

FRANK HERBERT'S
DUNE

Corrected and Clarified Rules

**Including Optional Rules
and
Character Advantages**

V 2.0

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I. INTRODUCTION

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 forbidding 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 great rock ridges. Giant worms a quarter of a 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 Guild Steersman continue to experience visions of the future, enabling them to plot a safe path through hyperspace. Spice is also a geriatric medicine which prolongs life. Only by assuring a stable supply of it throughout the galaxy can any Emperor avoid civil revolt. With spice, in short, one can buy whatever he wants.

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

All are subject to the rigid economics of their 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 worm 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 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 sand worm, "Shai-Halud".

Massive battles 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 Bene Tleilaxu technicians until the original person is regrown.

You will be one of these characters:

- 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.
- The decadent **Baron Vladimir Harkonnen** – master of treachery and cruel deeds.
- His majesty the **Padishah Emperor Shaddam IV** – keen and efficient, yet easily lulled into complacency by his own trappings of power.
- Guild **Steersman Eddic** (in league with smuggler bands) – monopolist of transport, yet addicted to ever increasing spice flows.
- Fremen ecologist **Leit-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.
- **Gaius Helen Mohian**, Reverent Mother of the Bene Gesserit sisterhood – ancient and inscrutable, carefully trained in psychological control and a genius at achieving her ends through the efforts of others.

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

II. EQUIPMENT

A. Game Board

1. Printed on the board is a map of the planet Dune. The map contains four types of territories.
 - a. *Sand* – yellow, orange or brown
 - b. *Rock* – grey
 - c. *Stronghold* – red
 - d. *Polar Sink* – blue
2. The map is also divided by longitude lines into 18 sectors which extend from the edge of the Polar Sink to the horizon.
3. Six player dots surround the map.
4. Places have been provided for the *spice* and *treachery* decks.

B. Six Character Sets:

1. Each set is composed of three types of components:
 - a. A *playing shield* bearing the likeness of the character and its advantages.
 - b. 5 *large discs* – each showing a leader and his fighting strength.
 - c. 20 *small tokens*
2. All components of each player set have the same color for identification.

C. Two Battle Wheels

D. Two Decks of Cards

1. *Spice Deck* containing 21 cards.
2. *Treachery Deck* containing 33 cards.

E. Spice Tokens (in denominations of 1, 2 and 4 and printed on both sides).

F. A Storm Marker

G. Six Storm Movement Markers (numbered 1 through 6).

H. Player Aid Pad

I. Instruction Manual

III. SET-UP FOR PLAY

- A. The board is set out on a flat surface.
- B. All spice tokens are collected in a convenient location hereafter known as the *Spice Bank*.
- C. The *spice* and *treachery* decks are shuffled and placed face down in the appropriate location on the game board. Played cards will be piled face up next to the decks and treachery discards reshuffled to restock the treachery deck as necessary.
- D. Each player gets one *Player Aid Sheet*.
- E. Each player selects *one character set*. If players can't agree on the selections, each player chooses a character randomly. He reads the shield's instructions and sets up his character as follows. (Note: A character has special powers that may contradict the rules. Its particular powers always have precedence over the rules.)
 1. He places his shield (folded as shown on back of the box) at the closest player dot to his seat at the table
 - a. Before traitors are chosen, the Bene Gesserit player writes down the name of one other player and the turn in which he thinks that player will win (cannot predict the automatic Guild or Fremen victory at the end of play).
 2. Each player places his leader discs face down in the center of the board and all disks are thoroughly mixed. Each player then draws *four discs* at random from the pile and secretly selects *one* of the opponents' leaders (if he drew one) to be in his pay as a traitor. The traitor's name is then circled on his *Player Aid Sheet*. The Harkonnen player selects *all* leaders belonging to other players which he drew as traitors. All leaders are returned to the pile which is then remixed. The leader discs are then turned face-up and recovered by each player.
 3. Spice tokens equal to the amount indicated on each shield are removed from the *Spice Bank* and placed behind each shield.

4. Each player's tokens are positioned on the board as indicated on his shield
 - a. Fremen tokens may include Fedaykin (starred) tokens.
 - b. The Bene Gesserit player may place a single token in any territory (instead of just the Polar Sink). This is done after the Fremen placement. Bene Gesserit tokens are not required to co-exist in the first game turn.

All tokens in reserve are placed behind the shield.
5. One card from the treachery deck is dealt to each player.
 - a. The Harkonnen player receives two cards.

IV. OBJECT OF PLAY

Each character 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* three strongholds (red territories) with *at least* one of his tokens at the end of any turn in the game.

- A. If a player wins (alone or as an ally, even with the Bene Gesserit) **when** the Bene Gesserit has predicted, the prediction is revealed and the Bene Gesserit player alone has won. The Bene Gesserit player can win normally, of course.
- B. If no player has won by the end of the last turn and if the Fremen player (or no one) occupies Sietch Tabr and Habbanya Ridge Sietch, the Fremen have prevented interference with their plans to alter Dune and automatically win the game.
- C. If no player has been able to win the game by the end of play (including the Fremen special win), the Guild has prevented control of Dune and automatically wins the game.
 1. If no player has been able to win the game by the end of play and the Guild is not in play, the Fremen player wins. If the Fremen are also not in play, the player occupying the most strongholds wins. In the event of a tie, all qualifying players win.

