Strength: To revive a leader, a player must pay that leader's fighting strength in spice to the Spice Bank.

Revived Leader Status: A revived leader can be played normally and is still subject to being a traitor.

Dead Again: If a revived leader is killed again, place it face down 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.



PHASE 6: SHIPMENT AND 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

Shipment of Reserves

A player with off-planet reserves may make one shipment of any number of forces from their reserves to any one territory on the map.

Payment

A player must pay spice to the Spice Bank for their shipment. The cost of shipping off-planet reserves is 1 spice per force shipped into any stronghold and 2 spice per force shipped into any other territory.

Sectors

When shipping into a territory lying in several sectors, a player must make clear in which sector of the territory they choose to leave their forces.

Exceptions

Storm: No player may ship into a sector in storm.

Strongholds: No player may ship into a stronghold already occupied by two other players.

One Way: No player may ship forces 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 with certain restrictions and additional movement advantage mentioned below.

Ornithopters

A player who starts a force move with one or more forces in either *Arrakeen*, *Carthag*, or both has access to ornithopters and may move forces through up to three adjacent territories. The forces moved do not have to be in *Arrakeen* or *Carthag* to make the three territory move. Thus, for example, a player with one or more forces in *Arrakeen* would be able to move forces starting in *Tuek's Stetch* through *Pasty Mesa* and *Shield Wall* to the *Imperial Basin*, where they must stop.

One Adjacent Territory

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

One Force Move

Each player may make only one force move per turn.

Sectors

Sectors have no effect on movement. Forces can move into or through a territory ignoring all sectors. A sector's only function is to regulate the movement and coverage of the storm and spice collection.



Storm

As defined above in the Storm Phase section, no force may move into, out of, or through a sector in storm. Many territories occupy several sectors, so that a player may move into and out of a territory that is partly in the storm, so long as the group does not pass through the part covered by the storm.

- When ending a move in a territory lying in several sectors, a player must make clear in which sector of the territory they choose to leave their forces.
- The *Polar Sink* is never in storm.

Stronghold Blocking

Like shipment, forces cannot be moved into or through a stronghold if forces of two other players are already there.

"In shield fighting, one moves fast on defense, slow on attack.

Attack has the sole purpose of tricking the opponent into a misstep, setting him up for the attack sinister.

The shield turns the fast blow, admits the slow kindjal!"

— Gurney Halleck,
to Paul Atreides

PHASE 7: BATTLES

BATTLE DETERMINATION

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

Battles continue until just one player's forces or no forces remain in all territories on the map with two exceptions:

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

First Player

When resolving battles, the *First Player* is named 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 three 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.

Battle Wheel

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

Leaders

One Leader Disc is selected and placed face up 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 one 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.

NO TREACHERY

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 situation can occur 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.)

- 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 to them.

Treachery Cards

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 play no Treachery Cards as well.

Revealing Wheels

When both players are ready, the Battle Plans are revealed simultaneously.

BATTLE RESOLUTION

Winner

The winner is the player with the higher total of number dialed on the Battle Wheel, plus their leader's fighting strength.



No Ties

In the case of a tie, the aggressor has won.

Weapons

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.

Killed Leaders

Any leaders killed are immediately placed face up in the Tleilaxu Tanks. The winner immediately receives their value (including their own leader, if killed) in spice from the Spice Bank.

Surviving Leaders

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

Losing

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.

Winning

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

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.

The Player Whose Traitor Was Revealed

- loses all of their forces in the territory
- discards all of the cards they played

Two Traitors

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.

PHASE 8: SPICE COLLECTION

Any player with forces in a sector of a territory in which there is spice may now collect that spice. This is done by taking the spice tokens you are entitled to from the territory and placing them behind your shield. The collection rate is 3 spice per force if the player occupies *Carthag* or *Arrakeen*. It is 2 spice per force if the player does not occupy *Carthag* or *Arrakeen*.

Uncollected spice remains where it is for future turns.

*"He who controls the Spice,
controls the universe!"*

Baron Harkonnen

PHASE 9: MENTAT PAUSE PHASE

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 two 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. For example, if the Atrideides are in an Alliance with the Fremmen, and the Fremmen occupy *Sietch Tabr* and *Carthag* and the Atrideides occupy *Tuek's Sietch* and *Arrakeen* during the Mentat Pause Phase, they win the game together.

If there are no winners, players mull over their positions on the board, consider their options and, when they are ready, move the turn marker to the next position on the Turn Track to begin the next turn.



ALLIANCES (NEXUS)

Once a Shai-Hulud (sandworm) 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 have a chance to make, join or break Alliances. Once players have had a chance to do so, play continues.

FORMING AN ALLIANCE

Basics

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

Discussion

Players may discuss among themselves the advantages and disadvantages of allying, and with whom.

Transparency

The members of the Alliance must be revealed to all. Alliances cannot be secret. Swap Alliance Cards as a reminder of who are in an Alliance.

Limits

Several Alliances can be formed during a Nexus, but no player can be a member of more than one Alliance. Once all players have had a chance to ally, no further Alliances can be made until the next Nexus.

BREAKING AN ALLIANCE

Breaking

Any player may break an Alliance during a Nexus. Players just announce that they are breaking from an Alliance.

Joining Another

Players who break from an Alliance have an opportunity to immediately join or form a new Alliance.