V. SEQUENCE OF PLAY

DUNE is played in turns to a maximum limit of 15 turns. Each turn is composed of six specific rounds that must be completed in the exact sequence presented below:

- A. **Storm Round**
The storm marker is moved around the map.
- B. **Spice Blow**
The top card of the spice deck is turned over and spice tokens are placed in the territory indicated.
- C. **Bidding Round**
Players bid spice to acquire treachery cards.
- D. **Revival and Movement Round**
First, players reclaim tokens from the '*Bene Tleilaxu Tanks*'. Then each player, in turn, lands and moves his tokens on the map.
- E. **Battle Round**
Players resolve battles in every territory which is occupied by two or more characters' tokens.
- F. **Collection Round**
Tokens in territories which contain spice may collect the spice.

VI. STORM

- A. In the first storm round only, the storm marker is placed at a random location along the map edge using the following procedure. The players whose player dots are nearest on either side of the storm 'at start' sector will independently dial a number from 'zero' to 'twenty' on the wheels. The two numbers are simultaneously revealed, totaled and the storm marker moved from the 'at start' sector *counterclockwise* that number of sectors around the map. The storm is not considered to have moved in the first turn, but will destroy any tokens in a sand territory over which it is placed (per item D below). After initial storm placement, the battle wheels are no longer used to move the storm.

- B. In the first turn during the storm round, the Fremen player randomly selects one weather movement marker from the six placed in a coffee cup. He looks at it and places it face down on the margin of the game board.
- C. In the next storm round the number is revealed; the storm is moved *counterclockwise* that number of sectors; and the number marker is returned to the cup. The Fremen player then selects a number marker for the next turn's storm movement. This is repeated each turn.
- D. Any tokens in a sector of a sand territory (except the *Imperial Basin*) over which the storm passes or stops must go to the '*Tleilaxu Tanks*' on the game board.
 1. Fremen lose only half of their tokens to the '*Tanks*' (rounded up) in a territory affected by the storm.

Any spice in a sector over which a storm passes or stops is removed to the *Spice Bank*.

VII. SPICE BLOW

- A. The top card of the *spice deck* is turned over.
 1. If it is a *territory card*, the amount of spice indicated on the card is placed from the *Spice Bank* onto the territory in the sector containing the asterisk. If the asterisk sector is currently in storm, no spice is placed that turn.
 2. If it is a *worm card*, a *Nexus* occurs immediately during which alliances can be formed and broken. (see XII. Alliances). Upon conclusion of the *Nexus*, the following takes place:
 - a. All spice and tokens in the territory last turned up in the *spice deck* are removed to the *Spice Bank* and '*Tanks*', respectively.
 - b. If a worm appeared in a territory where the Fremen player has tokens, they are not devoured, but may immediately move to any one territory on the board (subject to storm and occupancy rules). Fremen allies are likewise protected, but may not ride worms. Note that tokens/spice in the 'destination' territory are unaffected by the worm and that Fremen may not ride worms into storm sectors.
 - c. Another card is turned over, and so on, until a *territory card* appears and spice is placed
 - d. Additional worm cards drawn do not signal another *Nexus*, but each additional worm which appears after the first may be placed by the Fremen player in any territory he wishes. These additional worms may also be ridden by the Fremen (as in 2 above), but will only devour tokens/spice located in a sand territory. Worms never devour tokens in the destination territory.
 3. During the first turns spice blow only, all worm cards turned over are ignored and shuffled back into the spice deck.

VIII. BIDDING ROUND

- A. One of the players deals from the *treachery deck* a number of cards *equal* to the number of players who can bid for *treachery cards* this round. If the *treachery deck* is empty, reshuffle the discard pile to form a new deck. A player cannot bid for *treachery cards* if he already holds 4 *treachery cards*, except for the Harkonnen player, who may hold up to 8 cards.
- B. The dealt cards are placed face down in a row along one board edge. The first card in the row is now auctioned for spice.
 1. The Atreides player may look at the card currently up for purchase before any player bids on it.
 2. The player whose player dot the storm next approaches begins the bid for the first card.
 3. The first player may bid one or more spice or pass. Bidding then proceeds to the player to his immediate right who may raise the bid (even if he previously passed) 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 he bid to the Emperor player (or the *Spice Bank* if there is no Emperor) and takes the card.
 - a. Any spice paid by the Emperor must be paid to the *Spice Bank*.
 4. If the winner of a card is the Harkonnen player, he then gets an extra card from the top of the *treachery card* deck for free in addition to the card he won. The Atreides player may not look at this card.