HOW AN ALLIANCE FUNCTIONS

Winning

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.

Constraint

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.

NOTE: If for any reason two factions who became allies during the last 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.

Ally Secrecy

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

Bidding

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.

Movement

During the Movement Phase, allies may pay for each other's shipments.

Shared Advantages

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

Note, see page 24 for Optional Rules for Alliances.

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. Spice can be part of the bribe or deal.

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, of course, spice.

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

ADVANCED GAME

INTRODUCTION

The *Basic Game* is changed by increasing the number of Spice Blows, adding a spice advantage for holding a city or *Tuek's Sietch*, (the smuggler stronghold), an enhanced Karama Card, and an advanced battle system.

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 two of these strongholds, they collect spice for each that they occupy.

DOUBLE SPICE BLOW

In Phase 2: Spice Blow and NEXUS, 2 Spice Cards will be revealed instead of just one, and there will be two spice discard piles, A and B.

First reveal one Spice Card.

Territory

If it is a territory, place spice in that territory normally. Then place the card face up on discard pile A.

Shai-Hulud

If it is Shai-Hulud, a Nexus will occur after the following events:

- 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. The Shai-Hulud card is placed on the spice discard pile.
- Then another card is turned over. If it is a Shai-Hulud it is immediately discarded on pile A and another card is turned over. This continues until a Territory Card appears and spice is placed as defined above. The Territory Card is placed face up on spice discard pile A.

Nexus

Then a Nexus occurs.

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

ADVANCED COMBAT

Spice now plays an important role in the combat procedure.

- 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. Some examples are shown to the right.

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.

For example, the Emperor player has 1 Sardaukar (worth 2 forces) and 5 ordinary forces in a territory in battle. The Emperor dialed a strength of 3 and expended 1 spice.



The Emperor player wins the battle, and they may choose to lose 1 Sardaukar force at full strength (2) and 2 ordinary forces at half strength ($1/2 + 1/2$),



or, they may lose 1 ordinary force at full strength and 4 forces at half strength ($1/2 + 1/2 + 1/2 + 1/2$).

In one case, the player loses 1 Sardaukar and 2 ordinary forces. In the other case, the player loses 5 ordinary forces.

Either choice fulfills the Emperor player's spice/strength requirement.

BATTLE WHEEL EXAMPLES



ADVANCED KARAMA CARDS

When playing a Karama Card, a player may now use it to prevent one opponent from using one of their character's advantages or they may use it to implement their character's special *Karama* power once.

KARAMA CARDS

In addition to the regular *Karama* power, all factions except the Bene Gesserit gain unique 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**, as described below. After play, the card is discarded.

Atreides: You may use a Karama Card to look at any one player's entire Battle Plan.

Emperor: You may use a Karama Card to revive up to three forces or one 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 one 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 one player of your choice. For each card you take, you must give that player one of your cards in return.

DUNE STRATEGY TIPS

Players in DUNE must amass spice, convert it to effective weaponry, defenses, and other strategic aids, and then position themselves with enough forces to be able to suddenly move into key strongholds and defend them. The game will be won by daring, strategy, mobility, and treachery.

The storm is important, because it determines who is *First Player*. Being *First Player* is an advantage in battles (ties go to the *First Player*), but being last is an advantage in movement (surprise takeovers by the last player cannot be countered that turn).

The Spice Blow is important, because its location will help determine who gets new spice that turn. Sandworms are also vital, because only when they appear can the factions on the planet ally during the diplomatic Nexus.

The bidding determines who will gain fighting strength (or the threat of it) that turn. It is wise to have several cards at all times to keep your opponents guessing, but it is also wise if you have off-planet reserves to retain enough spice to ship more forces onto the board.

The Movement Phase determines battles, spice collection, and often the win. Players should always stay within striking distance of several strongholds, and may want to keep some forces mobile (the *Polar Sink* is ideal for this, as it connects to most territories by short routes and is not affected by sandworms or storms). Sometimes a player who moves last may go for the win if earlier players have left strongholds unprotected. Yet generally it is not wise to move for the win unless you can defend your forces against all players within range.

Battles are the key test of strength. With good weapons and defenses, and a good memory for what other players have, a player can swiftly reverse the balance of strength in the game. Strategic players will carefully watch what weapons and defenses have been played and discarded or retained, and by whom. They will also remember what leaders they can trust, and pit themselves when they can against a player who has one leader who they know is a traitor.

Since the loser must discard their cards and the winner may keep theirs as well as render up any killed leader for their value in spice, battles are the turning point of the game. However, since worthless cards can only be discarded by playing them in battle, often a player with several will send one force against a large force, sacrificing a leader to rid themselves of the cards. In such a case, the opponent may be unsure of what is going on and may spend several of their forces in an unnecessary defense.



Generally, any player with an advantage (whether it be cards, leaders, forces, or strategic advantages) is well advised to press forward and force battles.

Collection of spice is of course advantageous, especially to those who need it, but also to those who want to keep others from having it to then use for cards or shipping. But collection carries with it the risks of destruction by storm or sandworm.

Alliances will usually force an end to the game within a few turns. In larger games, it is difficult to win alone, and alliances will be necessary. It is generally wise to ally with someone who can complement your advantages. If you are strong on strategic ability but short on resources, seek an alliance with someone who has access to spice. If you are rich, look for strategy or treachery in your partner.

FACTION STRATEGY TIPS

These faction strategy tips can also be found on the back of the Player Shields.

Fremen

Your major handicap is poverty. Usually you can't purchase Treachery Cards for several turns, since the others will outbid you. You must be patient and move your forces into any vacant strongholds, avoiding battles until you are prepared. When you do battle you can afford to dial high and sacrifice your forces since they have a high revival rate and you can bring them back into play at no cost. You have the advantage of better mobility than factions without a city stronghold, and you have good fighting leaders. Your game plan will be to bide your time and wait for an accessible Spice Blow that no one else wants in order to build up your resources.

Spacing Guild

Your major handicap is your weak array of leaders and your inability to revive quickly. In addition, you usually cannot buy Treachery Cards at the beginning of the game. You are vulnerable at this point and should make your stronger moves after building up your resources. If players do not ship on at a steady rate you will have to fight for spice on the surface or collect only the isolated blows. Your major advantage is that you can ship on to Dune inexpensively and can ship from any one territory to any other. This mobility allows you to make surprise moves and is particularly useful when you are the last player in the Movement Phase. If the game is out of reach and well along, try suicide battles against the strongest players to weaken them and prevent a win until the round ends. Then the victory is yours.

Bene Gesserit

Your major handicap is your low revival rate. You must not allow large numbers of your forces to be sent to the Tleilaxu Tanks or you may find yourself without sufficient reserves to bring onto the planet. Your strengths are that you have the ability to win by correctly predicting the turn another player will win the game and then secretly working for a favorable outcome. In addition, you can be quite effective in battles by voicing your opponent and leaving them weaponless or defenseless. You can afford to bide your time while casting subtle innuendos about who you have picked to win.

Atreides

You are handicapped by the fact that you must both purchase cards and ship onto Dune, and you have no source of income other than the spice on the planet's surface. This will keep you in constant battles. Since you start from *Arrakeen*, you have the movement advantage of 3 from the outset, and it is wise to protect this. Your prescience allows you to avoid being devoured by the sandworms and helps you to get some slight head start on the Spice Blow. In addition, you can gain some slight advantage over those who would do battle with you by your foreknowledge of one element of their Battle Plan.

Emperor

Your major handicap is that you must ship in all of your forces at the start of the game, and often this move requires a battle before you are prepared. Even though you do not need to forage for spice on the surface of Dune often, you still are quite subject to attack since you are likely to concentrate on the cities for the mobility they give you. On the plus side, you will never need spice badly, since the bidding will keep you supplied.

Harkonnen

Your major handicap is your difficulty in obtaining spice. You are at your greatest relative strength at the beginning of the game and should capitalize on this fact by quickly buying as many Treachery Cards as you can, and then surging into battle. Since you get 2 cards for every one you bid for, you can afford to bid a little higher than most, but if you spend too lavishly at first you will not have enough spice to ship in forces or buy more cards at a later date. There is nothing so pitiful to see as a Harkonnen on CHOAM Charity. The large number of cards you may hold will increase your chances of holding worthless cards. To counteract this, you should pick your battles, both to unload cards and to flush out the traitors you control.



FACTION PLAYER SHEETS

The next four pages contain a copy of the player sheets for you to reference during your games.

FREMEN



AT START: 10 forces distributed as you like on *Sietch Tabr*, *False Wall South*, and *False Wall West*; and 10 forces in reserves (on the far side of Dune). Start with 3 spice.

FREE REVIVAL: 3 forces (you cannot buy additional revivals).

ADVANTAGES

You are native to Dune and know its ways.

SHIPMENT: During shipment, you may bring any or all of your reserves for free onto the Great Flat or onto any one territory within two territories of the Great Flat (subject to storm and occupancy rules).

MOVEMENT: During movement you may move your forces two territories instead of one.

SHAI-HULUD: If Shai-Hulud appears in a territory where you have forces, they are not devoured. Upon conclusion of the Nexus, you may ride the sandworm and move some or all of the forces in the territory to any territory subject to storm and occupancy rules. Any forces in that territory are not devoured. If Shai-Hulud appears again and you still have forces in the original territory, you may do this again.

FREMEN SPECIAL VICTORY CONDITION: If no faction has won by the end of the last turn and if you (or no one) occupies *Sietch Tabr* and *Habbanya Sietch* and neither Harkonnen, Atreides nor Emperor occupies *Tuek's Sietch*, your plans to alter Dune have succeeded and you and any allies win the game.

ALLIANCE

You may decide to protect (or not protect) your allies from being devoured by sandworms and, at your discretion, may also allow them to revive 3 forces for free during revival. In addition, your allies win with you if you win with the Fremen Special Victory Condition.

ADVANCED GAME ADVANTAGES

STORM RULE: Move the Storm Marker normally using the Battle Wheels on the first turn of the game. Subsequent storm movement is determined by you using your Storm Cards. You randomly select a card from the Storm Deck, secretly look at it, and place it face down on the margin of the game board.

In the next Storm Phase the number on that Storm Card is revealed; the storm is moved *counterclockwise* that number of sectors and your Storm Card is returned to the Storm Card Deck. You then shuffle the Storm Deck, randomly select a Storm Card and look at it for the next turn's storm movement, and place it face down on the margin of the game board.

SANDWORMS: During a Spice Blow, all additional sandworms that appear after the first sandworm can be placed by you in any sand territory you wish. Any forces there, except yours, are devoured.