- C. No player may bid more spice than he has [unless by Karama].
- D. In subsequent bidding that round, 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 gets a chance to open the bidding for a *treachery card*.
- E. 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 by everyone, all remaining cards are returned to the top of the *treachery deck* and the bidding round is over.
- F. The number (not the type) of *treachery cards* each player holds must always be open to everyone during the bidding round. Nobody is allowed to hide the number of cards that he holds during bidding.
- G. A player can *never* have more than four cards in his hand at any one time, except for the Harkonnen player, who can have eight. If a player has a full hand, he must pass on all cards up for bid.
- H. Each player must bid within five seconds of the previous player or he is assumed to have passed.
- I. **CHOAM Charity:**
At the start of the bidding round, any player who has no spice may collect two spice from the *Spice Bank* by calling out "*CHOAM Charity*".
 - 1. Beginning with the second turn, the Bene Gesserit player automatically receives *CHOAM Charity* each bidding round whether he has spice or not.
- J. A description of the function of each *treachery card* is given in the *Player Aid Pad*.

IX. MOVEMENT

- A. The player whose player dot the storm next approaches is termed the *'first player'*. He always opens the bidding for the first *treachery card* and makes the first move in a turn. If a storm is on the player dot, it is considered to have passed that player.
 - 1. The Atreides player may look at the top card of the *spice deck* at the beginning of the movement round.
- B. **Token Revival:**
Before any movement is made, all players may revive up to three tokens from the *'Tleilaxu Tanks'*.
 - 1. A certain number of tokens are revived for free as stated on the player shield. Any additional tokens that may be revived must be done at a cost of two spice per token. All spice expended for revival is placed in the *Spice Bank*.
 - 2. A player can never revive more than three tokens per turn except by *treachery card*.
 - 3. Revived tokens must be placed in the player's reserve.
 - 4. The Fremen player may only revive one Fedaykin token per turn.
 - 5. The Emperor player may only revive one Sardaukar token per turn at normal cost.
- C. The *'first player'* takes his move first. Play then proceeds to the right until all players have taken their moves.
 - a. The Guild player is not required to take his move when it occurs in the turn sequence but may take it at any turn in the sequence that he wishes. The rest of the players must take their turns in the proper sequence. The Guild player does not have to reveal when he intends to take his turn until the moment that he wishes to execute his move.

Each player's move is composed of two segments.

- 1. **Shipment:**
 - a. A player may make one shipment of any number of tokens from his reserves to any one territory on the map.
 - b. A player must pay spice to the Guild player (or *Spice Bank* if there is no Guild player) for his shipment. The cost of shipping off-planet reserves is one spice per token shipped into any stronghold and two spice per token shipped into any other territory.
 - i. The Fremen player does not have to pay as his reserves are on the far side of Dune.
 - ii. The Guild player only pays half the fee (rounded up) when shipping his tokens, payable to the *Spice Bank*.

- c. No player may ship into a sector in storm.
 - i. The Fremen player may violate this rule so long as they are not using a Guild alliance advantage. Fremen tokens shipping into storm sectors suffer half losses (rounded up).
 - ii. The Guild player may not ship out of sectors under storm.
 - d. No player may ship into a stronghold already occupied by two other players, except for Bene Gesserit tokens that are peacefully coexisting in the stronghold (see XIV. Bene Gesserit Coexistence).
 - e. Whenever another player ships tokens onto Dune, the Bene Gesserit player may ship, for free, one token from his reserves into either the same territory that the other player has shipped to this turn or into the Polar Sink.
 - f. No player, except the Guild, may ship tokens from the board back to his reserves.
 - g. The Guild player is capable of making one of three types of shipment each turn:
 - i. He may ship normally from off-planet reserves to Dune at half the normal cost (rounded up).
 - ii. He may ship any number of tokens from any one territory to any other territory on the board at half the normal cost for off-planet shipping (rounded up).
 - iii. He may ship any number of tokens from any one territory back to his reserves at the cost of ½ spice per tokens (rounded up).
 - h. The Fremen player may bring any or all reserves onto any territory within two territories of, and including, the Great Flat (subject to Fremen storm and occupancy rules). Tokens may be brought onto the board regardless of the storm location, but suffer losses if placed in a sector under storm. The Fremen player may not move tokens onto Dune in any other way.
 - i. A Fremen player allied with the Guild may ship tokens planet-to-planet only. The Fremen may not use the Guild alliance to ship tokens from reserves to the planet, nor to ship tokens from the planet back to reserves.
2. **Token movement:**
- a. Each player may move, as a group, any number of his tokens from one territory into one other territory. Tokens placed during shipment may be moved during token movement.
 - i. A player who starts the Movement Phase with one or more tokens in either Arrakeen, Carthag or both has access to ornithopters and may move his token group through up to three adjacent territories. The token group does not have to be in Arrakeen or Carthag to make the three territory move. Thus, *for example*, a player with one or more tokens in Arrakeen would be able to move tokens starting in Tuek's Sietch through Pasty Mesa and Shield Wall to the Imperial Basin where they must stop.
 - a) If the Fremen player rides a worm into Arrakeen or Carthag before the Movement Phase, he has access to ornithopters.
 - b) If the Bene Gesserit player declares non-coexistence in Arrakeen or Carthag at the beginning of the Movement Phase and the stronghold is empty, he has access to ornithopters.
 - ii. Any player without a token in either Arrakeen or Carthag at the start of his token movement does not have access to ornithopters and can only move his token group by foot to one adjacent territory.
 - iii. If the Fremen player does not have access to ornithopters, he can move his token group through up to two adjacent territories.