STORM LOSSES: If your forces are caught in a storm, only half of them there are killed (any fractions are rounded up). You may also bring your reserves into a storm at half loss.

FEDAYKIN: Your three starred forces, Fedaykin, have a special fighting capability. They are worth two normal forces in battle and in taking losses. They are each treated as one force in revival. Only one Fedaykin force can be revived per turn.

BATTLES: Your forces do not require spice to count at their full strength.



Fremen Troop



Fedaykin Troop

ATREIDES

AT START: 10 forces in *Arrakeen* and 10 in reserves (off-planet). Start with 10 spice. Place the Treachery Deck and the Spice Deck near your player position. You manage these decks.

FREE REVIVAL: 2 forces.

ADVANTAGES

You have limited prescience.

BIDDING: During the bidding round, you may look at each Treachery Card as it comes up for purchase before any faction bids on it. You, and only you, may keep written records about cards.

MOVEMENT: At the start of the Movement Phase, before anyone moves, you may look at the top card of the Spice Deck.

BATTLE: During the Battle Phase, you may force your opponent to reveal your choice of one of the four elements they will use in their Battle Plan against you: the leader, the weapon, the defense, or the number dialed. If you choose to ask about a weapon or defense and your opponent tells you that they are not playing that element during this battle, you may not then ask to see a different element.

ALLIANCE

You may assist your allies by forcing their opponent to show them one element of their Battle Plan.

ADVANCED GAME ADVANTAGE

KWISATZ HADERACH: The Kwisatz Haderach card starts out inactive and may not be used. Use the Kwisatz Haderach card and counter token to secretly keep track of force losses. Once you have lost 7 or more forces in a battle or battles, the Kwisatz Haderach card becomes active for the rest of the game and may be used as follows:

- It cannot be used alone in battle, but may add its +2 strength to leaders or cheap heroes in one territory per turn. If the leader or cheap hero is killed, the Kwisatz Haderach has no effect in the battle.
- A leader accompanied by Kwisatz Haderach cannot turn traitor.
- The Kwisatz Haderach can only be killed if blown up by a lasgun/shield explosion. If killed, the Kwisatz Haderach must be revived like any other leader.
- Alive or dead, the Kwisatz Haderach has no effect on the rule governing revival of Atreides leaders.



HARKONNEN

AT START: 10 forces in *Carthage* and 10 forces in reserve (off-planet). Start with 10 spice.

FREE REVIVAL: 2 forces.

ADVANTAGES

You excel in treachery.

TRAITORS: At the start of the game when you draw 4 Traitor Cards, you keep them all including your own, and any leader cards of other factions can be revealed in a battle as a traitor.

TREACHERY: You may hold up to 8 Treachery Cards. When you have 8 cards you must pass during bidding. At the beginning of the game you are dealt 2 cards instead of 1, and every time you buy a card you get an extra card for free from the Treachery Deck (unless you are at 7 cards, because you can never have more than 8 total Treachery Cards in hand).

ALLIANCE

Traitor Cards that you hold may be used against your ally's opponent if you so choose.

ADVANCED GAME ADVANTAGE

CAPTURED LEADERS: Every time you win a battle, you can either randomly select 1 leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that turn) and place the Leader Disc face down into the Tleilaxu Tanks to gain 2 spice from the Spice Bank; or you can keep the leader and use it once in a battle, after which, if it wasn't killed during that battle, you must return that leader to its faction. When all of your own leaders have been killed, you must return all captured leaders immediately to their factions. Killed captured leaders are put in the Tleilaxu Tanks from which their factions can revive them (subject to the revival rules). A captured leader used in battle may be claimed as a traitor.



BENE GESSERIT



AT START: 1 force in *Polar Sink* and 19 forces in reserves (off-planet).

Start with 5 spice.

FREE REVIVAL: 1 force.

ADVANTAGES

You are adept in the ways of mind control.

PREDICTION: After step 1 (Positions) in the Setup Phase, you secretly predict when one other faction will win, placing a turn number card and a faction card from your prediction cards face down behind your Player Shield. Place the unused prediction cards face down back in the box. If the faction you predicted wins (alone or as an ally, even your ally) in the turn you predicted, reveal your prediction and win alone. You also can win normally. You can't predict that the Spacing Guild or Fremens will win with their special victory conditions.

SPIRITUAL ADVISORS: Whenever any other faction ships forces onto Dune from off-planet, you may ship 1 force for free from your reserves into the *Polar Sink*. You may also ship normally, of course.

VOICE: You may Voice your opponent to do as you wish with respect to one of the cards they play in their Battle Plan. For instance, to play or not play a specific weapon (poison weapon, projectile weapon or lasgun) or defense (snooper or shield), a worthless card, or a cheap hero. If your opponent can't comply with your command, they may do as they wish.

ALLIANCE

In an Alliance you may Voice an ally's opponent.

ADVANCED GAME ADVANTAGES



Fighters



Advisors

Your forces have two sides, the spiritual, striped side (advisor) and the battle side with no stripes (fighter). Fighters are normal forces.

START OF GAME: After the Fremens placement (if that faction is in the game), you start with one peaceful advisor in any territory of your choice. If you are alone in the territory, flip the advisor to a fighter.

CHARITY: You always receive CHOAM charity of 2 spice regardless of how many spice you already have.

KARAMA: You may use any worthless card as if it is a Karama Card.

ADVISORS: Whenever any other faction ships forces to Dune from off-planet, you may ship for free one advisor from your reserves into that same territory (instead of the *Polar Sink*). Advisors in this territory cannot flip to fighters during this turn unless no other forces exist in the territory.

Advisors coexist peacefully with other faction forces in the same territory. Advisors have no effect on the play of the other factions whatsoever and cannot collect spice, be involved in combat, prevent another faction's control of a stronghold, prevent another faction from challenging a stronghold (second force), use ornithopters, or play Family Atomics. Advisors are still susceptible to storms, sandworms, lasgun/shield explosions, and atomics.

FIGHTERS: When you ship forces into an unoccupied territory, you must ship as fighters. If you move advisors into an unoccupied territory, you must flip them to fighters. If you move advisors into an occupied territory, they may remain as advisors or flip to fighters.

INTRUSION: When another faction ships or moves into a territory where you have fighters, you may flip them to advisors.

BATTLE: On each turn after the Spice Blow and NEXUS Phase and before any shipment occurs, in all territories in which you have advisors and wish to battle, announce you are doing so, and flip all of those advisors to fighters.

SPACING GUILD

AT START: 5 forces in *Tuek's Sietch* and 15 forces in reserve (off-planet).
Start with 5 spice.

FREE REVIVAL: 1 force.

ADVANTAGES

You control all shipment onto and off Dune.

PAYMENT FOR SHIPMENT: When other factions ship forces onto Dune from their off-planet reserves, they pay the spice to you instead of to the Spice Bank.

THREE TYPES OF SHIPMENT: You are capable of making one of three types of shipments each turn:

- You may ship normally from off-planet reserves to Dune;
- You may ship any number of forces from any one territory to any other territory on the board;
- You may ship any number of forces from any one territory back to your reserves.

HALF PRICE: You pay only half the normal fee when shipping your forces, and pay 1 spice for every 2 of your forces shipped back to reserves.

SPACING GUILD SPECIAL VICTORY CONDITION: If no faction has been able to win the game by the end of play, you have prevented control of Dune and automatically win the game.

ALLIANCE

Allies may ship from their off-planet reserves onto Dune or cross-ship from one territory to another with forces that are already on Dune at the Spacing Guild half-price rate. Your allies win with you if you win with the Spacing Guild Special Victory Condition.

ADVANCED GAME ADVANTAGE

SHIP AND MOVE WHEN YOU WISH: You may take your shipment and move action out of turn. This would allow you to go first or last or in between other players' turns, however you wish. The rest of the factions must make their shipments and moves in the proper sequence. You do not have to reveal when you intend to make your shipment and move until the moment you wish to take it.



EMPEROR

AT START: 20 forces in reserves (off-planet).
Start with 10 spice.

FREE REVIVAL: 1 force.

ADVANTAGE

You have access to great wealth.

BIDDING: Whenever any other faction pays spice for a Treachery Card, they pay it to you instead of the Spice Bank. You may not discount the price of Treachery Cards; the full price must be paid.

ALLIANCE

You may share your great wealth with your allies as well as paying spice (directly to the bank) for the revival of up to 3 extra of their forces (for a possible total of 6 during each Revival Phase) from the Tleilaxu Tanks.

ADVANCED GAME ADVANTAGE

SARDAUKAR: Your five starred forces, elite Sardaukar, have a special fighting capability. They are worth two normal forces in battle and in taking losses against all opponents except Fremen. Your starred forces are worth just one force against Fremen. They are treated as one force in revival. Only one Sardaukar force can be revived per turn.



Emperor Troop



Sardaukar Troop



DUNE SYNOPSIS

The Atreides family had governed the planet, Caladan, for twenty generations. In that time, their continued impartial and efficient leadership had earned for them the respect of their noble peers throughout the galaxies and, gradually, they began to acquire more and more influence in the noble assembly, the Landsraad. The present head of the Atreides family, Duke Leto, had just been selected the unofficial spokesman for the Landsraad, its highest position.

This growing influence of the Atreides was viewed with great concern by a powerful personage of no less rank than the Padishah Emperor, Shaddam IV, himself. Shaddam had grown politically war wise in a regime long hoary with intrigue and corruption. The emergence of the upright and charismatic Duke Leto as a powerful leader of the nobility, he realized, could be a very real threat to his own position.

His simplest solution would be to send his fanatical police army, the Sardaukar, to arrest Duke Leto. Unfortunately, the Duke's character was so exemplary that no believable pretext for his arrest could be devised. A more subtle and serviceable plan began to creep into his devious mind. Why not reward Leto for his services to the Empire with a promotion to the governorship of a new and more important planet, Arrakis. He knew that the present governor of Arrakis, Baron Harkonnen, would not give up this planet without a struggle and would prepare a trap to surprise the Duke and his family when most vulnerable - just after arrival on their new planet. In fact, he would secretly aid the Baron by loaning him Sardaukar disguised in Harkonnen livery. If Duke Leto refused the governorship, he would be ostracized by his fellow nobles and forced to become a renegade. Either way Shaddam IV would be rid of him.