- b. Each player may make only one move per turn.
- c. Sectors have no effect on movement, i.e., tokens 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. No token 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 which is partly in the storm so long as the group does not pass through the part covered by the storm.
- d. When ending a move in a territory lying in several sectors, a player must make clear in which sector of the territory he chooses to leave his tokens.
- e. The Polar Sink is never in storm.
- f. Tokens do not block movement with one exception. Like shipment, tokens cannot be moved into or through a stronghold if tokens of two other players are already there, with the exception of Bene Gesserit tokens that are peacefully coexisting in the stronghold (see XIV. Bene Gesserit Coexistence). Otherwise, tokens are free to move into, out of, or through any territory occupied by any number of tokens.

D. Leader Revival

1. If all 5 of a player's leaders are in the '*Tanks*' and/or captured by Harkonnen, a player may revive one leader per turn until all of his leaders have been revived.
2. To revive a leader, a player must pay that leader's fighting value in spice to the *Spice Bank*.
 - a. The Kwisatz Haderach may be revived at a cost of 2 spice and has no effect on leader revival.
3. A revived leader can be played normally and is still subject to being a traitor, but may not be played in the same turn in which it was sent to the '*Tanks*'.
4. A player may revive a leader only at the end of his move.
5. If a revived leader is again killed and sent to the '*Tanks*', it cannot be revived again until all of the player's other revivable leaders have been revived, killed and sent to the '*Tanks*' again. Leaders killed a second time should be placed face-down until all other leaders of that faction have been revived.

X. BATTLES

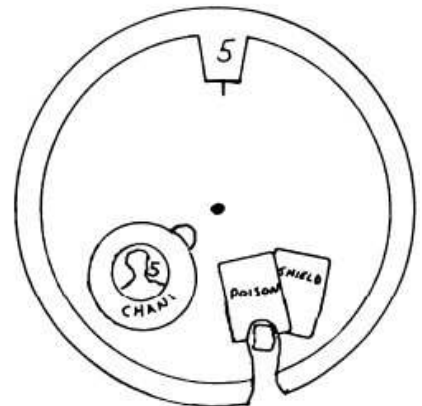
A. Battle Determination

1. Battles must occur between players whose tokens occupy the same territory.
2. Battles continue until just one player's tokens or no tokens remain in all territories on the map with two exceptions:
 - a. Players cannot battle one another in a territory if their tokens are separated by a sector in storm. Their tokens can remain in the same territory at the end of the round. Tokens are considered separated by storm if the storm is located between them or over one group but not the other. Tokens from two or more players in the same sector and under the storm must still battle (they are not separated by storm).
 - b. Players cannot battle in the *Polar Sink*. It is a free haven for everyone.
3. When resolving battles, the '*first player*' is named the aggressor until all of his battles, if any, have been fought. Battles are fought in player order regardless of when the Guild actually moved. The aggressor chooses the order in which he wishes to fight his battles. Then the player to his immediate right becomes the aggressor and so on, until all battles are resolved.
4. If three or more players are in the same territory, the aggressor picks who he will battle first, second, etc., for as long as he survives.

B. Battle Plan:

1. To resolve a battle, each player must secretly formulate a battle plan. Each combatant picks up a 'battle wheel' and secretly dials a number from zero to the number of tokens he has in the disputed territory.

- a. The Fremen player's three starred tokens (the Fedaykin) are worth two normal tokens in battle and for taking losses.
 - b. The Emperor player's five starred tokens (the Sardaukar) are worth two normal tokens in battle and in taking losses against all opponents but the Fremen.
2. One leader disc is placed face up in the slot on the wheel.
 - a. If a player has at least one leader or '*cheap hero(ine)*' *treachery card* available, he must use one in the battle plan. A player cannot choose not to play a leader. If a player neglects to play a leader but has one available, the lowest value leader available is added to his battle plan.
 - i. Any turn after losing a total of at least 7 tokens in battle(s), the Atrides player may begin using the Kwisatz Haderach counter. It cannot be used alone in battle but may add its +2 strength to any one Atrides leader or cheap hero(ine) per turn. If the leader or cheap hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by a lasgun/shield explosion. An Atrides leader accompanied by Kwisatz Haderach cannot turn traitor. If killed, Kwisatz Haderach must be revived like any other leader, for a cost of 2 spice. If not killed, it has no effect on Atrides leader revival.
 - ii. Every time the Harkonnen player wins a battle he may select randomly one leader from the losing player (including the leader used in battle, if not killed, but excluding all leaders already used elsewhere that turn). He can immediately turn the leader into the '*Tanks*' to collect 2 spice, or save the leader to use the leader once in a battle after which the leader must be returned to the original owner. If all of the Harkonnen leaders have been killed, he must return all captured leaders immediately to their original owners (if still alive). Captured leaders that have been killed are put in the '*Tanks*', from which the original owners can revive them. Captured leaders automatically act as traitors for their original owners and also retain their traitor status when played against other players.
 - b. If a player cannot play a leader in battle, i.e., they are all in the '*Tanks*' or have fought in another territory that round, he must still battle but he must declare that he is without a leader and he cannot play any *treachery cards* as part of his battle plan. His total is simply the number of tokens he dials.