For thousands of years, the religious and semi-mystical sisterhood of the Bene Gesserit had groomed the peoples of the Empire to prepare for a messiah, a Kwisatz Haderach. To achieve this end, they had trained themselves to influence and impress the people by a combination of religious mysticism and the power of their Voice - the ability to control others merely by selected tone shadings of their voice. They also had secretly conducted a rigorous and careful genetic program to match mates with the ultimate object of producing a Kwisatz Haderach - one who through his genetically developed ability to contact higher dimensions could utilize the insights gained to bring a new order to the universe.

The Bene Gesserit were upset with one of their sisters, the formal concubine to Duke Leto Atreides, Lady Jessica. As one of the final agents in their breeding program, she had been instructed to bear a female child who was then to marry Feyd-Rautha Harkonnen, the Baron's nephew. There was a high probability that a male offspring of that union would be a Kwisatz Haderach. For some reason never quite understood, even by herself, Lady Jessica upset the program by bearing a son. This boy, named Paul,

became the direct heir to the Atreides line and, along with his mother, was now accompanying his father to the new planet. The sisters would have to watch the events as they unfolded on Arrakis very carefully or they might just lose their genetic investments.

Duke Leto was aware of the true significance behind the Emperor's magnanimous gesture. He and his human computer mentat, Thufir Hawat, had analyzed the situation and devised a plan - one that might bring them out of the danger alive. Very little concern had been given to the Fremen, the natives of Arrakis, by either the Emperor or Baron Harkonnen. In fact, they considered them little more than small bands of raiders not worth any serious consideration. Yet Thufir Hawat discovered that these natives were much more numerous than ever supposed by the Imperium and it was well known that they hated the despotic rule of the Harkonnens. A secret alliance with these natives might be just enough to stave off the impending blow. The only real worry was gauging their fighting ability. Nothing was really known about the Fremen. They were as mysterious as the planet they inhabited.

Arrakis (or Dune as it is referred to by all of its inhabitants) had one of the most inhospitable surfaces on any planet in the Imperium. There was practically no water to be found anywhere. Except in a few civilized areas into which tremendous amounts of water had to be continually imported at an exorbitant price, the only way a human could survive the aridity was by wearing a stillsuit. This unit would continually recycle the body's water thereby preventing any from escaping into the atmosphere. Without a stillsuit or an imported water supply, a body would be unable to replace even the water lost through perspiration. In this dry environment, tremendous Coriolis sand storms often reached speeds of up to 700 kilometers per hour. They could eat flesh off bones and etch the bones to slivers. No being could survive these storms if caught in the open. There were also strange giant creatures often a quarter mile in length called Shai-Hulud by the Fremen or sandworms by everyone else. These sandworms lived in the deserts which covered most of the planet. The slightest noise or vibration would be sufficient to arouse and attract sandworms for miles around, any one of which could swallow a house without a moment's pause. Only in the towns and few rocky ridges that crisscrossed through the deserts was one safe from these monsters.

It would seem that such a forbidding place would hardly be the likely setting for the events that were about to transpire. Yet how often underneath a harsh surface is found a cache of great value. There was one item valued above all others in the universe and there was just one place where it could be found. The item was melange and the place was Dune. Melange was a spice found only in the deserts - a by-product of the sandworm metamorphic life cycle. It awarded to its consumer prolonged life and prescient abilities. It was so highly prized that the entire economic structure of the Imperium was based upon it. Space navigation was not possible without the prescient abilities it conferred. Laws must be obeyed, properties must be observed but let no man restrict the flow of melange spice from Dune for whatever reason.

Like the planet they lived on, the features of the Fremen were harsh, desiccated and uninviting. Yet, also like the planet, there was hidden a spirit inured to hardship and dedicated to the ideals necessary for survival. It was the stuff of which great fighters were made and it was this hidden asset that Duke Leto hoped to exploit to his advantage.

Even as Duke Leto was preparing for his journey to Dune, yet another party was watching the situation very closely. The Spacing Guild had a monopoly on all space transport and along with the Emperor and the Landsraad formed the triumvirate that controlled the Imperium. The Spacing Guild guarded its monopoly zealously as it was its only basis for power. No one could travel anywhere through space except in a Spacing Guild spacecraft. Anyone who infringed upon its monopoly or broke its rules was immediately denied all space transport. The Spacing Guild had just one weakness, it could not navigate in space without the melange spice. It was more dependent upon the spice flow than all the others. They, too, would have to monitor the impending conflict on Dune very closely and, perhaps, even actively interfere if the flow of spice were to be threatened.

As Duke Leto and his forces arrived at their dune residence, Arrakeen, nothing seemed amiss. Every object had been carefully checked for traps and poison by the advance party. Envoys sent to the Fremen reported back favorably in regards to the alliance against the Harkonnens. Perhaps the transfer of power would occur without difficulty after all. Suddenly, the blow struck and it came unexpectedly from within. Dr. Yueh, the family Suk doctor, and one who had undergone Imperial conditioning (the highest conditioning against taking human life), had turned traitor. His training had been subverted by Baron Harkonnen who held the doctor's wife as hostage. The doctor secretly turned off the House shields and drugged the Duke and his family to coincide with the Harkonnen surprise attack. He did his job well and the combination of surprise and the additional Sardaukar force was enough to overwhelm the defenders. The Duke was captured to be delivered to Baron and many of his forces were killed. Paul and his mother, Lady Jessica, just barely escaped in an ornithopter, a bird-like flying machine, into the desert. For the Baron, victory was complete. From the triumvirate came a sigh of relief, the internecine squabble had been concluded and even though an important noble had been eliminated, the spice would continue to flow.

The Baron was not finished, though. The Fremen had interfered with his destruction of the Atreides forces by helping the remnants to get away. He decided to get rid of the native scum once and for all and gave his nephew, and Feyd-Rautha's brother, the 'Beast' Rabban Harkonnen, the power to initiate a pogrom to eliminate the Fremen from the face of the planet. The Emperor even loaned the Sardaukar (still disguised in Harkonnen livery) to help.

Several years passed and stories began to filter back to the Baron. The program was not proceeding as well as expected. There were reports of raids of increasing intensity on the outlying villages conducted by specially trained Fremen troops called Fedaykin. These raiders were inflicting many more casualties than they were receiving, and the harvesting of spice was beginning to suffer. Especially alarming were the reports of a messianic leader called Muad'Dib who was organizing, training and leading these Fremen to victory after victory. The cutback in spice was beginning to

cause serious repercussions throughout the Imperium. A decision was finally made at the highest level for a cooperative and concerted effort by the emperor, the Landsraad and the Spacing Guild to aid Baron Harkonnen in destroying the Fremen resistance forever.

Meanwhile how had Lady Jessica and Paul fared? Having survived a sand storm and a sandworm, they were trapped by a band of Fremen who, following their law of survival, were about to kill them for their water. Because Paul had been specially trained since birth in weapons fighting, Mentat computing and the Bene Gesserit ways, he demonstrated an extraordinary ability to maintain control of the situation. He and his mother so impressed the band that they decided to take them back with them to their sietch, an underground stronghold where the Fremen made their home. Many centuries before, the Bene Gesserit had prepared the Fremen for the coming of the Kwisatz Haderach by a prophecy. 'A Bene Gesserit and her offspring would hold the key to the Fremen future.' Perhaps these visitors were the fulfillment of the legend. Whether or not they were, their abilities could be used to aid the fight against the Harkonnens.

Paul, himself, began to see strange visions and gradually became more and more aware of a great revolt, a jihad, that he would lead. This awareness of his own destiny began to confirm his own suspicion that he might be the Kwisatz Haderach. A final test with the Water of Life convinced him that he was indeed the one the Bene Gesserit sought.

The next few years were spent in training and preparing the Fremen for the terrible purpose ahead. The first step would have been the restoration of himself as his father's son to his rightful place as Governor of Dune. The sides had been chosen and the final confrontation was at hand.

On paper, the Harkonnens, Emperor, Spacing Guild and Landsraad alliance seemed overwhelming when compared to the Fremen forces that Paul could muster. But Paul had a few surprises of his own ready. Not all of the alliance force was on the planet, only enough deemed sufficient to stamp out the Fremen uprising. The remainder of the force was in orbit as an emergency reserve. Paul realized that by threatening to destroy all spice, he had the leverage to force the Spacing Guild to his side. The final result of this switch meant that none of the reserve would land on the planet because, of course, the troops were on Spacing Guild spaceships. That reduced the strength imbalance considerably. Now he only had to deal with the advance force which was conveniently in camp preparing for their campaign.

Calling upon his newly realized powers, Paul summoned a tremendous sand storm to cover his ambush. Quietly and quickly he distributed his troops behind the Shield Wall protecting the Imperial forces and waited for the right moment. As soon as the sand storm passed over the wall and into the camp, Paul used his family atomics to blow a gaping hole in the wall. The Fremen poured through riding on the backs of the sandworms! The surprise was complete and the battle over quickly. Paul had regained his rightful title to Dune. So ends the first book of the Dune trilogy. The second and third books continue the jihad as it spreads from Dune to across the galaxies.



QUESTIONS AND ANSWERS

TREACHERY CARDS

Does the Family Atomics card have an immediate effect if blown when the Storm Marker is over *Arrakeen*, *Imperial Basin*, or *Carthag*?

Answer: When the Family Atomics card is used, the sector that the storm currently occupies is never affected. All appropriate sectors into which it moves will be affected.

Can the Family Atomics card be used if the *Shield Wall* or if the adjacent territory from which the explosion is being initiated is in storm?

Answer: Yes, in both cases.

Does the lasgun/shield explosion destroy the spice in the territory as well as the forces?

Answer: Yes. Please note also that all forces in the territory are lost, including those of players who were not involved in the battle.

If a Karama Card is played to prevent the Atreides player from looking at Treachery Cards, does it affect just one card or all cards up for bid?

Answer: All cards up for bid.

Can a Tleilaxu Ghola card allow a leader to fight in the same phase in which they were killed?

Answer: Yes, a leader revived by this card during a Battle Phase can be used in this Battle Phase.

Is the Tleilaxu Ghola 5 force revival free?

Answer: Yes.

In the advanced game, can a Karama Card be used to stop a player from using an advanced advantage?

Answer: Yes.

In the advanced game, does the Karama sandworm called by the Fremens signal a Nexus?

Answer: No. A Nexus is signaled only by a Shai-Hulud sandworm card.

REVIVAL

Are revived leaders still subject to turning traitor?

Answer: Yes. Once a leader is a traitor they are always a traitor for the entire game even if revived.

In the advanced game, can players revive leaders if other leaders have been captured by the Harkonnens?