3. He may play either a weapon or defense *treachery card* or both by holding them against the wheel as shown. A worthless *treachery card* may be played in place of a weapon, defense or both.
 - a. Cards may be held face-down against the wheel. Cards used in this manner are not considered played and may be returned to the player's screen without revealing them. Players may wish to do this in order to hide the number of cards that they are playing.

4. The Bene Gesserit player may use the 'Voice' to force his opponent to do as he wishes with respect to one of the cards he plays in his battle plan, i.e., to play or not to play a projectile weapon, shield, poison weapon, poison snooper, lasgun or worthless card.
 5. The Atrides player may force his opponent to show him his choice of one of the four elements he will use in his battle plan against the Atrides: the leader, weapon, defense or number dialed. If the opponent shows that he is not playing a weapon or defense, then the Atrides may not ask to see another element of the plan.
 6. When both players are ready, the battle plans are revealed simultaneously.
 - a. The Bene Gesserit 'Voice' must always be used before the Atrides 'Prescience'. Truthtrance can be played at any time in this interaction, but may not be used to interrupt the Prescience question. Please note that a player has the ability to alter his battle plan after 'Voiced', 'Prescinded' (sic) or 'Truthtranced', so long as the changes do not violate the Voice command or answers to Prescience or Truthtrance.
- C. Battle Resolution:**
1. The winner is the player with the higher total of number dialed plus leader's fighting strength.
 2. In the case of a tie, the aggressor has won.
 3. If the 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 his total. Both leaders can be killed and neither count in the battle.
 4. Any leaders killed are immediately placed in the *Tanks*. The winner immediately receives their value (including his own leader, if killed) in spice from the *Spice Bank*. Surviving leaders are retained by their owners.
 5. The losing player loses all the tokens he had in the territory to the *Tanks* and must discard *every treachery card* he used in his battle plan.
 6. The winning player loses only the number of tokens he dialed from the territory to the *Tanks*. He may keep or discard any of the cards he played. He may take his losses in any manner as long as it agrees with the strength dialed.
 - a. The same weapon or defense card may be played in more than one battle if victorious, even in the same round.
 - b. Token losses may be taken in any manner as long as it agrees with the strength dialed.
 7. Note that the loser does not lose his leader as a result of battle. Leaders are killed only by *weapon treachery cards*.
 8. No player may use a surviving leader in battle in another territory during the same round. The leader may be played in another battle in the same territory, however.
- D. Traitors:**
1. If, during a battle, the player's opponent displays a leader as part of his battle plan which the player selected as a traitor in his pay at the start of play, he may immediately call out, 'treachery' and reveals the circled name on his *Player Aid Pad*. The player immediately wins the battle and the opponent must lose all of his tokens in the territory and the traitorous leader to the *Tanks* and discard all cards he played.
 - a. Calling a traitor is always optional. A player may always choose to win/lose a battle normally rather than reveal a traitor that they have selected.
 - b. A leader accompanied by Kwisatz Haderach cannot be called as traitor.
 - c. Leaders captured by the Harkonnen player automatically act as traitors for their original owners, even if listed as a traitor for the Harkonnen player. Captured leaders retain their traitor status when played against other players.
 2. The player loses nothing, regardless of what was played in the battle plans. He also receives the traitorous leader's fighting strength in spice.
 3. If both leaders are traitors, each in the pay of his opponent, both player's tokens in the territory, their cards played and their leaders are lost. Neither player gets any spice.
- XI. SPICE COLLECTION**
- A.** Any player with tokens in a sector of a territory in which there is spice may now collect that spice. The collection rate is three spice per token if the player occupies *Carthag* or *Arrakeen*. It is two spice per token if the player does not occupy *Carthag* or *Arrakeen*.
 - B.** Uncollected spice remains where it is for future turns.
 - C.** During every collection round, each occupant of *Carthag* and *Arrakeen* collects 2 spice and the occupant of *Tuek's Sietch* collects one spice. To qualify for collection, a player needs to occupy the stronghold only at the time of collection. If a player occupies two or all three of these strongholds, he collects spice for each that he occupies.
- XII. ALLIANCES**
- A.** Once a *worm (Shai-Hulud) spice card* is turned over on the second or subsequent rounds, a *Nexus* occurs and play stops immediately.
 - B.** All players have a chance to make, join or break alliances. Once players have had a chance to do so, play continues with the *worm* devouring spice and tokens and/or giving a free move to the Fremmen.
 - C. Forming an Alliance:**
 1. Players may discuss among themselves the advantages and disadvantages of allying, and with whom.
 2. An alliance may contain any number of players (see XV.B.).
 3. The members of an alliance must be revealed to all. Alliances cannot be secret.
 4. Several alliances can be formed during a *Nexus*, but no player can be a member of more than one.
 5. Once all players have had a chance to ally, no further alliances can be made until the next *Nexus*.
 - D. Breaking an Alliance:**
 1. Any player may break an alliance during a *Nexus*. He just announces that he is breaking from the alliance.
 2. Players who break from an alliance have an opportunity to immediately join or form a new alliance.
 - E. How an Alliance functions:**
 1. Allied players' tokens are considered the same for purposes of victory (see IV. Object of Play). If together they hold three strongholds at the end of the turn, they have jointly won the game (see XV.A.).
 - a. The Bene Gesserit prediction is considered true if any member of a winning alliance was predicted to win on that turn.
 - b. A player may not claim a solo victory while part of an alliance.
 2. Allies may discuss strategy secretly at any time.
 3. During the bidding round, allies may help each other by paying some or all of the cost of each other's treachery cards so that one can bid more spice than he actually has. The amount of spice bid cannot exceed the amount of spice possessed by the allied players.
 4. During the movement round, allies may pay for each other's shipments.
 5. Allies may not enter any territory (except the Polar Sink) in which one of their allies already has a token(s) and, thus, may never battle one another.
 - a. Co-existing Bene Gesserit tokens are the only exception to this rule.
 6. Allies may assist one another as specified on their shields:

XIII. BRIBERY

- A. Players are never required to keep secret the strength of their reserves, cards or spice held, or traitor selected although they are never obligated to reveal this information.
- B. All reserves and spice should be kept in the pocket of the shield. The number of treachery cards held must be kept open during the bidding round but can be kept secret at all other times.
- C. Players 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.
- D. A deal or bribe cannot involve the transfer or gift of *treachery cards*, leaders, tokens or character powers. A player cannot make a deal or bribe that would contravene the rules or his character's powers. These are the only limitations.

XV. BENE GESSERIT CO-EXISTENCE

- A. Your tokens may coexist peacefully with all other players' tokens in the same territory. While coexisting, your tokens have no effect on the play of the other players whatsoever. They are treated as if they are not even on the board, i.e., they cannot collect spice, cannot be involved in combat, cannot prevent another player's control of a stronghold, cannot receive three territory movement bonus. They are still susceptible to storms, worms and lasgun/shield explosions.
- B. You must announce at the beginning of the Revival and Movement Round, before any movement is started, all territories in which you no longer wish to remain in coexistence. Anytime you end your move in an occupied territory in which you previously have no tokens or another player moves his tokens into a territory only you occupy, you must announce immediately whether or not you will coexist there. You cannot ship with another player (as spiritual advisor) into a territory in which you have stated (or intend to state when you land) that you are not in coexistence that turn. Those territories in which you choose to be (or remain) in coexistence must stay in coexistence for the rest of the turn. Your tokens in territories not in coexistence are treated as normal tokens. In all territories shared with tokens of other factions, it is assumed you are in coexistence unless you state otherwise.
 - 1. Coexisting tokens in an empty territory revert to non-coexisting at the beginning of the next turn.
 - 2. Bene Gesserit tokens declaring non-coexistence do so at the beginning of, but still within, the Revival and Movement Round. Therefore, Bene Gesserit tokens declaring non-coexistence in either Carthag or Arrakeen do not qualify for the three territory movement bonus on that turn.
 - 3. The Bene Gesserit's announcement at the beginning of the Revival and Movement Round may be made after token revival.

XX. HOUSE RULES

Although I am generally adverse to house rules, there are a few times when they are beneficial, or even necessary. Following are the house rules that I endorse and that my group plays with.

- A. **Extra Strongholds for Alliance Victories** (modifies IV.)
 - 1. The game tends to come to a hasty ending when allies are allowed to win with only 3 strongholds. Because of this, I recommend the following rule:
 - a. When playing with alliances limited to only two players, an alliance must hold 4 strongholds at the end of the turn instead of 3.
 - b. When playing with alliances of any number, an alliance must hold 2 more strongholds than the number of players in the alliance. For example, a 3-player alliance would have to hold all five strongholds to win.
- B. **Alliances Limited to 2 Players** (modifies XII.C.2)
 - 1. It seems foolish to allow half or more of the table to win a game and, more often than not, 3-player alliances only serve to stall the game – or at best to end it in an unsatisfying manner. Because of this, I recommend the following rule:
 - a. An alliance may contain no more than 2 players.
- C. **Overbidding Penalty** (modifies VIII).
 - 1. The rules do not state a procedure, consequence or penalty for a player bidding on a treachery card more spice than he has. This can lead to difficult situations and it is even possible that some players may try to 'game the system' when it comes to bidding on treachery cards. Because of this, I recommend the following rule:
 - a. If it is discovered that a player has bid in excess of his spice, he must first reveal his *treachery cards* to show that he has no Karama card with which to cover the debt. If he has no Karama card, he then forfeits all spice in his possession. If, however, he has less than 3 spice, he also forfeits his next turn. The card is then shuffled back into the deck and a new card is drawn as a replacement.

XXI. HOUSE RULINGS

Some issues are not covered in the rules (or at least not adequately). I have made every effort to track down official rulings on disputed issues and incorporate them into this rulebook, but there may be an item or two with which I do not agree. Following are the rulings that I endorse and that my group plays with.