Answer: Yes. A player can begin to revive their leaders if they don't have any of their own leaders available to play in battle (this includes Harkonnen, too).

MOVEMENT

When the Fremens bring reinforcements, must they include the *Great Flat* when counting the two territory range from the *Great Flat*?

Answer: No. Never include the *Great Flat* when counting the two territory range.

In the 2017 World Boardgaming Championship tournament rules shipping into *Arrakeen* or *Carthag* and then using ornithopters was banned. Some people think the original rules were not clear about this point. Why do you allow this in these rules?

Answer: We (the designers) have always allowed a player to ship forces into *Arrakeen* or *Carthag* and then use ornithopters. Our logic is that with the various military cultures in the Dune universe, raids prescribed by Kanly (or by opportunity for the Fremens) were common. An invasion is a similar case in the book. A fighting force can be shipped into *Carthag* or *Arrakeen*, steal ornithopters and use them to move other forces through three territories anywhere on the board.

Can a player's forces, that have moved into different sectors of the same territory at different times, move or ship as a single group?

Answer: Yes.

Does a sandworm move count as the one group move allowed to the Fremens each turn?

Answer: No. In fact, the sandworm move is made in the Spice Blow Phase, after the Nexus, and not in the Movement Phase.



Do sectors affect movement?

Answer: No. See response to movement question 1 (above). Sectors function to regulate the movement and effect of storms and the placement and collection of spice. They do not affect movement.

If a storm is over *Arrakeen* or *Carthag* does it affect the three territory (ornithopter) move?

Answer: No, except of course, into, out of, or through the storm.

If the storm separates two factions with forces in *Pasty Mesa*, they cannot battle and remain for the next turn (battle rules). On the next storm round, a sandworm card is drawn and a Nexus occurs. Can those two players ally? The Alliance section says allies cannot battle each other. If they can ally, how do they resolve the problem? Is one forced to use the Movement Phase to exit the territory?

Answer: Yes. If the *First Player* who ships and moves does not move forces out of that territory which the two allied factions occupy, the second player must . . . or lose those forces to the Tleilaxu Tanks.

BATTLE

Can a player substitute a cheap hero for a weapon or defense card in order to get rid of it or must they only play it in the place of a leader?

Answer: No, a player cannot substitute a cheap hero for a weapon or defense card. It may only be played as a substitute for a leader.

May the same weapon or defense card be played in more than one battle, if victorious? More than one battle in the same phase, if victorious?

Answer: Yes to both questions.

Can a player's forces that have moved into different sectors of the same territory at different times battle as a group?

Answer: They must fight as a single group (if storm permits)

What happens if truthtrance, Bene Gesserit Voice and Atreides Prescience or some combination thereof, are being used in the same battle?

Answer: The Bene Gesserit Voice must always be used before the Atreides Prescience. Truthtrance can be played at any time in this interaction. Please note that a player has the ability to alter components of their Battle Plan, that are not affected after being Voiced, Prescinded (sic) or Truthtranced.

Can a player voluntarily refuse to reveal a traitor if played against them in battle?

Answer: Yes. If your traitor appears in battle against you, you need not reveal that that leader is your traitor.

MISCELLANEOUS

Do allies pay the Spacing Guild for all of their shipments?

Answer: Yes.

What is the exact rate for the Spacing Guild shipment back to their reserves—1 spice per 2 forces, or half of that?

Answer: 1 spice per 2 forces.

What happens if at the end of the last turn, no one has won and the Spacing Guild are not in play?

Answer: The Fremens win. If they are not in play, the player occupying the most strongholds wins. If several qualify, all who qualify win.

In the advanced game, when reshuffling the Spice Deck, must you reshuffle the entire deck?

Answer: Yes.

In the advanced game, does the Fremens get the sandworm advantage bonus if a second sandworm appears in a Spice Phase?

Answer: Yes.

How does the Spacing Guild pay for an odd force shipment?

Answer: All fractional costs are rounded up. So a 5 force shipment costs the Spacing Guild 3 spice; a 1 force shipment costs them 1 spice; etc.



OPTIONAL RULES FOR ALLIANCES

ALLIANCE RESTRICTION	POSSIBLE SIDE EFFECT	COMMENT
Default Alliance Game 2 Player Alliance limit 4 Strongholds to win	a longer game	Players look for synergy with one other player and try to win together but must try to hold on to the strongholds they have.
2 Player Alliance limit 3 Strongholds to win	a shorter game	Players look for synergy with one other player and try to win together by holding or capturing 3 strongholds.
3 Player Alliance limit 4 Strongholds to win	a longer short game	May devolve into 3 strongest against 3 weakest, etc. but supposedly weaker players may be able to reverse the stronger players' fortunes and tip the balance.
3 Player Alliance limit 3 Strongholds to win	probably the shortest game	May devolve into 3 strongest against 3 weakest, but supposedly weaker players may pull off a surprise win by winning key battles.
Any number of players in Alliances 3 Strongholds to win	a more exotic game	The original Dune rules Alliance game; adversity creates ingenuity.

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SPECIAL THANK YOU TO

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SPECIAL THANK YOU TO

Robert Blance, Richard Foster, Reid Pittams, Simon Paton, and the Battlefront Studio Team.

Brian Herbert, Kevin J. Anderson and the Herbert properties team.

Elie Dekel, Lisa Lilly, Eric Morreel and the Legendary team.

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