- A. **Lasgun/Shield explosions** (modifies Q&A).
 - 1. When asked if lasgun/shield explosions still occur when a traitor is called, Peter Olotka answered in the affirmative. I've tried to reconcile this answer with the way that things are done in Dune, but I cannot see why every other weapon fails to be used if a traitor is called, but the lasgun still goes off. Because of this, I recommend the following ruling:
 - a. Lasgun/shield explosions do not take place if a traitor is called in a battle.

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APPENDIX A - QUESTIONS AND ANSWERS

A. TREACHERY CARDS

1. Does the 'Family Atomics' have an immediate effect if blown when the storm marker is over Arrakeen, Imperial Basin or Carthag?

Answer— When the 'Family Atomics' is blown, the sector which the storm currently occupies is never affected. All appropriate sectors into which it moves will be affected.

2. Can the "Family Atomics" be exploded if the ShieldWall or if the adjacent territory from which the explosion is being initiated is in storm?

Answer— Yes, in both cases.

3. Does the lasgun / shield explosion destroy the spice in the territory as well as the tokens?

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

4. 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.

5. Can a 'Bene Ghola' card allow a leader to fight in the same round in which he was killed?

Answer— No, a leader revived during a battle round cannot be used until the next battle round at the earliest.

6. Is the Ghola 5 token revival free?

Answer— Yes.

7. If the Bene Gesserit is stopped from playing a worthless card as a Karama card by another player's Karama card, can she retrieve her card?

Answer— No. Both cards played must be discarded.

8. Does the Karama worm called by the Fremens signal a Nexus?

Answer— No. A Nexus is signalled only by a Shai-Hulud worm card.

B. BATTLE

1. Can a player's tokens which have moved into different sectors of the same territory at different times battle as a group? Can they move or ship as a single group?

Answer— They must move and ship independently of one another. They must fight as a single group (if storm permits).

2. Can a player substitute a cheap hero(ine) for a weapon or defense card in order to get rid of it or must he only play it in the place of a leader?

Answer— No, he cannot substitute a cheap hero(ine) for a weapon or defense card. It may only be played as a substitute for a leader.

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

Answer— Yes to both questions.

6. 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 his battle plan after 'voiced', 'prescinded'(sic) or 'truthtranced'.

7. Can a player voluntarily refuse to reveal a traitor if played against him in battle?

Answer— Yes. If your traitor appears in battle against you, you need not reveal him as your traitor. Also, by common consent, players may choose not to play a leader even if available. If done, it must be announced before the battle plans are completed, and only the token strength can be used in the battle plans as explained in X.C.10.

C. MOVEMENT

1. Does a worm move count as the one group move allowed to the Fremens each turn?

Answer— No. In fact, the worm move is made in the spice blow and not in the movement round.

2. Do sectors affect movement?

Answer— Only in the case explained in *battle question one*. Sectors function to regulate the movement and effect of storms and the placement and collection of spice. They do not affect movement.

3. 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.

D. REVIVAL

1. Are revived leaders still subject to turning traitor?

Answer— Yes. Once a leader is in a player's pay, he (she) is in his pay for the entire game even if revived.

2. Can players revive leaders if others have been captured by Harkonnen?

Answer— Yes. A player can begin to revive his leaders if he doesn't have any of his own leaders available to play in battle (this includes Harkonnen, too).

E. MISCELLANEOUS

1. Do allies pay the Guild for all of their shipments?

Answer— Yes.

2. What is the exact rate for the Guild shipment back to his reserves— 1 spice per two tokens, or half of that?

Answer— One spice per two tokens.

3. What happens if at the end of the play, no one has won and the Guild are not in play?

Answer— The Fremens wins. If he is not in play, the player occupying the most strongholds. If several qualify, all who qualify to win.

6. How does the Guild pay for an odd token shipment?

Answer— All fractional costs are rounded up. So a five token shipment costs the Guild three spice; a one token shipment costs him one spice; etc.

7. When the Fremens brings reinforcements, must he 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

APPENDIX B – FACTION ABILITIES

A. ATREIDES

AT START – 10 tokens in Arrakeen and 10 in reserve (off-planet).
Start with 10 spice.

FREE REVIVAL – 2 tokens.

ADVANTAGES – You have limited prescience.

1. During the bidding round, you may look at each treachery card as it comes up for purchase before any player bids on it.
2. At the start of the movement round, you may look at the top card of the spice deck.
3. During the battle round, you may force your opponent to show you your choice of **one** of the four elements he will use in his battle plan against you; the leader, the weapon, the defense or the number dialed. If your opponent shows you that he is not playing a weapon or defense, you may not ask to see another element of his plan.
4. Any turn after losing a total of at least 7 tokens in battle(s), you may use the Kwisatz Haderach counter. It cannot be used alone in battle but may add its +2 strength to any one leader or cheap hero(ine) per turn. If the leader or cheap hero(ine) is killed, the Kwisatz Haderach has no effect in the battle. Kwisatz Haderach can only be killed if blown up by laser gun-shield explosion. A leader accompanied by Kwisatz Haderach cannot turn traitor. If killed Kwisatz Haderach must be revived like any other leader. If not killed, it has no effect on Atreides leader revival. (optional)

ALLIANCE – You may assist your allies by forcing their opponents to show them one element of their battle plan.

B. BENE GESSERIT

AT START – 1 token in Polar Sink and 19 tokens in reserves (off-planet). Start with 5 spice.

FREE REVIVAL – 1 token.

ADVANTAGES – You are adept in the ways of mind control.

1. At the start of the game (before traitors are picked) you write down the name of one other player and the turn in which you think he will win (you can't predict the automatic Guild or Fremmen victory at the end of play). If that player wins (alone or as an ally, even your own) **when** you have predicted, you reveal the prediction and you alone have won. You can win normally, of course.
2. Whenever any other player ships tokens onto Dune from off-planet, you may ship free 1 token from your reserves (spiritual advisors) into the Polar Sink. You may also ship normally, of course.
3. You may 'voice' your opponent to do as you wish with respect to **one** of the card he plays in his battle plan, i.e., to play or not to play a projectile, shield, poison, snoop, laser gun or worthless card. You cannot voice a cheap hero(ine) card. If he can't comply with your command, he may do as he wishes.

ALLIANCE – In an alliance you may 'voice' an ally's opponent.

C. EMPEROR

AT START – 20 tokens in reserves (off-planet). Start with 10 spice.

FREE REVIVAL – 1 token.

ADVANTAGE – You have access to great wealth.

1. Whenever any other player pays spice for a treachery card, he pays it **to you** instead of to the spice bank.
2. Your five starred tokens (elite Sardaurkar) have a special fighting capability. They are worth two normal tokens in battle and in taking losses against all opponents except Fremmen. Your starred tokens are worth just one token against Fremmen. They are treated as one token in revival. Only one starred token can be revived per turn. (optional)

ALLIANCE – You may give spice to your allies to purchase treachery cards, to revive tokens and to make shipments. Their payment for any treachery card even with your own spice comes right back to you.

D. FREMMEN

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

FREE REVIVAL – 3 tokens (you cannot buy additional revivals).

ADVANTAGES – You are native to Dune and know its ways.

1. You may move your token group two territories instead of one.
2. You may bring any or all of your reserves onto any territory within two territories of and including the Great Flat (subject to storm and occupancy rules). You may not move onto Dune in any way other than this.
3. If a worm appears in a territory where you have tokens, they are not devoured but, immediately upon conclusion of the nexus, may move to any one territory on the board (subject to storm and occupancy rules).
4. If no player has won by the end of the last turn and if you (or no one) occupies Sietch Tabr and Habbanya Ridge Sietch and neither Harkonnen, Atreides nor Emperor occupies Tuek's Sietch, you have prevented interference with your plans to alter Dune and you automatically win the game.
5. You select and may look at next turn's storm marker. (optional)
6. During a spice blow, all additional worms which appear after the first worm can be placed by you in any territory you wish. They cannot devour tokens if not in a desert territory. (optional)
7. If caught in a storm, only half of your tokens are killed (any fractions are rounded up). You may bring your reserves into a storm at half loss. (optional)
8. Your three starred tokens (Fedaykin) have a special fighting capability. They are worth two normal tokens in battle and in taking losses. They are treated as one token in revival. Only one Fedaykin token can be revived per turn. (optional)

ALLIANCE – Your allies are not devoured by worms. They win with you if you win at the end of the last turn.

E. GUILD

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

FREE REVIVAL – 1 token.

ADVANTAGE – You control all shipment onto and off Dune.

1. You are capable of making one of three possible types of shipments each turn. You may ship normally from off-planet reserves to Dune; or you may ship any number of tokens from any one territory to any other territory on the board; or you may ship any number of tokens from any one territory back to your reserves.
2. You need to pay only half the fee when shipping **your** tokens. The cost of shipping to your reserves is one spice for every two tokens shipped or fraction thereof.
3. When any other player ships tokens onto Dune from off-planet reserves, he pays the spice to you instead of to the spice bank.
4. If no player has been able to win the game by the end of play, you have prevented control of Dune and automatically win the game.
5. You are not required to take your move when it occurs in the turn sequence during the movement round but may take it at any turn in the sequence you wish. The rest of the players must take their turns in the proper sequence. You do not have to reveal when you intend to take your turn until the moment you wish to take it. (optional)

ALLIANCE – Allies may use the same types of shipments and at the same costs as you. They win with you if no one else wins.

F. HARKONNEN

AT START – 10 tokens in Carthag and 10 tokens in reserve (off-planet). Start with 10 spice.

FREE REVIVAL – 2 tokens.

ADVANTAGES – You excel in treachery.

1. At the start of the game you write down the name of **all** leaders belonging to other players which you draw. All are in you pay.
2. You may hold up to 8 treachery cards. At first, you are dealt 2 cards instead of 1, and every time you buy a card you get an extra card free from the deck (if you have less than 8 total).
3. Every time you win a battle you can select randomly one leader from the loser (including the leader used in the battle, if not killed, but excluding all leaders already used elsewhere that turn). You can immediately turn the leader into the 'tanks' for 2 spice; or use the leader once in a battle after which you must return him (her) to the original owner. If all of your own leaders have been killed

ALLIANCE – Leaders in your pay may betray you allies opponents, too.